Bringing teaching, learning and research to life

Media, Communication, & Cultural Studies

Teaching with Tutorial Video
**Tutorial videos** are generally brief (5–10 min) and examine one specific area of a particular discipline. Examples include construction and representation in media studies, digital media, and global media. **Tutorials** provide an overview of a topic; introduce key theories; and draw upon recent research, practice, and examples. **Tutorials** can be assigned as homework to be viewed outside of classroom or, because of their brief nature, can easily be incorporated into a lecture. Instructors can create quizzes from tutorials to assess students' knowledge. They can also serve as great launching pads for exciting classroom discussion and interesting assignments.

**Digital Wars**


In this tutorial, Dr. Adi Kuntsman, a lecturer in Digital Media at Manchester Metropolitan University, explains the ways digital media, the Internet, and mobile cultures are changing the nature of modern warfare. Drawing on the key concepts of “cyberconflict,” “militainment,” and “digital militarism,” Dr. Kuntsman argues that digital communication technology has changed the way we think about wars and what we know about them.

**Suggested Courses or Topics**

This tutorial can be used in courses about digital technologies, conflict, security, or even gaming. Course examples might include:

- cyberconflict,
- cybersecurity,
- computer games,
- design and media, and
- peace and conflict.

**Classroom Clips**

Listed below are a few examples of clips that focus on key concepts:

- In this clip, Dr. Kuntsman explains how digital communication technologies are changing the ways the public understand, view, and come to know wars and wartime experiences. **Clip 00:22 – 1:37.**
- Here, Dr. Kuntsman outlines three key theoretical concepts: cyberconflict, militainment, and digital militarism. **Clip 1:38 – 1:50.**
- In this clip, we see the concept of militainment explained as the intersection between entertainment industries and militarism. **Clip 1:52 – 3:23.**
- The second concept of cyberconflict is outlined in this clip, as well as how it is changing the way we understand war today. **Clip 3:24 – 4:56.**
- Here, the final concept of digital militarism is explained as the process through which social media is being used to bolster patriotic militarist efforts. **Clip 4:57 – 6:14.**
- This clip discusses the implications of the concepts and trends addressed in this tutorial. **Clip 6:18 – 7:20.**

**Research Assignment**

See below for some example assignments that you might use for students

1. Dr. Kuntsman provides an overview of three theoretical concepts (cyberconflict, militainment, and digital militarism). Find, read, and summarize five key studies relating to one of these concepts.

2. Drawing on relevant academic sources, what, if any, are key theoretical differences between ‘cyberconflict’ as described here (Clip 3:24 – 4:56) and ‘hacktivism’?
Classroom Discussion

Here are some examples of questions which might be used for in-class discussion.

1. When discussing the concept of cyberconflict (Clip 3:24 – 4:17), Dr. Kuntsman raises the following questions: “If hackers attach the computer infrastructure of another country, is that actually considered an act of war? Should it be considered an act of war? Should we have different rules of engagement?” What are your thoughts on these questions, particularly in relation to real-life and modern hacking events (e.g., the Russian hacking during the 2016 U.S. Presidential election)?

2. What are the implications of militainment or the ways that wars have increasingly become entwined with forms of entertainment (popular shoot-em-up video games) (Clip 1:56 – 3:22). Is there anything that can or should be done to challenge this? Should we work to discourage the war-as-entertainment mentality, particularly in an age of drone warfare?

3. Dr. Kuntsman described the concept of digital militarism (Clip 4:57 – 6:14). Using a range of social media platforms (Facebook, Instagram, and Twitter), find official army sites and explore the extent to which war is both “digitized” and “banalized.” You should also be encouraged to explore the ways these official posts are shared, liked, and commented on.