

POWER PLAY

**VIDEO GAMES, POLITICS, AND
THE BATTLE FOR GLOBAL INFLUENCE**

GEORGE E. OSBORN

CONTENTS

Author's Note	vii
Introduction	ix
PART I: BUILDING THE BATTLEFIELD	1
1 Play in Every Pocket	3
2 Engines of Growth	23
3 The Video Game Distribution Revolution	41
4 A Digital Third Place for Influence	63
PART II: THE WAR FOR INFLUENCE	89
5 Saudi Arabia's Savvy Gaming Soft Power Plan	91
6 Censoring a Video Game Superpower	119
7 Nothing Is True and Everything Is Playable	155
8 The Gamer-Fication of Terror	189
9 The Gamergate to Populism	215
PART III: FIGHTING BACK	245
10 A Serious Game for Democracies to Play	247
Conclusion: Free to Play	273
Glossary	289
Acknowledgments	295
Notes	299
Bibliography	329
Index	333