

Playing Dead

Shannon Petrello

Playing Dead is a series of digital collages made up entirely of iconic images of gender that were appropriated from popular, commercial culture as well as high art and photo history. This series originally began as two separate projects: one which explored consumer culture images of women in which their victimization or death was implied, and one which explored the transformation of war into a game as it is marketed to men. Slowly, these projects began to merge, and it was startling to see how easily the two sets of images meshed together, despite their distances in time and space.

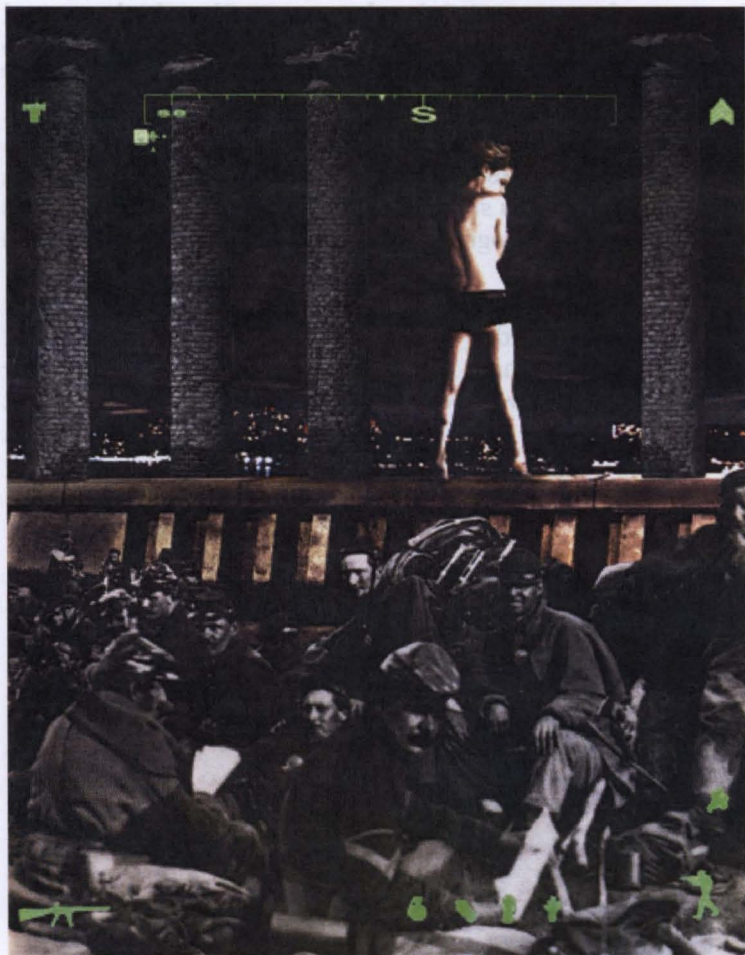
Through the juxtaposition and interrelation of fashion models, military video games, and soldiers from wars past, *Playing Dead* asks how men and women relate to each other in this culture. How do our roles symbiotically play off and need each other to complete the ongoing narrative of war in our society?



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BOOK REVIEW

Norman Solomon, *War Made Easy: How Presidents and Pundits Keep Spinning Us to Death* (New Jersey: John Wiley & Sons, 2004)



including *The Habits of War* and *The Classic Patterns* in general, are the routines that lead to an atmosphere of misinformation in the United States. Beginning with a look at the Dominican Republic under Rafael Trujillo, he has analyzed U.S. military actions in Panama, Grenada, and Haiti to show that while the "safety of Americans" was often the official reason given for intervention it was more likely that fear of "leftist take-over"

