The **Information Technology, War, and Peace Project**, with support of the Ford Foundation, tracks the impact of information technologies on traditional statecraft and new forms of networked global politics. Its goal is to produce the kind of networked knowledge, critical thinking, and ethical sensibility that will raise public awareness and inform new policies on information technology in international relations. Its activities range from holding **international forums** and **exhibitions** to producing **internet interventions** and **video documentaries**.

INFORMATIONTECHNOLOGYWARPEACE

INFORMATION TECHNOLOGY WAR PEACE

November 1999

The Watson Institute organizes **VIRTUALY2K** to explore the technical, political, and ethical implications of a new virtual condition.

The conference brought together some of the world's leading experts in information technology, virtual environments, and security studies to consider how new digitized and networked technologies can collapse distance, merge fact and fiction, and, in short, generate virtual worlds. A video documentary of the conference is available through the Media Education Foundation (mediaed.org).

infopeace.org/vy2k

September 2001

InfoTechWarPeace creates an innovative website for conceptual analysis, information interventions, event documentation and interactive discussion.

Less than two weeks after the September 11 attack, InfoTechWarPeace produced **911 InfoInterventions.** Commissioned essays by a wide range of experts and concerned individuals, from university, business, military, government, NGO, and activist circles are posted regularly. The website also provides a global online forum and archives sources on the violent and peaceful applications of information technology.

infopeace.org/911

June 2002

InfoTechWarPeace convenes a select group of participants from academic, military, and media backgrounds for a **Symposium on the Technologies of Anti/ Counter/ Terror.**

The purpose of the interdisciplinary symposium was to question — philosophically, strategically, ethically — the role of technology in terror. Three themes from 911 were explored in a videoconference and a series of panel discussions: terror (the technologies of attack), anti-terror (the technologies of reprisal), and counter-terror (the technologies of prevention, deterrence, and justice). Video clips from the event are available on the website.

infopeace.org/tactsym

September 2002

With additional support from the Rockefeller Foundation, InfoTechWarPeace organizes a multimedia exhibition and forum on the first anniversary of the 911 attacks.

911+1 The Perplexities of Security examined the aesthetics, rhetorics, and politics of security and terror in the information age. Media installations, videoconferences, public lectures, panels, and a student short-film competition were held over the course of two weeks. The 911+1 exhibition transformed the new Watson Institute building into a living cultural laboratory that drew together the work of artists, humanists, policymakers, and social scientists in a critical dialogue. A virtual tour of the exhibition is available on the website.

infopeace.org/911+1

Jaron Lanier
lead scientist, national tele-Immersion initiative shared his vision on the future of virtual reality at the VY2K conference

Rear Admiral Rodney P. Rempt President of the U.S. Naval War College provided a military perspective on the war on terrorism at the 911+1 forum

The VY2K website premiers the project's critical investigation of the politics of virtuality and the applications of information technologies in war and peace.

911 InfoInterventions provides deeper and broader analysis of September 11 and its aftermath, furthering the project's mission of extending networks of knowledge that counter infowar and promote infopeace.

TACT Symposium prompts the public to explore the impact of information technology on global terrorism, counterterrorism, antiterrorism in the wake of September 11. The website features video clips, extensive readings, research questions, and discussion boards.

911+1 The Perplexities of Security website explores the profound consequences that information technologies have on the public sense of security and fear. It includes a virtual tour of the multimedia exhibition, and downloadable talks from the forum.

infotech

Information Technology (IT), is a mode of gathering, processing, and distributing information. Although IT is currently identified with binary software, computer hardware, and networked systems, the need to access and communicate information has a long and rich pre-digital history and the rise and fall of nearly every civilization is entwined with it. From the gods' messengers to the diplomats' notes, from the telegraph and typewriter to the satellite and computer, power has been organized and instituted by the ability to collect information, convey messages, and secure a knowledge base. Ultimately, IT is defined by the interaction of power, knowledge, and technique, in which archives are created, information is transmitted, and effects are produced by remote control.

As both a human network and a physical apparatus, IT is now vaunted as the catalyst of an epistemic break with the past. Demonstrating a rapidly increasing capacity not only to convey but also to generate informational fields, IT is enabling profound convergences. As IT generates and conveys artificial realities of increasing verisimilitude — as the distinction between copy and the original breaks down — virtualization becomes the avant-garde of globalization. Any definition of IT must take into account the extent to which IT is defining us. The goal of InfoTechWarPeace is to undertake a supra-disciplinary investigation of both the productive and destructive power of information technology.

infowar

Information warfare, or infowar, is essentially a struggle of intelligence over force, of signs over weapons, of mind over body. Notorious for its many definitions, the meaning of infowar shifts with escalating phases of violence. In its most basic and material form, infowar is an adjunct of conventional war, in which command and control of the battlefield is augmented by computers, communications, and intelligence. At the next remove, infowar is a supplement of military violence, in which information technologies are used to further the defeat of a foreign opponent and the support of a domestic population. In its purest, most immaterial form, infowar is warring without war, an epistemic battle for reality in which opinions, beliefs, and decisions are created and destroyed by a contest of networked information and communication systems.

Under the mosaic of infowar we witness the emergence of cyberwars, hackerwars, netwars, virtual wars, and other kinds of information-based conflicts that ignore and defy the usual boundaries between domestic and foreign, combatants and noncombatants, war and peace itself. Just as critical thinking lagged behind the advent of nuclear weapons, so too have the social sciences been slow to assess the virtues and perils of infowar. In pursuit of public awareness of infowar, and a civil defense against its abuses, InfoTechWarPeace undertakes an investigation of the technologies, methodologies, and ethics of infowar and infopeace.

infopeace

Information peace, or infopeace, is the production, application, and analysis of information by peaceful means for peaceful ends. Starting with Gregory Bateson's definition of information as "any difference that makes a difference," infopeace seeks to investigate alternative ways of thinking about the global context of will, goods, and might. Measuring information in terms of quality rather than quantity, and assessing quality by the difference it makes in the reduction of personal and structural violence, infopeace opens up possibilities of alternative thought and action in global politics.

Infopeace seeks to prevent, mediate, and resolve states of war by the actualization of a mindful state of peace. Through the creative application of information and technology, infopeace prescribes critical imagination as the best antidote to the kinds of technological determinism that increasingly circumscribe human choices. Infopeace accepts the Augustinian paradox that the actualization of peace might entail (limited) violence, yet seeks to apply alternatives means of securing the self, the group, or the state. In short, infopeace is utopian in intention and pragmatic in application.