



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

1 "total immersion" in the language of conflict 2 make war natural by making killing fun

3 Naturalise war through architecture and play

CHILDHOOD

1



weapons/skills

toy-soldiers.tanks.aircraft

games

"war".military history

environment

bedroom.garden.playground

2



swords.guns.daggers.grenades.bows.arrows.spears

staged events:"cowboys + indians"

yard.garden.street

3



sticks.stones.knives.fire.water.trapping.orienteing

institutions:scouts.boys brigades.young offenders

huts.barracks.nature

ADOLESCENCE

1



weapons/skills

bombing strategies.guerilla warfare.assasination techniques

games

playstation

environment

virtual screen.domestic

2



the body

martial arts

clubs.streets

3



bottles.razors.knives.guns.alcohol

gang war.making territory

night clubs.neighbourhoods.urban blocks

ADULTHOOD

1



weapons/skills

survival techniques

games

sport

environment

fields and forests

2



telescopes.cameras.spying paraphenalia

neighbourhood watch

windows.corners.passages.concealed-open spaces

3



ideology,legitimising a culture of violence

tourism

the city.fields.seaside.airshows.naval-army displays