3. Tweet by Russian Ministry of Defence

In the section called 'Replay/Re-stage/Re-enact/re-create', two very small lightboxes are mounted on the wall at head height. They are about the size and shape of mobile phone screens but with sharp-edged black metal frames, and are mounted horizontally, one above the other, the lower one slightly to the right.

The top screen displays a tweet with the user name in Cyrillic letters – Min-obor-ON-ya Rossiya or @mod_russia. It has a blue tick to indicate that this is the Russian Ministry of Defence account, as verified by Twitter. The tweet reads:

#RusMoD shows irrefutable evidence that US are actually covering ISIS combat units to recover their combat capabilities, redeploy, and use them to promote the American interests in the Middle East

The tweet ends with a web link. The accompanying image on the lower screen is in black and white, a blurred aerial image of five vehicles on a road. The image has an overlay of two fine lines crossed within a circle, with N marking north - a crosshair - suggesting that this image has been captured through surveillance or even a sniper's viewfinder. The photo is captioned: 'ISIS automobile convoy leaves Abu Kemal for Syrian-Iraqi border (November 9, 2017).

As the catalogue explains, on 14 November 2017, the Russian Ministry of Defence posted pictures on their official Facebook and Twitter accounts that were supposed to show 'irrefutable evidence' of US forces aiding the terrorist organisation ISIS. The alleged photographic proof was soon discovered to be a series of screenshots taken

in the smartphone game *AC-130 Gunship Simulator: Special Ops Squadron*, cropped to hide the game interface.

The incident reveals how the ambiguity between photography and simulation, as well as between war video games and military tools of image capture can be weaponised for political manipulation. By blurring the boundaries between first-person shooters and simulations to train soldiers, as well as between war game players and remote drone operators, the example reveals the intertwined relationship between computer games and the military.