

MDIA 322

View Online



Alan Beyerchen. 'Clausewitz, Nonlinearity, and the Unpredictability of War'. *International Security*, vol. 17, no. 3, pp. 59–90,
https://teaharua.victoria.ac.nz/primo-explore/fulldisplay?docid=TN_museS1531480492300026&context=PC&vid=VUWNUI&lang=en_NZ&search_scope=64VUW_ALL&adaptor=primo_central_multiple_fe&tab=all&query=any,contains,beyerchen%20clausewitz%20nonlinearity&sortby=rank&offset=0.

Ansorge, Josef Teboho. 'Orientalism in the Machine'. *Orientalism and War*, edited by Tarak Barkawi and Ketih Stanski, Oxford University Press, 2013, pp. 128–49,
<https://doi.org/10.1093/acprof:oso/9780199327782.003.0007>.

Arquilla, John, and David Ronfeldt. In *Athena's Camp*. RAND Corporation, 1997,
https://www.rand.org/pubs/monograph_reports/MR880.html.

Bousquet, Antoine. *Marshalling the Real: War and Simulation*. *The Disorder of Things*, 10 Jan. 2013,
<https://thedisorderofthings.com/2013/01/10/marshalling-the-real-war-and-simulation/>.

---. *The Eye of War*. University of Minnesota Press, 2018,
<https://doi.org/10.5749/j.ctv6hp332>.

---. *The Scientific Way of Warfare: Order and Chaos on the Battlefields of Modernity*. London School of Economics, 2007, <http://etheses.lse.ac.uk/2703/>.

---. *The Scientific Way of Warfare: Order and Chaos on the Battlefields of Modernity*. London School of Economics, 2007, <http://etheses.lse.ac.uk/2703/>.

---. *The Scientific Way of Warfare: Order and Chaos on the Battlefields of Modernity*. London School of Economics, 2007, <http://etheses.lse.ac.uk/2703/>.

Bousquet, Antoine J. *The Scientific Way of Warfare: Order and Chaos on the Battlefields of Modernity*. Columbia University Press, 2009, pp. 121–61.

Boyd, John. *A Discourse on Winning and Losing*. 1992, <https://www.danford.net/boyd/>.

---. *Patterns of Conflict*.
https://www.youtube.com/watch?v=9iiQlBaGJQA&list=PL4pmLxkc7CTcukllpD0UThT7Y_K09oxXe.

Bridle, James. 'Drones and Dread'. *Dread: The Dizziness of Freedom*, edited by Juha van 't Zelfde, Valiz, 2014, pp. 79–87.

Cebrowski, Arthur K., and John Gartska. Network-Centric Warfare: Its Origins and Future. https://pdfs.semanticscholar.org/1c8d/70a1abf6764cd308427e505124637dfd193a.pdf?_ga=2.1959927.712250019.1554781457-139573268.1554781457.

Chamayou,
Gre

goire. A Theory of the Drone. The New Press, 2015, pp. 31–59, <https://ebookcentral.proquest.com/lib/vuw/detail.action?docID=1681947>.

Clausewitz, Carl von. On War. David Campbell, 1993, pp. 136–40.

DeLanda, Manuel. War in the Age of Intelligent Machines. Swerve eds, Zone Books, 1991.
Der Derian, James. 'Virtuous War/Virtual Theory'. International Affairs, vol. 76, no. 4, Oct. 2000, pp. 771–88, <https://doi.org/10.1111/1468-2346.00164>.

Devadas, Vijay. 'Governing Indigenous Sovereignty: Biopolitics and the "Terror Raids" in New Zealand'. Fourth Eye: Maori Media in Aotearoa New Zealand, University of Minnesota Press, 2013, <https://ebookcentral.proquest.com/lib/vuw/reader.action?docID=1458385&ppg=52>.
Engberg-Pedersen, Anders. Empire of Chance: The Napoleonic Wars and the Disorder of Things. Harvard University Press, 2015, pp. 56–68, https://www.jstor.org/stable/j.ctt1c99bhs.5?refreqid=excelsior%3A864bbe39939f9b49774106dc7bdd7d3d&seq=20#metadata_info_tab_contents.

Eyal Weizman. 'Walking Through Walls: Soldiers as Architects in the Israeli-Palestinian Conflict'. Radical Philosophy, pp. 8–22, https://teaharua.victoria.ac.nz/primos-explore/fulldisplay?docid=TN_wos000235507900002&context=PC&vid=VUWNUI&lang=en_NZ&search_scope=64VUW_AL&adaptor=primos_central_multiple_fe&tab=all&query=any,contains,weizman%20walking%20through%20walls&offset=0.

Freedman, Lawrence. 'Defining War'. The Oxford Handbook of War, Oxford University Press, 2012, pp. 1–15, <http://www.oxfordhandbooks.com/view/10.1093/oxfordhb/9780199562930.001.0001/oxfordhb-9780199562930-e-2>.

---. 'Nuclear Games'. Strategy: A History, Oxford University Press, 2013, pp. 145–55, <https://ebookcentral.proquest.com/lib/vuw/reader.action?docID=1389064&ppg=8>.

---. 'Observation and Orientation'. Strategy: A History Strategy: A History, Oxford University Press, 2013, pp. 193–213, <https://ebookcentral.proquest.com/lib/vuw/reader.action?docID=1389064&ppg=8>.

---. 'The Revolution in Military Affairs'. Strategy: A History, Oxford University Press, 2013, pp. 214–36, <https://ebookcentral.proquest.com/lib/vuw/reader.action?docID=1389064&ppg=8>.

Galison, Peter. 'The Ontology of the Enemy: Norbert Wiener and the Cybernetic Vision'. The New Media and Technocultures Reader, Routledge, 2011, pp. 19–37.

Goodman, Steve. 'What Is Sonic Warfare?' Technologies of Lived Abstraction: Sonic

- Warfare : Sound, Affect, and the Ecology of Fear, The MIT Press, 2012, <http://site.ebrary.com/lib/vuw/reader.action?docID=10356696&pg=26>.
- Harun Farocki. 'Phantom Images'. Public, no. 29, 2004, pp. 12-22, <https://public.journals.yorku.ca/index.php/public/article/view/30354/27882>.
- Hilgers, Philipp von, and Ross Benjamin. War Games: A History of War on Paper. MIT Press, 2012, <http://www.jstor.org/stable/10.2307/j.ctt5vjpbj>.
- Kiesling, Eugenia C. On War Without the Fog. pp. 85-87, <https://www.clausewitz.com/bibl/Kiesling-OnFog.pdf>.
- Kode9. Kode9 on Frequencies, Burial and Dance Music Exploration. Red Bull Music Academy, 2010, <https://www.youtube.com/watch?v=EvcFZccqWJU>.
- Ladyman, James, et al. 'What Is a Complex System?' European Journal for Philosophy of Science, vol. 3, no. 1, Jan. 2013, pp. 33-67, <https://doi.org/10.1007/s13194-012-0056-8>.
- Manabrata Guha. Reimagining War in the 21st Century : From Clausewitz to Network-Centric Warfare. Routledge, 2010, pp. 60-85, <https://ebookcentral.proquest.com/lib/vuw/reader.action?docID=565438&pg=51>.
- . Reimagining War in the 21st Century: From Clausewitz to Network-Centric Warfare. Routledge, 2010, pp. 86-109, <https://ebookcentral.proquest.com/lib/vuw/reader.action?docID=565438&pg=95>.
- Mbembe, Achille. Necropolitics. no. 1, pp. 11-40, https://warwick.ac.uk/fac/arts/english/currentstudents/pg/masters/modules/postcol_theory/mbembe_22necropolitics22.pdf.
- MCDP-1 Warfighting. U.S. Marine Corps, 1997, <https://www.marines.mil/Portals/59/Publications/MCDP%201%20Warfighting.pdf>.
- Mellamphy, Nandita Biswas. Larval Terror and the Digital Darkside. Nov. 2015, <https://www.e-ir.info/2015/11/14/larval-terror-and-the-digital-darkside/>.
- Order & Disorder. BBC, 2012, <https://www.youtube.com/watch?v=GyTR8xvvULE>.
- Osinga, Frans P. B. Science, Strategy and War: The Strategic Theory of John Boyd. Routledge, 2007, <https://ebookcentral.proquest.com/lib/VUW/detail.action?docID=292824>.
- Russolo, Luigi. The Art of Noise. UBU Classics, 2004, http://www.artype.de/Sammlung/pdf/russolo_noise.pdf.
- Scharre, Paul. Army of None: Autonomous Weapons and the Future of War. W. W. Norton, 2018.
- Sumera, Matthew. 'The Soundtrack to War'. Virtual War and Magical Death: Technologies and Imaginaries for Terror and Killing, Duke University Press, 2013, pp. 214-33, <http://search.ebscohost.com/login.aspx?direct=true&scope=site&db=nlebk&db=nlabk&AN=600660>.

Virilio, Paul. *War and Cinema: The Logistics of Perception*. Verso, 1989.

Watts, Barry D. *Clausewitzian Friction and Future War: Revised Edition*. Institute for National Strategic Studies, National Defense University, 2004, pp. 1-22, <http://www.clausewitz.dk/Watts-Friction.pdf>.

Weizman, Eyal. *Hollow Land: Israel's Architecture of Occupation*. Verso, 2012, <https://ebookcentral.proquest.com/lib/vuw/reader.action?docID=5177026&ppg=106>.

Wilson, Andrew. *The Bomb and the Computer*. Barrie & Rockliff, Cresset P., 1968, pp. 140-53.

Wintjes, Jorit. "'Not an Ordinary Game, But a School of War'". *Vulcan*, vol. 4, no. 1, Aug. 2016, pp. 52-75, <https://doi.org/10.1163/22134603-00401003>.

---. 'When a Spiel Is Not a Game'. *Vulcan*, vol. 5, no. 1, Oct. 2017, pp. 5-28, <https://doi.org/10.1163/22134603-00501002>.