NAMCO BANDAI: Ace Combat

Electronic Arts: Medal of Honor (2010)

Electronic Arts "Medal of Honor" video game -

Electronic Arts - Medal of Honor –

Electronic Arts: Medal of Honor (Morale Project)

Electronic Arts "Medal of Honor" video game -
Electronic Arts "Medal of Honor" video game


Electronic Arts "Medal of Honor" video game - (b) (6)


Electronic Arts "Medal of Honor" video game - (b) (6) (b) (6)

Coordinating with Electronic Arts, Morale Welfare and Recreation Command and ISAF/IJC in Afghanistan for a Troop Appreciation Event in Bagram, Afghanistan in 7-10 MAY 10. EA will showcase video game for Soldiers and service members at Bagram Air Field and allow them to see the making of the game and talk to those involved in the process. This is an opportunity for EA to "say thanks" to the men and women of our Armed Forces (and the subject of their game), to boost the morale of our troops in the fight and it will present positive media opportunities for the Army. (b) (6) and (b) (6) are coordinating final details. UPDATE: Afghanistan project has been cancelled. Looking to reschedule at Fort Bragg, NC.

Activision/Blizzard: Unnamed FPS Game

(FOUO) Activision/Blizzard video game (FOUO) (OCPA-LA) OCPA-LA was contacted by Activision/Blizzard, the largest video game publisher in the world. They are in the initial stages of a new project designed to create a realistic representation of a Soldier in 2075. They are interested in discussing the U.S. Army of the future; equipment, units, tactics, etc. Have scheduled an introductory meeting this week to discuss. While their interests will require an outside paid consultant, our interest is to correctly establish and frame the Army brand within the game while still in development. ASSESSMENT: Anticipate game release will be very high-profile and comparable to recent 'Call of Duty' and 'Medal of Honor' releases. Will likely sell in the range of 20-30 million copies. Supports Adapting our Institutions and Maintaining Our Combat Edge. (b) (6)

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Respawn Entertainment: Unnamed FPS

(FOUO) VIDEO GAME DEVELOPMENT (FOUO) (SAPA-CRD)  OCPA-LA contacted by video game production company, Respawn Entertainment, for support on new military video game in development. Developers are specifically seeking access to Army equipment and vehicles for reference photos and sound recordings. OCPA-LA requested to meet with the production company to discuss concept and depictions of U.S. Army personnel, equipment and operations. A meeting has been scheduled for this week. ASSESSMENT: The game company formed from executives who created hugely successful, ‘Call of Duty’ franchise, and recently secured funding from gaming giant, EA. Supports Maintaining Our Combat Edge. [b] [l]

Wargaming.net Video Project:

<table>
<thead>
<tr>
<th>Nicholas Moran</th>
<th>Sullivan Cup</th>
<th>Video game company wants to make YouTube videos about the Sullivan Cup at Ft Benning to be shown to promote the wargaming.net video game</th>
<th>Pre-production; not inclined to support</th>
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<td>Post-production; awaiting roughcut</td>
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Other media related to video games:

**Interview with Al Jazeera English** – [b] [l]

On 14 APR LTC [b] [l] was interviewed by Al Jazeera English about the US Army’s support to the entertainment industry. [d] [l] explained our relationship with Hollywood, and support provided to major motion pictures, television and video games. They shot footage of the movie posters in the hallways in our office as well. They also interviewed a representative from the Navy Office and will interview Mr. [b] [l] at OSD-PA. Air date TBD.
FOIA request; video game correspondence (FOUO) (OCPA-LA) A FOIA request was submitted to OCPA-LA from online gaming publication, Kotaku.com, for correspondence between OCPA-LA and commercial video game developers. Editor-in-chief Brian Crecente says he is making the request as a journalist. Mr. (b)(5) has sent pertinent correspondence to Mr. (b)(6), OCPA, for review and guidance. Official correspondence involves assistance or coordination with four leading game developers: Electronic Arts, Namco Bandai, Redstorm, and Activision/Blizzard. Of note: the latter three projects are ongoing. Activision/Blizzard has specified that their project, a future military game set in the year 2075, is 'highly confidential'. The release of official correspondence could jeopardize OCPA-LA’s ability to enter into future relationships with production companies and curtail opportunities to guide development to the Army’s benefit. The FOIA statute requires reply within 20 business days. ASSESSMENT: TBD. (b)(5)

9/15/2010 National Science Foundation; ‘Finding Your Science’ National Science Foundation requested permission to use America’s Army video game clips for an episode of ‘Finding Your Science’ -- a video series produced by the NSF that engages the ‘greatest minds in science to share perspective and inspiration for making breakthrough discoveries’. This specific episode features Dr. James Gee, a linguist and learning expert, who talks about best principles in good video game design. Approval coordinated and received with appropriate organizations.

"World of Wargames" -- Filmmaker would like to request permission to use a few short clips (2-3 seconds each) of the America’s Army video game in my short film called "World of Wargames." This is a non-commercial film intended to play at film festivals. It is a fictional story set in the near future about 2 elite teams of soldiers from different countries who resolve a military conflict using a virtual reality simulation (i.e. Video game). The filmmaker is hoping to have it completed by the end of August so that we can meet the deadline for the Sundance Film Festival. "World of Wargames" is non-partisan, non-judgmental and objective. It is intended to get people to think and talk about whether it is realistic to completely replace battlefields with computer simulations. There are several military-themed first-person shooter games available (Call of Duty, etc.) but we feel that America's Army is the most realistic because it is used in actual training exercises, and the most likely to be used if there ever were a virtual reality simulation of battle. We would like to give full acknowledgement to the U.S. Army for allowing us to use the clips and who knows, we may even attract a new audience of players to your game. (b)(6) has reviewed script and will draft PAA to cover use of the game.

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