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Phobia as History. A Critical Discourse Analysis of Kuma\War Games

Kuma\War as a free tactical first and third person shooter game created by Kuma Reality Games tries to simulate the real battlefields in Iraq, Afghanistan, Iran, South Korea, Vietnam etc. From one side, *Kuma\War* games are examples of war 'ad-games', and from the other side, they are a way of 'warfare-isation' of the public sphere in the Western societies. *Kuma\War* is an episodic game and each game consists of a playable mission, extensive background text, and often includes interviews with military experts, soldiers etc. *Kuma\War* games not only try to persuade gamers that they are re-playing the real history, but also ask them to play their real role in history and do the best job in war against 'Axis of Evil' countries. According to a 'constructivist approach' to media texts, not only fantasy games, but also 'docu-games' like *Kuma\War* games are representations of realities, and as representations all of them are constructed. Based on van Leeuwen's critical discourse analysis method, concentrating two missions (Assault on Iran and Iran Hostage Rescue), we will try to analysis the phobias (Islamophobia and Iranophobia) hidden in the games critically.