the ascent of a man - how to transform a boy into a warmonger

CHILDHOOD
1  "total immersion" in the language of conflict
2  make war natural by making killing fun
3  Naturalise war through architecture and play

weapons/skills
- toy-soldiers, tanks, aircraft
- swords, guns, daggers, grenades, bows, arrows, spears
- sticks, stones, knives, fire, water, trapping, orienteering

games
- "war", military history
- staged events: "cowboys + indians"

environment
- bedroom, garden, playground
- yard, garden, street
- huts, barracks, nature

ADOLESCENCE
1  bombing strategies, guerrilla warfare, assassination techniques
2  the body
3  bottles, razors, knives, guns, alcohol

weapons/skills
- the body

games
- playstation
- martial arts

environment
- virtual screen, domestic
- clubs, streets
- night clubs, neighbourhoods, urban blocks

ADULTHOOD
1  survival techniques
2  telescopes, cameras, spying paraphernalia
3  ideology, legitimising a culture of violence

weapons/skills
- telescopes, cameras, spying paraphernalia

games
- sport
- neighbourhood watch

environment
- fields and forests
- windows, corners, passages, concealed-open spaces
- the city, fields, seaside, airshows, naval-army displays