made concerted efforts to directly provide music or facilitate ease of access to it as the nature of the battlefield has changed over the past two centuries. The changing battlefield has shifted the onus of providing music on the battlefield from the State, which used to provide military bands that accompanied troops on the battlefield, to the individual soldiers, who now bring various electronic devices to the battlefield with them that supply them with their music of choice. The changing battlefield has also changed the way the State utilizes music to motivate soldiers. No longer able to motivate them directly on the battlefield through imbedded military bands, the State has turned to using music in recruitment advertisements designed to get the soldier to the battlefield.

Modern movies and novels often portray war in a romantic light and present the soldiers that serve in them as being heroic. Edelman tells us that "art *creates* realities and worlds. People perceive and conceive in the light of narratives, pictures, and images" (7). As soldiers prepare for battle, they do so with the romantic notion in mind that they will join the ranks of the heroes that they have read about or seen on the big screen, and music helps them achieve a state of mind and body that helps them enact the narrative society expects of them. Edelman also tells us that "illusion is easily generated and accepted when . . . no contradictory evidence challenges [it]" (16). The insular nature of the military makes it so that once a citizen becomes a soldier, there becomes little to no contradictory evidence to challenge the romantic and heroic narrative they are striving to fulfill. Soldiers become faced with the reality that in order to fulfill the narrative created for them, there may come a time when they must kill or be killed, so soldiers use music to generate a false consciousness, which creates a temporary reality that allows them to march in time with the Grim Reaper.

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