War Games Questions

1. War Games is driven by the political conflict of the Cold War in that the high tension atmosphere and defense advancements contribute to more computers with more power. In any war there is massive technological advancement, and the Cold War was no exception with more powerful weapons in greater quantity. However, perhaps the greater weapon becoming more and more relevant and powerful was the computer, and the innovations of the W.O.P.R. were specific to the conflict. One should also note that computer science was evolving at a rapid rate already with games, programs, and more intelligent designs. Because the threat of annihilation was constant and seemed looming, the conflict of technology and scientific advancement was a key to patriotism and various funding opportunities. The super computers in the film were brought about to give the U.S. any advantage given a real attack, and such simulations or defense systems were children of the fear and competition.
2. At this time (1980’s) anything cyber is either in large computing devices or arcade gaming, yet the shift into personal computers has already taken hold. Connecting to the internet involved various dial-up methods utilized the phone lines, as shown with David and his phone setup. Cyber security at this time was minimal, yet simple techniques like a back door were already in use. Mainly the problems, as shown in the movie, simply had to do with finding the password to log in. Overall, the state of the web and cyber-security were very young at the time of the movie.
3. The Internet was originally created by the military, and throughout the evolution of the web and computing the military has played a key role in anything cyber. Perhaps one of the main advantages the military has is the vast social resources from which they can draw. With R+D teams, university professors, and various other personnel, the military was and is able to create and advance technology at an unprecedented rate. Because of the looming conflict, the funding that went into the web and the net seemed to be a good investment and the manpower and financial resources during the Cold War were astounding. Computers offered a new form of defense, so not only could the actual designers and technicians and engineers help but people were needed for programming, upkeep, and the things that supported the new systems. In conclusion, the broad range of specialists in education, engineering, and computer technology were key, and other professionals often aid the military for key advantages.
4. Near the start of the film, W.O.P.R. represents an upgrade to the normal human lock system because of the hesitation and apprehension people would feel on a normal basis. Because it would not feel the typical remorse or the repercussions on its hands, a computer would quickly and efficiently deliver a strike when needed and ordered. At the end, the computer seems to have changed from Falken’s logic and programming to be a more of an aggressive and competitive opposition than simply a machine to run simulations. Because W.O.P.R recognized no winner in a nuclear conflict, the computer turned out to be more trouble than it was worth with the design flaws, backdoor lock, and its self-learned attempts to “win the game.” The computer is less like the humans it replaced because it is able to find launch codes and other information quickly and without remorse, and because it acts quickly and without thought or remorse the W.O.P.R. system is indeed less like the humans and far more trouble with the private and changing security.
5. This movie shows how if a machine can be tricked, it can have catastrophic consequences. This is shown by the false images that the computer gives the humans in the operations center, and the humans almost launching a retaliatory strike. In addition, the computer cannot tell the difference between a simulation and a real war. This leads to the US almost destroying the world. Therefore, the movie shows that the humans’ reliance on the technology is too great, which, it can be argued, is true about nearly all humans today. This also shows why innovation leads progress 90% of the time but occasionally it does not.