

An Action Philosophy Model.

Dedicated to Bob Dick, Ron Passfield, Shankar, Pam Swepson, Denis, Deb Lange, Elizabeth, Bob Williams & Richard Burg. The paper is dedicated to these people because they have all helped me to understand the action philosophy with either support, understanding or criticism. This dedication does not mean that they agree with what I have to say, just that they helped me to think and explore.

Abstract: On the following pages are an exploration of my model concerning what I call the action philosophy model. It is different from the standard action model because it is an interactive model and not a cyclic model. The model is also different because it includes a theory that an action philosophy can be applied to a single person, group or organisation. I have also added in some other considerations that I feel are needed in an action model. This paper starts with a discussion, moves to some examples, forwards then to the model and a table of terms, and finally closes with a discussion point.

This is a dialogue or a discussion paper concerning action learning and action research. After exploring a few different concepts, paradigms and procedures it appears that the main procedure is that of action. While whether it be learning or research they are really just methods that are used under that procedure. Another observation is that the focus of the action philosophy can be either on a person, group, organisation, computer system or even within just one person. That is to say the actual cognition and critical thinking involved in the processing of information and knowledge into both understanding and wisdom can be at any level, and with any amount of members. Another consideration is the need for the inclusion of a time and need factor in a model.

While exploring the concepts and philosophies of action learning, action research, total quality management, fuzzy logic, decision making, playback theatre and interaction matrices, I began to realise that there are common links of activities in each one, that they have a similar attributes. Whether it be a cyclic process, a finite environment or an interactive process, there are common building blocks which are used by us to create understanding and knowledge. When you combine this with recent advances in the disciplines of communication and information science, and the technological leaps that are available to us, you get an interesting view of what the future may have in store for us.

Since I became in contact with the action philosophy, I found that I liked the cyclic process of action - reflection - planning. It was simple, demonstrated the processes and was able to be applied to many different situations. But while the cyclic model is good, I found it had limitations to the degree of representation. For instance,

Is it for a single person, group or perhaps both?

Does it include time ?

Did it that account of peoples needs?

At what speed does it run or how fast is the cycle ?

Does only one phase of the model happen at once or do many different phases happen at once? ETC.

I found that I had too many questions to ask, and found that there were different answers for many situations. Following are examples of every day occurrences. These are examples of what might happen in a person's day. They are all examples that I feel has some or all of the elements of action philosophy. That is to say, that they all require elements of action- planning- reflection in some way. They are all natural occurrences and that they are all relevant examples for discussion.

(Scene 1)

You find yourself waking up and you crawl your way out of bed. You turn on the hot water tap, then the cold. You stick your hand under the water flow, it feels nice so you jump under . Oops, the water temperature has changed , slightly colder, you shiver and quickly make the necessary adjustments. You continue to have a nice warm relaxing shower, And so your day progresses....

(Scene 2)

Driving down the road, early in the morning , the traffic is light. As you go up and down the hills, your foot interacts with the accelerator, as you take the curve turning slowly to the right, you brake as you approach the light, stopping at the red light. Light shines green, you go forward only to slam on the brakes. A car has run the red, you missed it by inches, and so your day progresses....

(Scene 3)

You get to the office and are ready to start the new day. You look at your diary, confirm the meeting time. You look at your notes, and pick up the phone. You finish the final details hang up and reflect on your plan for the meeting. You get a fax of that final fact sheet of information. You head out to the meeting, and so your day progresses...

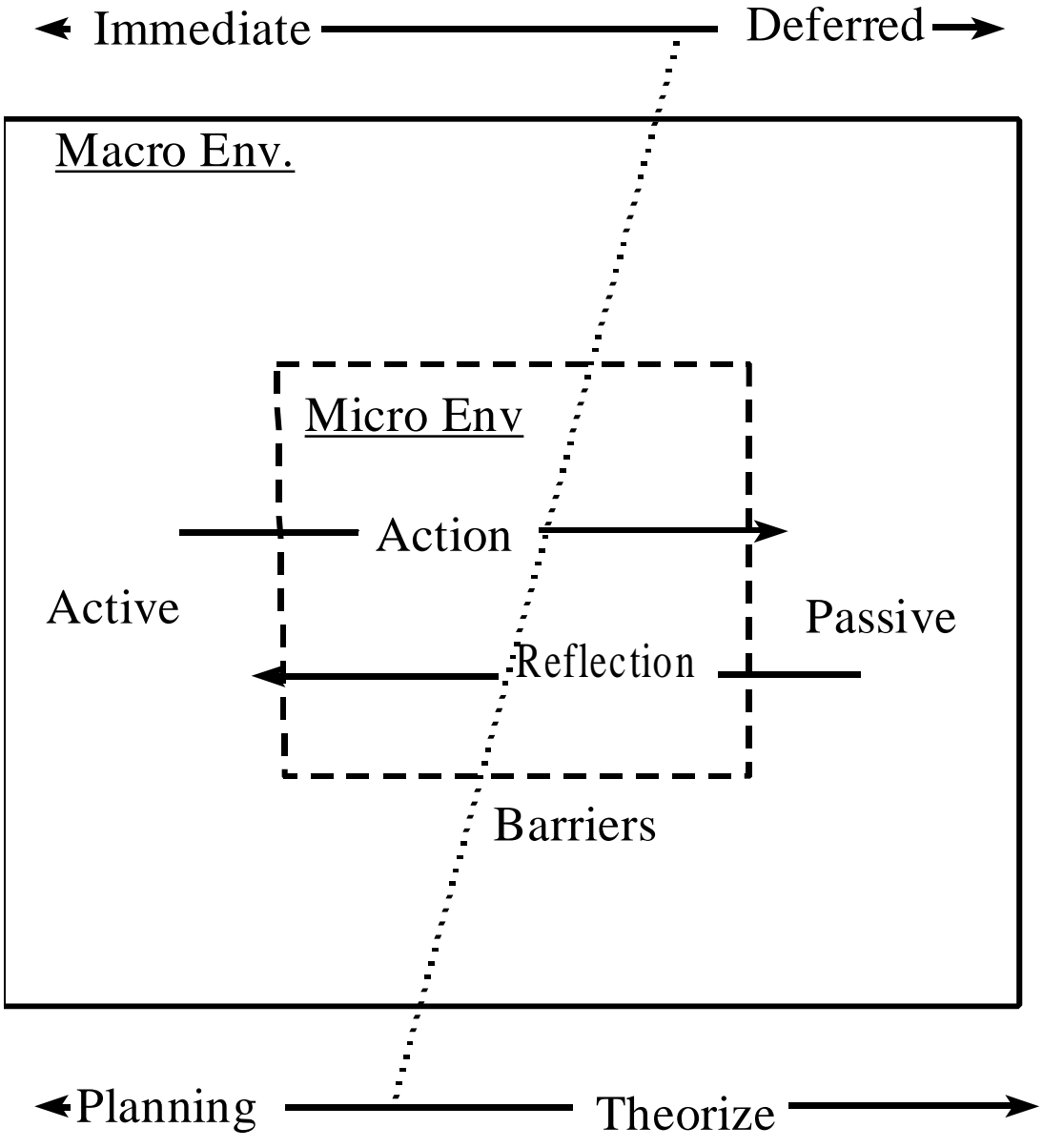
(Scene 4)

You get to the meeting. Finally after months of hard work, today is the day. The people are a tough crowd, they don't interact easily. You talk, they talk, there are misunderstandings, arrrrhhhh, a multi point of understanding, the meeting starts to flow, people get interested in the outcome. Finally a suggestion. The meeting closes, each person leaves with hopes, disappointments, but with some goals and some answers. And so your day progresses....

(Scene 5)

Finally a wrap up meeting of the project. The results gained, at least for now. The boss looks happy, the meeting goes well. He likes the use of action in the project, the desired outcomes will allow building up of better results in the future. He tells you to write it up, and perhaps it will be published, if not, at least as a guide to others who might try to adapt this action model in their work, and so your day progresses...

The author sits here and reflects why he wrote this. Surely it is not part of a discussion paper about a model of action. But then again perhaps it is. For in each part of what may be in our daily routine there is an action - reflection - planning. It may be as simple as taking a shower , driving a car, to running an important project. The point is that it is a nature process of how to do things.



	Micro	Macro
Environment	The area inside ourselves. The total cognitive process of memory, knowledge, information, history, senses and wisdom, that integrate together to create our concepts and understanding to interact with world outside our selves.	The area outside of ourselves, where a group interacts within its members and outside. Where the group uses the sum of memory, knowledge, information, history, senses and wisdom, that integrate together to create our concepts and understanding to interact with world outside themselves.
Action	The activity of working through a series of process, information seeking and information gathering to create an understanding of an need.	The activity undertaken by a group of people to understand and fullfil a need of that group. Which combines different views from each member.
Reflection	The process of examining ones memories, information, knowledge and concepts and matching them to their world view and knowledge base. To use this world view to fill a need or to change or reinforce their knowledge base.	The process of examing the groups interactions and create understanding and the degree that currect answers fill the groups need. The platform tahat create the focus for the action or the planning.
Cognition (Planning / Theorise)	The process of understand and wisdom from the persons memories, experiences and sense making. Which is interweaved with their current understanding to make sense and contrubute to their environment. Which is then used to make construts for the development of plans and theories.	The process of group understanding and wisdom from the combined inputs from each persons memories, experiences and the group social and political pattens. Which combines to focus on the answer to a group need and to make plans or theroies for future steps.
Time & Need (Immediate / Deferred)	Immediate need is the primary focus on the exploration or decision at	Immediate need is when the primary focus of the group is directed towards an

	hand. Deffered need is anything else that is experienced that becomes an immediate in a future time.	activity. Deffered need is any other experience that will be of relevance to either the group or anpther individual in a future time.
Barriers	The areas of interference in the communication of information, knowledge & understanding of the message. Like bias, temperature, politics, emotions, morals, ethics, etc	The areas of interference in the communication of information, knowledge & understanding between members of the group and outside. Like bias, temperature, politics, emotions, language, ethics, morals, protocol, hidden agendas, etc
Situation		