

# **SOFTWARE**

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

## **EXCHANGE AND CONVERSE**



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Comprising:- **GRID-FROM, TRIAD, READ-GRID, RATINGS, VERBAL-LABELS (E), VERBAL-LABELS (C); EXCHANGE FORMS, COMBINED-FORMS, ELICIT; INSPECT & CHANGE, COMBINE, DIFF, MODIFY & ADD, CONVERSE; AGREE UNDERSTAND, COMBINE.**

This list of apparent 'components' of 'EXCHANGE AND CONVERSE' is provided for general explanatory purposes only. the programs and routines for performing any particular EXCHANGE AND CONVERSE function on any specific computer-peripheral configuration will not map exactly onto this explanatory structure. See Notes on 'computer-compatibility' and on the 'trial run' service for more details.

BACKGROUND

This procedure is design to enable two people to explore their personal construing of a topic. Each completes a repertory grid on the topic using their own personal elements and personal constructs. The Exchange and Converse procedure enable each person to explore the others construing, then to combine their understanding and produce a join representation. It is design to allow each complete freedom to express their thoughts and feelings about a topic. By exchanging elements and constructs, each attempt to express their own thoughts and feeling sin the other terms. Many people have found this to be a particular fruitful form of encounter.

DESCRIPTION

Grids can be input in the usual way.. the program starts by printing out grids containing elements and construct verbal labels but no responses. **A** fill's in **B**'s and **B** fill's in **A**'s grid and these are then compared.. A display on the video screen allows **A** and **B** to discuss their grids, a combined grid form containing all elements from **A** and **B** and all constructs from **A** and **B** is printed out. When each has completed this combined grid, these are again compared to provide another screen display. After further inspection and interaction the users can choose various forms of print-out.. The similarity between **A**'s and **B**'s combined grid is a measure of agreement. The ability of **A** to reproduce **B**'s grid is a measure of understanding.

## THE OUTLINE DESIGN

### PREPARATION

A run on the FOCUS suite of programs starts by asking what form the repertory grid will take, i.e. how many elements, how many constructs and what form of response, (dichotomous, rating scale or ranking).

**GRID-FORM** then offers a print-out option of a blank repertory grid form (indicating suggested triads) which can be photocopied and used for the recording of repertory grid interviews.

**TRIAD** produces a list of trials in which all elements are used equally often, all pairs of elements are used as near equally as possible and no trials is repeated.

**READ-GRID** offers the option of also entering: **VERBAL-LABELS** for elements and constructs so that the FOCUS grid display and print-out can be so labelled for easy feedback to the client.

### FACILITIES

**Combined forms** Uses the elements names from both users and the construct names from both users to produce a 'combined' grid form.

**Elicit** Uses the screen to interact with the user until they have defined and agreed verbal labels and ratings.

**Exchange** Uses grid from to produce A's grid from B and B's for A's combined forms presents both sets of elements and both sets of construct in one form.

**Compare** Re-organises the difference or pairs grid to produce 'C' and 'E' listings.

**Diff** Carries out a matrix subtraction of one grid from another.

**Inspect and Interact** Allows direct re-organisation of network on the screen.

**Converse** Uses comparisons of the combined forms from A and B to provoke a conversation about discrepancies.

**Modify and Add** Offers the users A and B, the opportunity to modify their responses. This will enable them to understand areas in which they disagree.

**Understand** Offers a print-out of a grid containing those elements and constructs on which the user A and B understand each other even if they do not agree.

**Agree** Offers a print-out of a grid containing those elements and constructs about which the users A and B agree.

**Combine** Offers a print-out which display both areas of agreement and understanding.

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