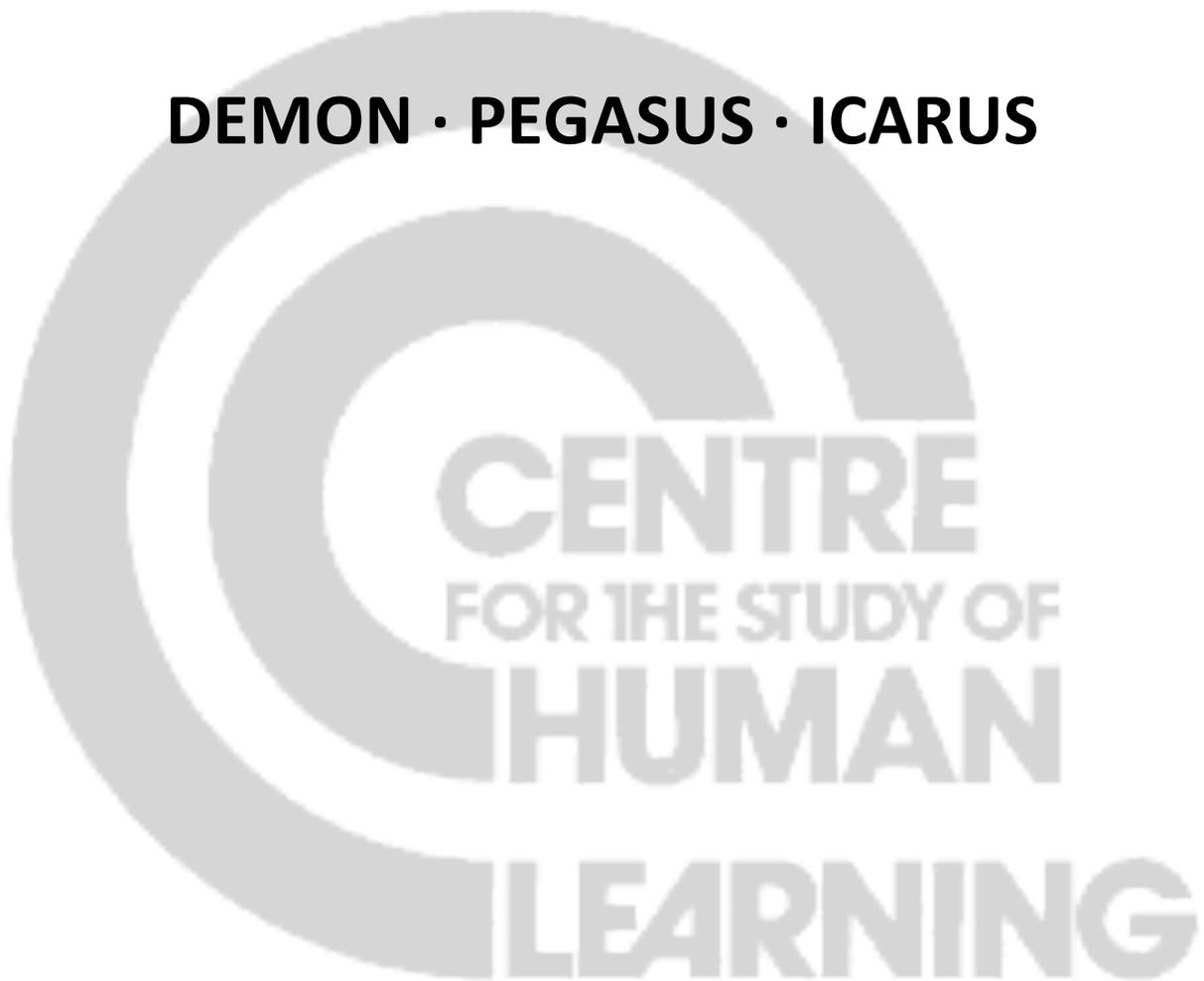# SOFTWARE

THE DEVELOPMENT OF SELF-ORGANISED LEARNERS:
THE C.S.H.L LEARNING TECHNOLOGY
AND METHODOLOGY FOR
REFLECTING ON BEHAVIOUR & EXPERIENCE

DEMON · PEGASUS · ICARUS

DEMON·PEGASUS·ICARUS

Comprising:-   **DEFINE PURPOSE AND TOPIC, ELICIT ITEMS OF EXPERIENCE,**
                      ELICIT/COMPARE/ADD/DELETE CONSTRUCTS,
                      COMPARE/SPLIT/DELETE ELEMENTS. REFLECT

BACKGROUND

This suite of programs elicits a repertory grid from the user interactively
through the keyboard and the V.D.U. It provides a commentary on the
meanings hidden within the grid as it is being elicited. It may also
introduce another referent grid into the grid conversation commenting on
the similarities and differences between the users construing and that
represented in the referent grid. At certain stages in the elicitation
conversation users are encouraged to reflect on the contents and the
pattern of the grid 'so far'. They may then edit or elaborate their grid
by adding or deleting elements or constructs so that the grid better
represents their construing of the topic.

DESCRIPTION

The grid conversation starts by asked users to type in a brief description
of the purpose for doing a repertory grid. The program then asks them to
describe the topic and to name some elements (items of experience related
to the topic). The elements are then used to elicit constructs. As each
construct is elicited the elements are each assigned to it using a rating
scale previously selected by the user or system manager.

As each construct is elicited it is compared with all previous constructs
and a conversation about how two constructs relate ensues. Having
commented on 'high matches' the program offers the user the opportunity to
combine constructs, delete a construct or add one or more elements to
serpate highly related constructs.

when sufficient constructs have been elicited to make feasible comparisons
between elements the program also begins an element commentary. This
indicates highly matched elements and offers the user the opportunity to
delete elements, combine elements or add one or more constructs which will
separate highly related elements.

Throughout the elicitation conversation the user may opt to return to the
master menu. In addition to offering the user the opportunity to add,
combine or delete elements and/or constructs this also allows users to
reflect upon the pattern of meaning implicit in their grid. the Menu also
offers a 'file and continue later?' option.

Additional routines allow for the introduction of one or more referent
grids previously elicited from an expert or, peers or colleagues of the
user.

After a final REFLECT session the user (or system manager) may choose one
of a number of alternative final print-outs. These may include **FOCUS,
SPACED FOCUS, TRI_GRID, SPACED TRI_GRID, PAIRS, REFLECT** etc.

THE OUTLINE DESIGN

The Initial Options Menu

The initial options Menu allows a user (or the system manager) to set various parameters of the subsequent grid conversation.

Define Purpose and Topic

The user if invited to define the purpose of the grid conversation and the topic which is to become its theme.

Elicit Items of Experience (Elements)

The user is invited to name a number of elements for the use in the conversation. These are defined and elaborating by reviewing them against the purpose and topic definitions: which may themselves be re-defined as the same of elements emerges. The shaping and progressive mutual alignments of purpose and topic with the content and pattern in the repertory grid continues throughout the conversation.

Elicitation of Constructs

Constructs may be elicited in different ways including the triadic, open field and variance and cluster techniques. In vary combination these allow for a very sensitive and subtle control of the grid conversation.

As emergent and submerged poles are defined, elements may be assigned to the construct using dyadic, rating or ranging scales. Provision is made for an overview and revision of the assigning of elements to constructs as the conversation proceeds.

Construct Comparison

As elements are assigned to each construct, it is compared with each previous construct and if a match above a value previously set by the user (or system manager) occurs a commentary on the element assignings ensues.

The user if then offered a serious of options including deleting one of the constructs, if it is felt to be redundant combining the two constructs into one that represents their essentially common feature, adding one or more elements which delineate the differences between the constructs as these apply to the users purpose and topic.

Element Comparison

When sufficient constructs have been elicited to make meaningful comparisons between elements a commentary on 'high matches' is offered incorporating a series of otions which again allow the user to most clearly and fully represent his or her own meanings in his or own terms.

Reflection on the emerging Pattern of Meaning in the Grid

At any stage in the conversation users may opt to review their progress by conversing with the grid representation of their construing of their chosen topic. this is achieved through the facilities offered by the interactive TRI-GRID, FOCUS routines and the REFLECT display and interactions.

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ADD
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ADD
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ELICIT
ELEMENTS

TRIAD

ELICIT
CONSTRUCTS

OPEN
FIELD

RANDOM

SPLIT
E's

DEL.
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VARIANCE

DEL.
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SPLIT
C's

CLUSTER

ELEMENT
MATCHING

ASSIGN

CONSTRUCT
MATCHING

TRI
GRID

FOCUS

ANALYSE

TRI—GRID
FINISH

OUT