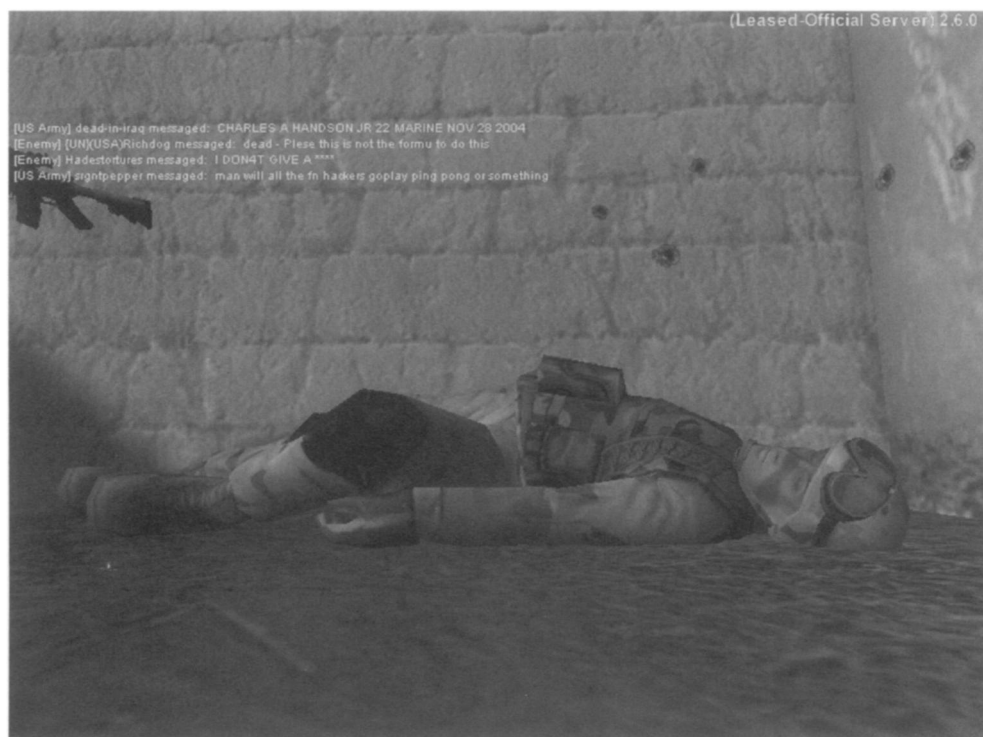# Provocation

dead-in-iraq

performance/memorial/protest

Joseph DeLappe

The project *dead-in-iraq* commenced in March of 2006 to roughly coincide with the third anniversary of the start of the Iraq conflict. I enter the online US Army recruiting game, *America's Army* (8.5 million registered users worldwide; http://www.americasarmy.com/), in order to manually type the name, age, service branch, and date of death of each service person who has died to date in Iraq. The work is essentially a fleeting, online memorial to those military personnel who have been killed in this ongoing conflict.

I enter the game using as my login name "dead-in-iraq" and proceed to type the names using the game's text-messaging system. As is my usual practice when creating such an in-game intervention, I am a neutral visitor, as I do not participate in the proscribed mayhem. Rather, I stand in position, drop my weapon, and type until I am killed—whereupon I hover like a spirit over my dead avatar's body and continue to type. The text messages that follow represent the inputting of the names and reactions by the other players.

[US Army] –hk-burritoman#1 messaged: i think they are dates of deaths of soldiers
[US Army] dead-in-iraq messaged: CEDRIC LAMONT LENNON 32 ARMY JUN 24 2003
[US Army] BgRobSmith messaged: are those real people??

[US Army] dead-in-iraq messaged: JOHN ELI BROWN 21 ARMY APR 14 2003
[OpFor] bin-lad-e-nG.W.B messaged: I am srry
[US Army] dead-in-iraq messaged: JOSEPH ACEVEDO 46 NAVY APR 13 2003
[OpFor] bin-lad-e-nG.W.B messaged: I am srry

KICK NOTIFICATION: dead-in-iraq has been kicked by an Administrator
[US Army] dead-in-iraq messaged: JIMMY J ARROYAVE 30 MARINE APR 15 2004
[Admin] [BM]LoftyDog ADMIN MESSAGE: cause i dont need to sit through a list of over 1000 deaths

[Enemy] stepdown messaged: RIP, THIS IS A GAME
[US Army] dead-in-iraq messaged: HESLEY BOX JR 24 ARMY MAY 6 2004
[US Army] dead-in-iraq messaged: JEFFREY G GREEN 20 MARINE MAY 5 2004

[US Army] dead-in-iraq: ERICK J HODGES 21 MARINE NOV 10 2004
[US Army] –os-zelptic messaged: dead stfu you dumb **** {FUBAR}rtftd was shot by {-Boomer-}
[US Army] turkeybird messaged: who cares

[US Army] Pvt_Styx messaged: he drops his gun at the beginning of every round
[US Army] dead-in-iraq messaged: GEORGE T ALEXANDER JR 34 ARMY OCT 22 2005

[US Army] Pvt_Styx messaged: jeeez shut up already we get it people died
[US Army} ={UMD}=HairyJohnson messaged: hmmm so whats your point?
XSTALKERX89 was shot by {UMD}=MORE_BEER.

CrazyCrav has added a vote to kick dead-in-iraq. [8/11]
[Enemy] sargentroysmith2 messaged: HE NAMES PEOPLE DEAD IN IRAQ
[US Army] Paddi15978 messaged: lol
jojomom has successfully joined the server

[US Army] dead-in-iraq messaged: DAVID G TAYLOR 37 ARMY OCT 22 2006
[US Army] cpm@ messaged: what's wrong with what he's doing
[US Army] dead-in-iraq messaged: NICHOLAS K ROGERS 27 ARMY OCT 22 2006
[US Army] Paddi15978 messaged: OMFG mnot this cunt again

Joseph DeLappe is Associate Professor in the Department of Art at the University of Nevada where he runs the Digital Media area. Working with electronic and new media since 1983, his work in online-gaming performance, electromechanical installation, and real-time web-based video transmission have been shown throughout the United States and abroad. In 2004 he reenacted each of the three nationally televised Presidential debates between John Kerry and George Bush in an online game: Battlefield Vietnam, Star Wars Jedi Knight Outcast, *and* Sims Online. *His work was recently featured in the exhibition Gameworld at the Laboral Centro de Arte y Creacion Industrial in Gijon, Spain, and published in* Gamescenes: Art in the Age of Videogames *(Johan & Levi, 2007) and* Videogames and Art *(Intellect Books, 2007). His recently launched online project commemorates Iraqi civilian casualties: http://www.iraqimemorial.org. For further documentation of* dead-in-iraq, *see http://www.delappe.net.*

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