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War Games Notes

Things to keep in mind:

1. Theme of the movie based on what has been covered so far
2. What are the fears/anxieties expressed by the film?
3. How do they use narrative tropes—comedy, surprise, tragedy, heroism, romance—to express these fears/anxieties?

Notes

1. Theme of the movie

   - Foo

2. Fears and anxieties

   - Two different fears and anxieties of nuclear war
     - public it is the prevention of such, like in the beginning when the two guys are in a test and one of them doen't turn the key because he doesn't want to kill everyone. And with the main characters, they don't want to die.
     - But with the military, it is different. Their fear is the complete opposite, it is about winning and losing. They chose to implement an AI that is incapable of amking the decision not to play which would result in fewer deaths. The comptuer guys who recommend it are saying that it will always win and that is what they are afraid of, they do not want to be on the losing side.

3. Some are still very much afraid of the soviets even after the age of the red scare, they feel like david matches the description of soviets. (weak argument).

4. Narrative tropes

   - Foo

- By replacing the physical men with machines, it mimics the idea about Kahns chapter where deaths are just a number really, whereas the the person was able to hold back
- "classic recruitment by the soviets" matched the description of the guy who just wanted friends
- Espionage
  - Charged how? He was on the computer?
  - Very frantic
- Falken believes in the opposite thinking, bringing humanity into it, knows when to give up, when too many lives is an issue
  - created joshua to make sure we don't destroy ourselves
  - Warroom is the typical Kahn talk of "acceptable losses"
  - Very negative outlook on the nuclear bomb, thinking we'll all die
  - *** The only winning move is not to play***