Wargames 1983Due at 8:00AM on 06/18/13  
  
Themes and questions to consider:  
  
1. The Cold War Context - in what way does the Cold War drive the plot of the film? How does the Soviet threat drive the technological innovation on display in the film?

The cold war drives the plot of the film because the soviets and the U.S were enemies and they had different views of the world. The game had the two wars going against each by machine. The soviet threat drove the technological innovation because the U.S didn’t want to be unprepared for a possible world war three.

2. Level of Technology - what does Cyber look like at this time (1983, mind you)? How, for instance, does one get on-line? And what (if anything) does Cyber-Security involve?

In 1983, Cyber looked old, big and bulky, had big buttons, and little to no pictures. Someone turns on the computer and logon by typing in a password to get into the computer. The computers had green or white words and usually had black background screens. Cyber-Security is when you secure information and data on electronics. Cyber-security also allows you to have boundaries to what you look up.

3. Military-Industrial Complex - what role does the military play in the development of Cyber-Space? How does the military draw on different sectors of society (the University, for instance) to achieve its objectives?

The military gets notified by the computer and they are the first people to know about a potential attack. The military plays a role in the development of cyber space by providing safety because when an attack is coming they are able to prepare.

4. Automation and Artificial Intelligence - in the military's estimation, how does WOPR represent an improvement over human agents? By the end of the film, how has WOPR changed? Is it more or less like the humans it replaced?  
  
WOPR doesn’t have a conscious so it doesn’t think on its own, it learns from its mistakes, and it did what it was told to do.

5. Man vs. Machine - although this story has a very specific focus (Cold War, Military Technology, etc.), its theme is nevertheless timeless. How does it help us to see the problem man always has with the things he builds? Does technological innovation always equal progress?

There is always something wrong with the things man makes, it is never perfect. If man itself isn’t perfect then its creations would be imperfect as well. Technological innovation does not equal progress.