*Analyse the meaning of victory in conflict in the information age. What has changed? What has remained unchanged? How information society and information warfare influences achieving the victory?* **Deadline: 14.05.2012**

The meaning of victory in conflict in the information age

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Victory

* Attack the center of gravity
  + Economy
    - Attack enemies currency
  + Power networks
  + Logistics
  + Information
    - TV
    - radio
* Access to most sensitive data and information utilizing different techniques among which are
  + social engineering
  + hacking (cyber-attack)
  + military actions
    - needs money
  + intelligence / sabotage
    - needs money
    - leads to skills in cyber-attacks and social engineering
* democracy -> easier manipulable
  + propaganda
  + invalid information
  + access to people in power
  + lobby
  + riots
    - use nationalism, which arouse during WW I and WW II, to break into enemies society, split it and create riots and civil wars
* WW II: no good strategy (about economy), but good tactics (about operational art)
* Cold war: having secondary war places (battle fields)
  + Afghanistan, Vietnam, …
* Victory is achieved if the enemy
  + loses control about information and especially media (TV / radio)
  + loses information
  + loses control about people (results from #1)
  + can’t control economic system anymore
* Victory depends on goal / aim
  + Surrender / defeat / occupation / conquer
    - Israel as example (They mostly defeated their enemy, but problems still persist or got bigger)
  + Different ways to achieve goal
    - E.g. Habsburger, which used marriage as way to enlarge their area of interest
    - Today’s infrastructure allows psychological and other attacks -> e.g. create panic / riot / misinformation / …
* What has changed?
  + The way to achieve victory; old victories no longer sufficient as societies are more valued and have a greater impact; victory against a dictator may be achieved, but the society may still not accept the new Machthaber (Afghanistan / Irak) -> additional strategies have to be applied, such as providing aid and rebuilding a country with perspectives to self-government; nowadays constant occupation and conquer may neither not be adequate, nor achievable in bigger scale
  + Aims for wars have changed: access to water / resources / ethnical or religious issues
  + Society plays a bigger role
  + Information access even more important and much easier / much more information
* What remained unchanged?
  + Victory still means to gain or install elements of power within an enemy’s infrastructure and / or government

The Information Age, also commonly referred to as Computer Age or Digital Age, describes the ability to transfer information freely and have instant access to a broader range of information (AudioEnglish.net n.d.). As war always have been a matter of access and utilization of information this age vastly changed the way modern wars are fought. Already with the introduction of television, radio and telephone the societies became more open and informed, which lately after the invention and spread of the personal computers lead to the rise of terms like *transparency* and *equality* (Andrieu 2007). Those values recently formed major movements in today’s Western societies and lead to the fall of several dictatorships in North Africa.

Nowadays, additionally, society plays a bigger role for the question whether victory is achieved or not. Along with the upcoming of the Information Age the Western societies are also known as information societies, which aim to gain competitive advantages by accessing, creating and using information in a political, economic or cultural way better than their competitors (Encyclopædia Britannica Inc. 2012). Beside the continual importance of information even during the last centuries, the societies became recently more involved into political and economic changes impacting the way they influence wars and forming a new understanding of victory or defeat.

The Information Age in the first place changed the way soldiers and armies may act (Süddeutsche Zeitung 2008). With the upraise of the internet and the high impact of information only a small piece of not necessarily confidential information released by a sole person may already jeopardize whole military missions as seen in Afghanistan several times in beginning of 2012 (ZEIT Online 2012) (ARD 2012). Not only internal military operations and information may influence the on-going of a mission, but also freely available and published news may create serious troubles, such as the publishing of Muhammad cartoons by Jyllands-Posten in 2005 and Osama bin Laden’s announcement to revenge this in 2008, which evoke serious and violent protests only two days later also in Afghanistan (FOCUS Online 2008).

Thus it is evident that societies may react much faster on news and leaked information. Subsequent to a series of information leaks and bad publicity with US soldiers involved in Afghanistan their reputation highly decreased leading to less acceptance within Afghan society and the consideration of the US being an occupation force. In 2005 68 percentages of Afghans said the US army is doing a good job; four years later in 2009 only 32 percentages can agree with this statement (Westdeutscher Rundfunk 2009). Therefore, in order to achieve victory, a more ethical army (no [desecration](http://www.dict.cc/englisch-deutsch/desecration.html) [of](http://www.dict.cc/englisch-deutsch/of.html) [corpses](http://www.dict.cc/englisch-deutsch/corpses.html), no burning of Koran, gain of a deep understanding of the operating area including religious and cultural characteristics) has to be established or, if misconduct is committed anyway, an information leakage has to be strictly avoided and strategies for countermeasures worked out.

As pointed out one key to a victory is the society. As Afghanistan is a war, which aimed at introducing democracy and other Western standards into society and reflects a new feature of 21th century’s wars, redevelopment and humanitarian aid are major *post*-war strategies to keep the gained influence in the targeted area and allow a rebuild of the nation. This new constellation also leads to a different definition of what might be a victory, because the initial aims of wars have changed over time. A modern war is generally meant to reintroduce law and order in an unmaintainable or threating area (Israel’s Lebanon War, Anti-Pirates mission in Sudan, Iraq) as well as for peacekeeping purposes (KFOR in Kosovo, Afghanistan). Compared to earlier stages in history a war is not fought for gaining total control over an area or state, but rather to introduce legal and governmental institutions and reassign power to the people after a reasonable period of time (Süddeutsche Zeitung 2008).

Taking those new aims of a war a victory may only be achieved if a region is stabilized and better off after the military operation. If the external military actor loses acceptance and cannot come up with major improvements including better living conditions, less crimes, stable governmental institutions and basic economy with additional jobs a total or partly loss is likely. Again it is arguable what characterizes a loss or victory as media is currently undecided if the Afghanistan mission is a success or failure. Even though it is unopposed that the military operation was a success, the overall mission may fail (Foreign Policy 2012) (Asia Times Online 2010).

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On a more military level victory may be achieved by gaining access

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