

## **Appendix I Definitions of identity and violence**

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With additions and improvements since 2010

### **Collective identity concepts**

The ‘modern’: any mindset, norm, project or activity that is forward-looking or future-oriented, set on changing – and keep innovating – the established order, belief or custom into something new that (presumably) has never existed before in a certain dwelling, territory, country or other place. (‘modernity’, ‘modernism’)

The ‘traditional’: any backward-looking or past-oriented mindset/norm/project/activity set on restoring or maintaining an idealised order, belief or custom that has presumably existed in a distant past in a certain place. (‘traditionalism’)

Patriotism: the belief that it is one’s duty, irrespective of one’s motive – love, sense of obligation, sense of self-respect i.e. honour, or even self-interest and opportunism – to defend or otherwise maintain and secure the peace and prosperity of one’s home – ranging from one’s personal and family homestead to one’s village or regional community, all the way up to the homeland i.e. the (nation-)state one happens to live in, not necessarily one’s place of birth.

Nationalism: the belief that a nation i.e. a (supposedly) homogeneous people with common characteristics – shared history, territory, culture, religion, language, ethnicity (actual or perceived common ancestry), race, etcetera – should have its own state i.e. system of rule. When a national people attain a state, i.e. governing authority, its rights are paramount over any other people residing within its territory.

Irredentism: the belief that a nation i.e. a territory with a supposedly homogeneous people with common characteristics – shared history, culture, language, ethnicity, etcetera – should have its own state, including territories of other, neighbouring states where (the majority of) people with the same characteristics reside. When a national people attain a state, i.e. governing authority, its rights are paramount over any other people residing within its territory.

Statism: the belief that the territory of a region, republic or any other unity should have its own state. Such a state does not necessarily have to be based on a homogeneous people of one race, ethnicity, or other common characteristic. Its citizens may belong to heterogeneous communities, yet they in principle hold the same rights of citizenship ('Expansionism' parallel to irredentism).

### **Generic violence concepts**

Aggression: deliberate infliction of physical or psychological force perhaps accompanied with pain, other harm or coercion (force) by sentient beings on other beings for whatever end, which may be done through physical force, and may be immoral and illegal i.e. violate basic human rights in the broad sense, including humanitarian law.

Violence: deliberate infliction of physical force perhaps accompanied with pain, other harm or coercion for whatever end, which may be lethal and violate basic human rights in the broad sense.

Political violence: deliberate infliction of physical force perhaps accompanied with pain, other harm or coercion for whatever end in the public arena beyond the private sphere (yet possibly with private motives) which may be lethal, and violate human rights and humanitarian law.

Conflict: fundamental disagreement between one or more actors due to opposite aims, interests, needs or grievances, which for some reason are unsolvable or irreconcilable.

Armed conflict: violent confrontation between one or more armed actors with opposite aims, interests, needs or grievances that appear unsolvable or irreconcilable through non-violent means, or that one or more actors have been unwilling to resolve or settle through peaceful means.

Armed actor: any group, party, organisation or entity that for whatever reason carries lethal weaponry for violent use or threat of violent use.

Armed non-state actor: any private, non-governmental, illegal or unsanctioned group, organisation or entity beyond the control and sphere of the state that carries for whatever reason

lethal weaponry for violent use or threat of violent use.

Armed state actor: any public, governmental, legal or state-sanctioned group, organisation or entity belonging directly or indirectly to the state that carries for whatever reason lethal weaponry for violent use or threat of violent use.

### **Concepts of violent and non-violent change**

Reform: significant modification in a society, authority or state within the parameters of an existing culture i.e. set of values, norms, beliefs, rituals and life-patterns. This constitutes improvement rather than transformation, and transpires peacefully rather than violently. Yet it may occur through violence when people yearn for it and their rulers are unresponsive to it. Discontented and radical people may actively seek it through violence.

Revolution: far-reaching change of a society, authority or state involving drastic alteration in a culture i.e. set of values, norms, beliefs, rituals and life-patterns. [Variation: drastic change that significantly alters or radically transforms a society, state and/or its political system, which almost intrinsically involves a change in culture (values, norms, rituals, life-patterns, etcetera).] This transformation may occur violently or peacefully, or may be actively sought by violent or non-violent means.

Protest: public demonstration of dissatisfaction or defiance on an issue deemed or experienced as unfair, unjust or intolerable, expressed silently or loudly, disciplined or rowdy, peacefully or violently (sit-ins, marches, strikes, riots, etc.), that may amount to peaceful resistance or armed rebellion.

### **Main types of violent conflict between different or similar kinds of actors**

War: armed conflict with one or more opposing parties fighting in such a way as to achieve complete victory over or utter defeat of the other (enemy, opponent), as evident from the type and scale of fighting methods, tactics and strategies employed.

Interstate or external armed conflict: violent confrontation between the armed forces of two or more states or governments that represent them, due to irreconcilable aims, interests, needs or grievances.

Intrastate, internal, or domestic armed conflict: violent confrontation due to irreconcilable aims, interests, needs or grievances between one or more armed non-state actors and the state, or among state actors in 'civil conflicts' and among non-state actors in 'absent states' and 'failed states'.

Civil conflict: intrastate, internal, or domestic conflict in which the main opposing parties represent and control populations, infrastructures and other assets sufficient to fulfil state-like functions, signifying a conflict between state, semi-state, 'partial-state' or 'counter-state' actors.

Civil war: civil conflict in which one or more opposing parties capable of state(-like) functions fight in such a way as to achieve complete victory over or utter defeat of their opponents, as evident from the fighting methods employed.

Rebellion or insurgency: armed conflict by one or more non-state, semi-state or alternative-state actors against any entrenched and generally recognised ruler, elite, authority, government, regime or state, for whatever personal reasons (grievance, grudge, greed, etc.), goals or ideologies.

Revolt or uprising: spontaneous rebellion by individuals or groups with little or no planning, instigation or involvement of political parties or other entities (at least not in the initial or early phases), possibly but not necessarily arising from riots and other disturbances.

Insurrection: planned rebellion by individuals or groups belonging to political parties or other entities, possibly but not necessarily arising from revolts, riots and other outbursts of violence.

Coup d'état: focused insurrection that attempts to immediately grab and gain control over the reigns of power of the state, possibly but not necessarily through small-scale, speedy operations to capture government buildings and other vital objects.

## **Main forms of violence in means, tactics and fighting techniques**

Conventional or regular conflict: violent confrontation between state and/or non-state forces whereby at least one side or party attempts to gain physical, visible and stable control of (the other's) territory and fixed objects, as evident from the fighting methods employed, typically but not necessarily via heavily armed forces on or across battlefields.

Unconventional or irregular conflict: violent confrontation whereby one or more of the parties do not seek or need to hold (the opponent's) territory or fixed objects, as evident from non-territory-occupying fighting methods like sabotage, diversion, or interference of communications.

Guerrilla: unconventional conflict (or tactic) based on flexible, irregular fighting with hit-and-run tactics ranging from sabotage to ambush without the need to hold on to territory or fixed objects, typically but not necessarily by lightly armed individuals or small units.

## **Main forms of violence that violate or tend to violate international and/or local norms**

Brutality: violation of international and/or local norms of justified violence and those guarding the life, health and integrity of the person, particularly through ill-treatment, torture, killing, imprisonment and execution without trial or due process; international and local norms or violence-values may differ on what kinds of violence are deemed justified against which persons for what reasons and under what circumstances.

Brutalisation: the process of increasing violations over time, both in severity and scale, of international and/or local norms of violence and those guarding the life, health and integrity of the person.

Terrorism: sudden lethal violence without preceding warning of the act for whatever purpose against (groups of) unarmed or weakly armed and thereby effectively defenceless civilians, unarmed off-duty soldiers, policemen and other defenceless non-combatants.

'Terrorisation': the process of increasing resort to terrorism over time, both in severity and scale.

Liquidation, or 'terrorist assassination': sudden lethal violence without preceding warning of the act for whatever purpose against selected individuals who are totally or practically unarmed and unprotected, like ordinary civilians who cannot defend themselves or afford bodyguards and other security personnel.

Assassination: sudden lethal violence without preceding warning of the act for whatever purpose against selected individuals who are armed or protected by bodyguards and other personnel, like politicians, generals and community leaders.

Criminality, or Crime: any violent or non-violent act or activity prohibited and punishable by law, directed for whatever reason – not necessarily out of greed – against persons and properties that result in moneys and valuables being illegally and illicitly taken or earned.

Criminalisation: the process of increasing resort to crime over time, both in severity and scale.

Gangsterism: violent criminality out of greed or any other purpose, that is any violent act or activity which illegally and illicitly takes, collects or earns moneys, goods and properties.

Banditry: gangsterism that resorts to violent robbery, plunder, kidnapping etc. for whatever reason by using guerrilla or other irregular tactics, often though not necessarily in terrains suited for such tactics. {specific type of gangsterism that resorts to violent robbery i.e. forceful taking of moneys and goods through use or threat of lethal violence, that may involve plunder, kidnapping and kindred acts for whatever reason and motivation, by using guerrilla-type tactics like ambushes and hit-and-run attacks, usually in mountainous or other inhospitable areas as those areas are suited to such tactics, yet not necessarily so (urban banditry is thus rare yet existent). }

Probable definite: gangsterism that resorts to robbery i.e. forceful taking of moneys and goods through use or threat of lethal violence, plunder, kidnapping and kindred acts, for whatever reason and motivation, by using guerrilla or other irregular tactics, often though not necessarily in (mountainous, wooded, inhospitable) terrains suited for such tactics.

Brigandry, or Brigandage: banditry in the context of rebellion, [i.e.] a situation in which rebels act like or operate as bandits, resorting to pillage, ransom and other violently criminal acts through guerrilla(-like) tactics.

**Norms and behaviours that may or may not (tend to) violate international and/or local norms (these do increasingly violate such norms according to the Brutalisation theory)**

Violence-value: norm of right i.e. ‘proper’, ‘good’ and ‘justified’ violence and wrong i.e. ‘improper’, ‘bad’ or ‘unjustified’ violence, like those of honour, hospitality including fair treatment of captured opponents and enemies, proportionality and non-combatant immunity; in short, any notable, distinguishable and (most) significant local and/or international norm of justified violence and those guarding the life, health and integrity of the person.

Grievance: protest, complaint or lament of a past or present injustice i.e. international and/or local violation of one or more individual and collective rights, regarding one or more deprivations (sufferings) ranging from poverty, discrimination and other hardships to repression, genocide and other atrocities.

Greed, or Avarice: desire to (m)attain wealth, status, power and privileges for oneself, one’s family, friends and supporters or a wider group (clan, tribe, ethnic, nation, etc.) one feels one belongs to or feels entitled to protect or enhance to the detriment of others (if not detrimental to others: an *interest*); these ends one seeks and tries to maintain through either or both legal and illegal means, like depredations (extortion, stealing, robbery, plunder, etc.), whereby legal means may be ‘unjust’ laws formalising the depredations to the advantage of a certain group or a few individuals.

Ideology: a belief system that contains a set of principles, convictions and objectives that are orally and/or scripturally expressed and transmitted for and to actual and potential followers or opponents, to achieve secular and/or religious goals like a pious community, a just society, democracy or independence to redress hardships, sufferings and other injustices (grievances) and/or further individual and/or collective interests (greeds if these disadvantage others), or to change the present situation irrespective of or without any greeds and grievances.

Combat-stress: one or more stress-responses like shock, fear, fatigue, rage and consequent trauma among one or more fighters, soldiers, rebels or other (kinds of) combatants prior to, during and after battles and other high-risk operations. Such stress may lead to atrocities induced by innate

aggression (eagerness to kill) or – paradoxically – by innate restraint (reluctance to kill), with social pressures, enhanced through military training, indoctrination and conditioning, of group convictions, bondings and expectations to carry out and condone atrocities, or restrain from and punish atrocities.

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