

Advance program

Twenty-Third Annual Meeting of the Society for Descriptive Psychology

Lakeshore Lodge
Estes Park, Colorado
September 20-23, 2001

Thursday

Joe Jeffrey: Acting Presidential Address: "H5 Technologies". The crucial piece of a classification space is a matrix with a judgment for each term with respect to each subject matter field. A 100 field by 1000 term matrix can be done in 100 hours, but a 10,000 field by 100,000 term matrix, the size needed for commercial grade information retrieval would take 1,000,000 hours, or 114 years. In early 1999, two breakthroughs were made that allow the production of judgment spaces of this size, in an economically viable amount of time. The resulting technology is the basis of a 60-person company in San Francisco, H5 Technologies, with \$20,000,000 of initial funding. The company is now producing commercial products for real clients. This presentation will focus on the company, its operations, products, and plans for taking over the world.

Friday

Richard Heinrichs and CJ Peek: "Playing the Person Game in Healthcare". A review of our work in interventions with the mind-body split in healthcare, but via the baseball or game metaphor. We delineate the "organism game" (people as protoplasm), then the "mind game" (people as a collection of intrapsychic energy systems), then integrate these into the "person game". The number of people willing to play the person game with real rules in real ballparks (instead of just pick-up games in the sand lot) has expanded.

CJ Peek: "Two Worlds of Exploration: An example and method for reconciling disparate communities". The example comes from the struggle between the native Hawaiians and the international astronomy community over the use of Mauna Kea (spiritual site) for telescopes (scientific site). The method has to do with creating mutual appreciation and common ground prior to negotiating or bargaining over the mountain. To date the method has been used only in passing in the real conflict, it is based on input from those in that conflict, and demonstrates the approach.

Dan Popov: "Confessions of Second Rate Descriptive Psychologist". A report of thirty years of misuse and abuse of Descriptive Psychology by a semi-professional on the fringe.

Richard Heinrichs: "Person medicine at the End of Life". In my new role the Medical Director for Hospice of the Lakes which is part of HealthPartners. I have been pleasantly

surprised by finding "persons" as the center of the hospice philosophy. I would like to review some of the end of life writings, especially Ira Byock's excellent view of "personhood" and how he conceptualizes the "tasks of dying as part of dying well", as the final stage of life. I have been struggling with how descriptive psychology might view this phase of life as something other than a "degradation" process or pathological state, e.g. loss of behavioral potential. I welcome this as an interactive session to develop a better understanding of the "possibilities" at the end of life.

Catherine Latham: "Cultivating Creativity". Using tools from Descriptive Psychology, we will look at the phenomena of creativity. Particular attentions will be placed on examining some common restrictions in a person's ability to engage in creative behavior, and ways to lift those restrictions. Dr. Latham will present some of her work on creativity, including "Play Therapy for Adults", a workshop series she has developed. At least half of the presentation will be spent in discussion and participation.

Bob Newbrough et al: "Experience in the St. Robert Consultation Method". The audience will be centrally involved in the presentation.

Saturday

Joe Jeffrey: "Hierarchical Classification Spaces". Classification spaces were invented by Ossorio in the early 1960's, and have been used in several information retrieval projects. But they have a problem: How to get both the breadth of coverage and the fineness of detail needed to really satisfy users, in many contexts. Making C-spaces hierarchical has been the obvious need, but the details have been elusive. This presentation discusses the basics of how to take this next step.

Wynn Schwartz: "Representation and Resolution: Worries, Dreams, and Nightmares: From Passivity to Competence."

Ray Bergner: "Implications of the Descriptive view of emotions for science and psychotherapy". This talk reviews the Descriptive view of human emotions, and discusses ways in which, relative to the standard view, it enhances our ability both to study emotions scientifically and to do good psychotherapy.

David Bender: "Intervention in Nursing". Based on recent experience, skilled nursing is articulated via a paradigm case formulation. The formulation is then used to present some interventions.

Bob Brill: "Implications of Wittgenstein's Tractatus, Philosophical Investigations, and On Certainty for Contemporary Psychology." I will review each of these works and demonstrate that, when combined, they are suggestive of the possibility of a systematic pre-empirical (pre-experimental) rendering of much information about persons. The goal of the presentation is to learn how to reference aspects of Wittgenstein's work when introducing or discussing descriptive psychology.

Vance Peavey: A workshop on the main concepts in SocioDynamic counselling which would give participants a chance to participate in actually trying it out.

Peter G. Ossorio: The famed Rap Session!

Sunday

All of us: Now what? Several people emailed the Program Committee to ask for something to address the future of the Society. There have been no suggestions about how to do so, beyond "let's all talk". So, we are going to address this in the following way:

We have sufficient unallocated time in this year's schedule that those who wish to do so have time to both devise a plan for organized and focused action at the Conference, with concrete outcome, and carry out that plan. In other words, we're going to invent the game and play it. The President-Elect will moderate the first session, at which the first action will be to select someone to actually facilitate the game-invention phase, and after that it's totally up to the participants.