The First World War in Computer Games

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Modern views of the First World War have long been shaped by literature, film and television. However, the interactive nature of computer games is changing how such events are portrayed. *The First World War in Computer Games* examines analyses the world of combat and what it means for a player to be a soldier or a general in the First World War. It also examines the depiction and landscape of the trenches, and concepts of how the war ended and what it was for. Most importantly it investigates the different stories that computer games tell about the war, where these stories came from, and how they are shaped by wider social and historical knowledge. This book shows how computer games are at the forefront of new representations of the war.

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