

EMPIRE AT PLAY

THE POLITICS OF VIDEO GAMES

With a Showing of the film: "Sneaking Mission," about the videogame Metal Gear Solid and the military-industrial complex.



Nick Dyer-Witheyford teaches in the Faculty of Information and Media Studies at the University of Western Ontario. He is the author of *Cyber-Marx: Cycles and Circuits of Struggle in High Technology Capitalism* (Chicago: University of Illinois, 1999).

Greig de Peuter is a PhD student in the School of Communication at Simon Fraser University in Vancouver. He is co-editor, with Mark Coté and Richard Day, of *Utopian Pedagogy: Radical Experiments Against Neoliberal Globalization* (Toronto: University of Toronto Press, forthcoming).

Dyer-Witheyford and de Peuter are writing a book about video and computer games from the perspectives of autonomist Marxism and post-structuralism, entitled *Games of Empire*. They are, with Stephen Kline, the co-authors of *Digital Play: The Interaction of Technology, Culture, and Marketing* (Montreal and Kingston: McGill-Queens University Press, 2003).

**A Lecture for ISIS 210 How They Got Game ::
1:15 pm April 4th, 2006 ::
Interactive Multimedia Project Space :: Room 230 JHFC**