Record Nr. UNINA9910219960603321 Autore Gompert David C Titolo Heads we win: the cognitive side of counterinsurgency (COIN) / / David C. Gompert; prepared for the Office of the Secretary of Defense Santa Monica, CA, : RAND National Defense Research Institute, 2007 Pubbl/distr/stampa **ISBN** 1-281-18120-X 9786611181208 0-8330-4280-7 Edizione [1st ed.] Descrizione fisica 1 online resource (81 p.) Rand counterinsurgency study;; paper 1 Collana Occasional paper;; OP-168-OSD Disciplina 355.02/18 Soggetti Counterinsurgency - Psychological aspects Jihad Terrorism - Prevention United States Military policy Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references (p. 59-62). Nota di contenuto Cover; Preface; Contents; Figures and Table; Summary; Acknowledgments: Abbreviations: Chapter One - Introduction: Purpose. Scope, and Definitions; Chapter Two - The Mind as Central Front; Chapter Three - Reordering COIN Priorities; Chapter Four - Thoughts of the Jihad; Chapter Five - Closing the Gap; Chapter Six - Cognitive Requirements in Global COIN: Chapter Seven - Cognitive Capabilities for COIN; Understanding Global Insurgency; Global COIN-Shaping Strategy: Global COIN Operations: Chapter Eight - Conclusions: Investment and Reform Appendix - Investments and Measures to Enhance Cognitive COIN CapabilitiesBibliography Sommario/riassunto Current U.S. counterinsurgency (COIN) strategy has relied heavily on the use of force against Islamist insurgents-a tactic that has increased their ranks. What is needed instead are stronger cognitive capabilities that will enable more effective COIN against an elusive, decentralized,

and highly motivated insurgency-capabilities that will enable the United States to "fight smarter." Cognitive COIN goes beyond information

technology and encompasses comprehension, reasoning, and decisionmaking, the components that are most effective against an enemy that is quick to adapt, transform, and regener