This series will publish original manuscripts addressing the representation of war and/or the military in popular movies, television shows, or video games. Books will be brief and written in a critical but accessible style, suitable for popular consumption or classroom use. Submissions may examine an important depiction of war or the military in a single film, television program, or video game, or they may analyze themes and trends across texts or media (e.g., the military musical; the staging of “combat” across media platforms; recruiting via screen media; World War I on film; war trauma and videogames). All submissions should combine analysis of specific media texts with contextual analyses of production and reception history.

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