









Lessons gleaned from almost 40 years of being a therapist and 30+ years of international teaching.

People are moved by the experiences they live, less so by the information they learn.

Themes to Experience and Explore in an Experiential Presentation

The Medium is the Message especially when it comes to persuasion.

The facts do not necessarily determine the outcome.
Outcome often depends on the story—what you experience.
The facts that can one remember are limited. The stories (experiences) one can remember are limitless.

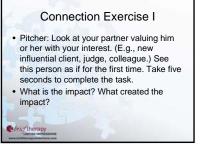




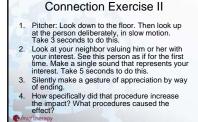










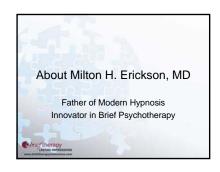


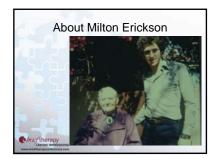


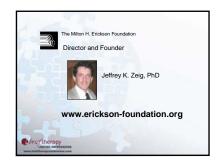








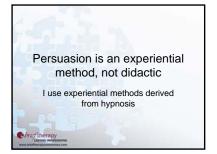


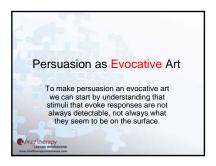


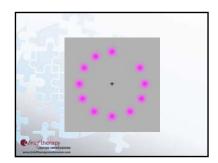












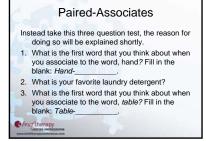












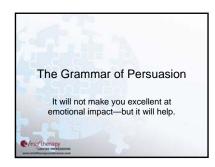






























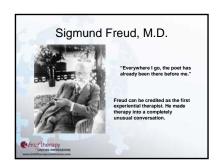


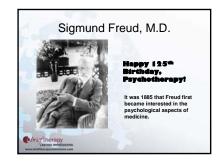


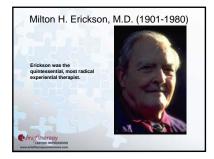


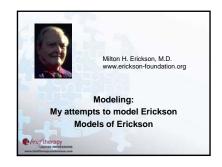














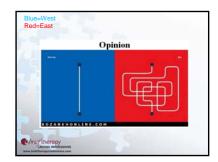


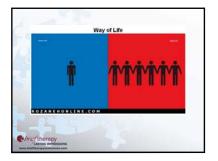








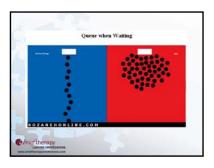


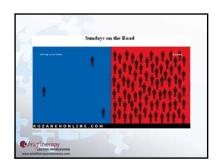


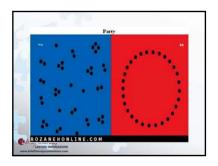


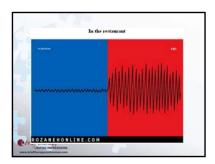








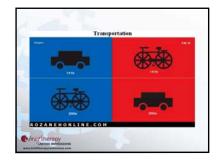






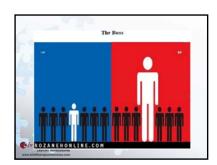


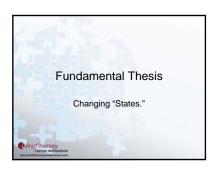




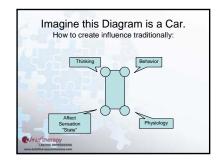


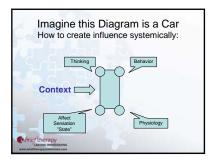


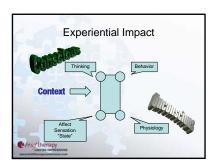


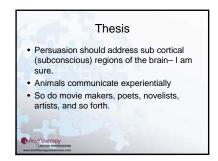






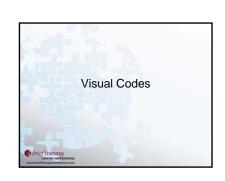




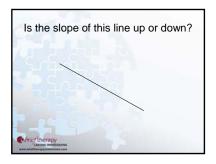


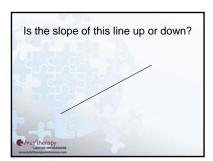
We Will Investigate Implicit
Codes of Impact in the Arts

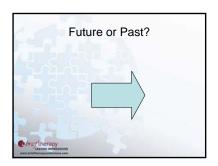
Using Movies, which will be our primary
metaphor, but in terms of implicit
structure, not themes or content.

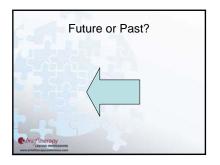




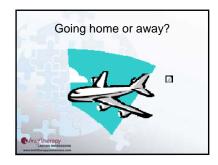






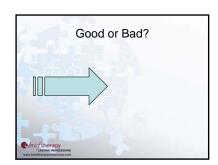


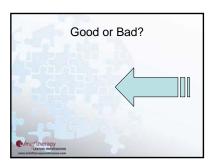




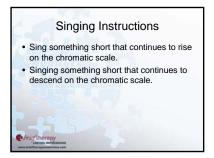
















Most sentences directly or obliquely put more linguistic apparatus into operation than is readily apparent

Richard Ohmann







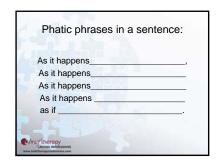


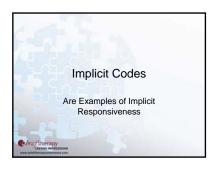






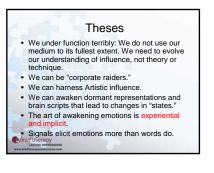


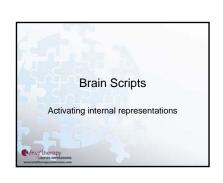


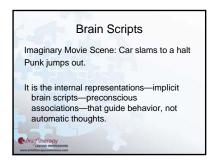
















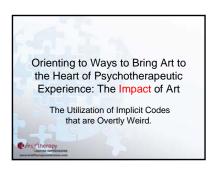






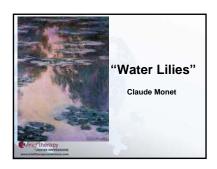




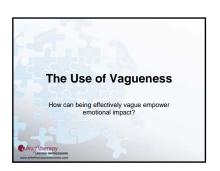










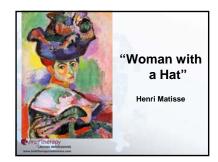






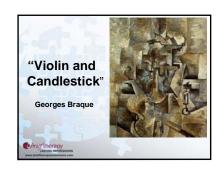








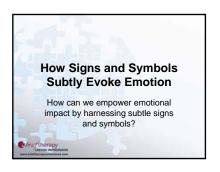




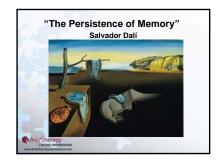






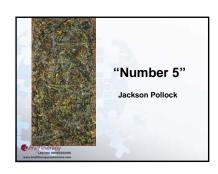












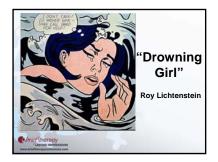
















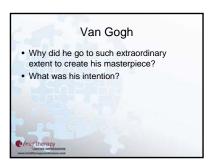






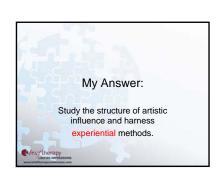




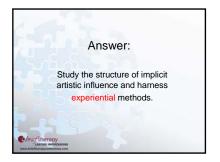










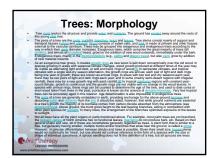








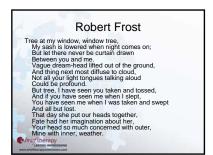






















I am going to say a sentence.

• Monitor your responses to each rendition.

• What does each rendition ask you to "perform?"

• How does my intention change with each rendition?





ARTISTIC LICENSE
Harnessing Experiential
Methods
Using "Performative"
Communication



# Performative Communication Performative communication is communication designed for impact. The communication is dramatic, and it implicitly requests that an action is performed by the responder. The Arts exemplify performative communication. The list to follow consists of elements from the Arts—especially movies—that can be applied interpersonally, primarily oriented to offering psychotherapy, but applicable in other situation of human influence. There are six subsets: Create Set; Set-up; Imbalance; Attune; Elicit; and Exit. The subsets are not necessarily conducted sequentially in the course of a series of transactions.



Influence Strategies derived from the Arts that you will see in the movie to follow. But ones we have already experienced in this presentation.

• Create set

• Create Imbalance

• Attune

• Set up

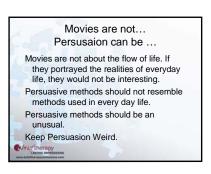
• Elicit

• Exit









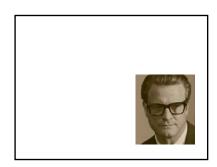




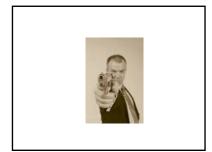














# Montage

Early Russian film editors—e.g, Eisenstein

# Example One

- If the sequence is "smile—gun—blank face" the viewer is oriented to fear.
- If the sequence is "blank face—gun— smile" the viewer is oriented to courage.

## Kuleshov Effect

- Nearly a century ago, Soviet filmmaker Lev Kuleshov demonstrated that the manipulation of context can alter an audiences' perception of an actor's facial expressions, thoughts, and feelings.

   Juxtaposition of identical archived clips of an actors blank face with either a scene of a funeral or a child playing led the audience to infer the actor's emotional disposition as respectively melancholic or happy (Kawin, 1992).

   Area therapy













# Montage

- Example Two
   Still shot of a Man. Shot of a grief stricken woman clinging to a coffin. To the viewer, he seems concerned.
   Still shot of a Man. Shot of a steaming bowl of soup. He seems hungry.
   Still shot of a Man. Shot of a girl cuddling a teddy bear. He seems tender.

- It is the same shot of the Man in all three cases.

# Perfect Stranger Directed by James Foley

You see, but you don't realize what you see, or why you respond.

# We Will First View the Title Treatment, the opening Five Minutes of Perfect Stranger.

Once to experience it.
Once to see what you missed in order to deconstruct implicit methods of creating impact.
Then we will discuss real-world applications



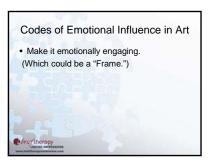
## The Structure of Impact: Heuristics of Implicit Influence in the Movie Clips We Viewed.

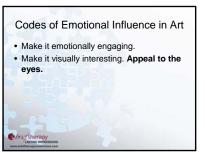
- Oriented toward--awaken representations

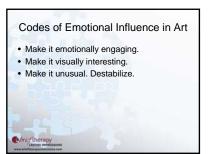
- Oriented toward-awaken representations
  Create fascination
  Attune
  Use signals to elicit emotion
  Be multisensory, multidimensional, and multilevel.
  Move in strategic steps
  Use unreality-make it weird.
  Use movement-kep the eyes moving
  Destabilize—create arousal.
  Influence can be invisible. Use connotation.







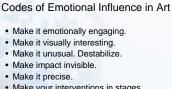








# Codes of Emotional Influence in Art Make it emotionally engaging. Make it visually interesting. Make it unusual. Destabilize. Make impact invisible. Make it precise. Make your interventions in stages. Move in small steps. Use "teasers."



Make your interventions in stages.
 Move in small steps.
 Make it multilevel to increase impact.
 Make it multilevel to increase impact.

# Codes of Emotional Influence in Art Make it emotionally engaging. Make it visually interesting. Make it unusual. Destabilize. Make impact invisible. Make it precise. Make your interventions in stages. Move in small steps. Make it multilevel to increase impact. Make use of signals, not didactic information.













