Where's my Hoverboard?

Taking cutting-edge Relational Frame Theory (RFT) for a 'ROEM' around the skatepark of human language and cognition.

Chapter 1. Yearning for a hoverboard

Chapter 2. Building a hoverboard Chapter 3. Riding a hoverboard

Chapter 4. Steering a hoverboard

Chapter 5. We all need a hoverboard



Tim McLauchlan (Clinical Psychologist, Peer-reviewed ACT trainer) www.spacehead.com.au



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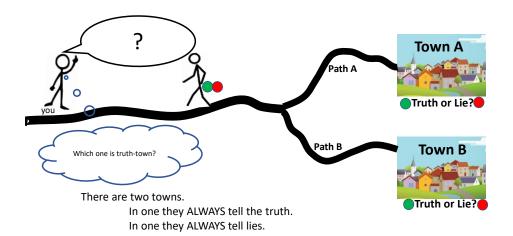
Warm up riddle



Ages 7 -12

The last time I talked about RFT, I fell and sprained my hippocampus!

Finding TRUTH-town



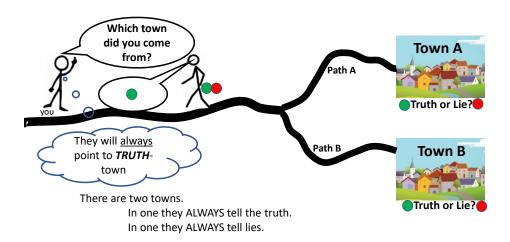
You want to go to TRUTH-town!

You are walking along the road, and you see someone from one of the towns (you don't know which).

What $\underline{\mathsf{ONE}}$ simple question can you ask to work out which town is TRUTH-town?



5



You want to go to TRUTH-town!

You are walking along the road, and you see someone from one of the towns (you don't know which).

What <u>ONE</u> simple question can you ask to work out which town is TRUTH-town?

Chapter 1. Yearning for a hoverboard



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Dear Science,

What if yearning for "a science more adequate to the challenges of the human condition" (Hayes et al., 2012)

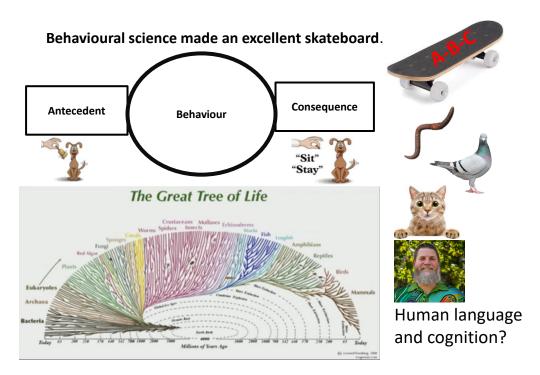
is like having a skateboard, but needing hoverboard?

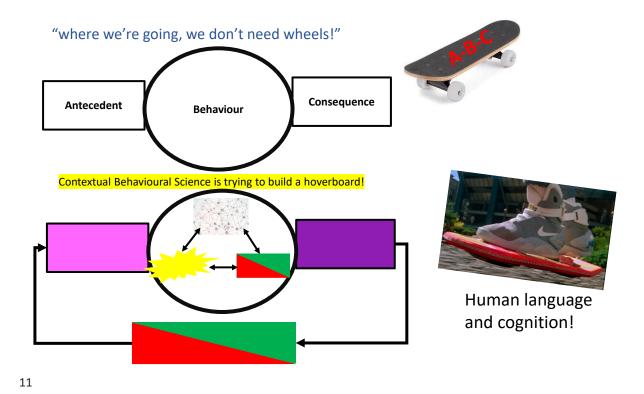




(Back to the Future, 1985)

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Hoverboard = RFT

Relational Frame Theory

A psychological theory of human language and cognition.



Navigate and alleviate human psychological suffering:

- predict and influence behaviour with precision, scope, and depth.



Seth Sentry - Dear Science (Official Video) - YouTube



Yeah science is amazing!
But not to me though cause I am sick of waiting

Where's my hoverboard?

("a science adequate to the human condition")

No hoverboards just seems a bit piss weak...

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When I was a kid I nearly threw a fit I got a skateboard, (sh*t) I was furious

What the hell am I supposed to do with this?

Man, science'll sort it out hopefully I don't wanna roll around the ground like a nobody I wanna soar upon a board made of pure science



Disclosures

- Tim McLauchlan
 - I have not received any commercial support related to this presentation.
 - I get paid to provide training and supervision in ACT.
 - I'm a blister.



I'm a blister story!

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Work hard to <u>approach</u> these contexts. The behaviours that are most likely to be evoked may include...

- connection
- play
- exploration
- perspective taking
- meaning making
- choosing
- noticing beauty
- flexibly attending to things
- etc....



aversive

appetitive

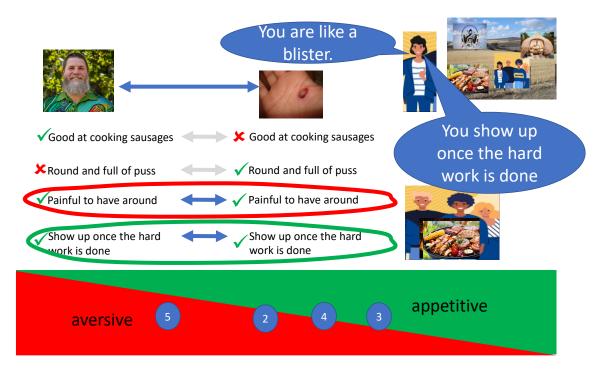
BE WARNED, BE INFO

This is not a story about bushfires!

Party in the paddock!



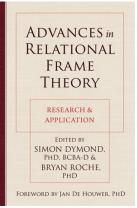
19



I show up once the hard <u>RFT</u> work is done







2013



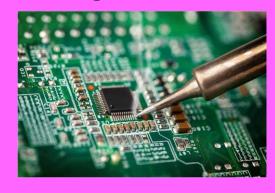


Yvonne Barnes-Holmes Dermot Barnes-Holmes

The Odysseus research project 2015 - 2020

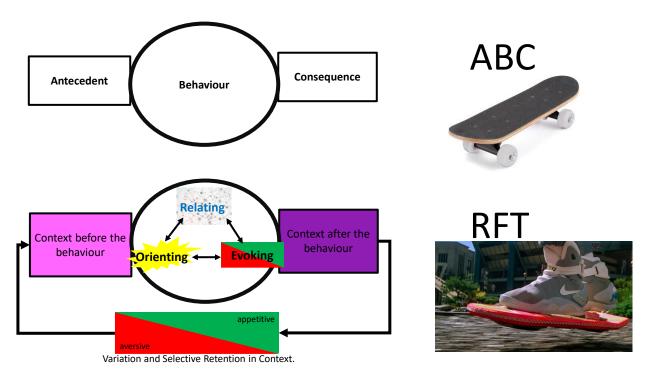
21

Chapter 2.Building a hoverboard

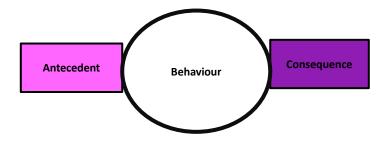


From ABC to RFT

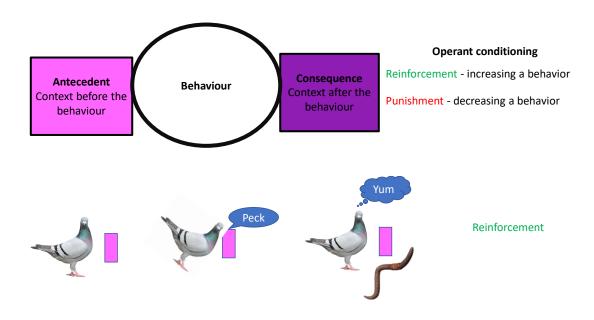
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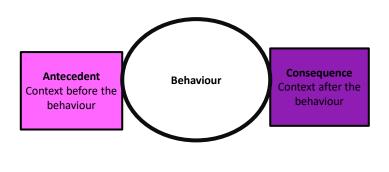






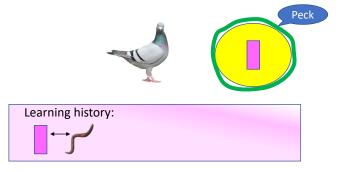






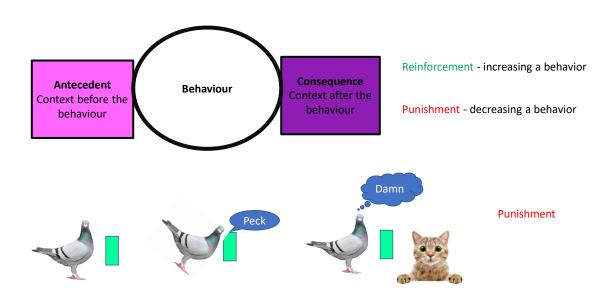
Reinforcement - increasing a behavior

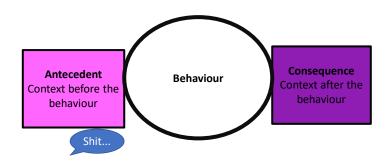
Punishment - decreasing a behavior



Reinforcement

29

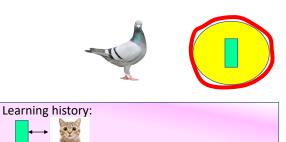




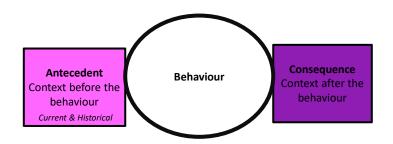
Reinforcement - increasing a behavior

Punishment - decreasing a behavior





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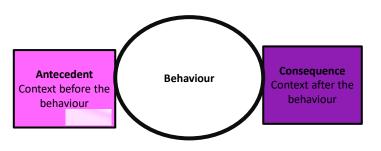
Reinforcement - increasing a behavior

Punishment - decreasing a behavior

N.B. Antecedent – Context before the behaviour - includes everything current and historical.







Reinforcement - increasing a behavior

Punishment - decreasing a behavior

In a given context

we behave

If the behaviour makes the context better, we are MORE likely to do it again in contexts like this.

If the behaviour makes the context worse, we are LESS likely to do it again in contexts like this.

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Reinforcement - increasing a behavior

Punishment - decreasing a behavior

In a given context

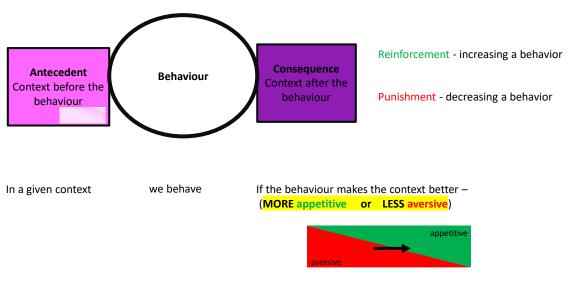
we behave

If the behaviour makes the context better, (more appetitive) we are MORE likely to do it again in contexts like this.



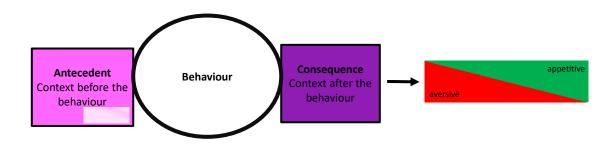
If the behaviour makes the context worse, (more aversive) we are LESS likely to do it again in contexts like this.



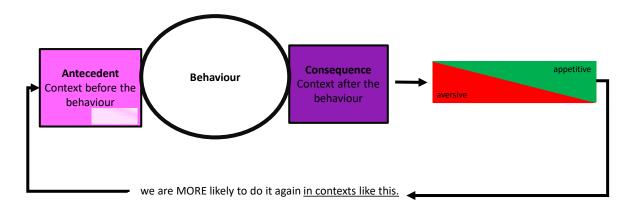


we are MORE likely to do it again in contexts like this.

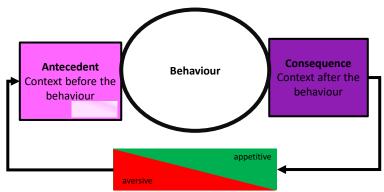
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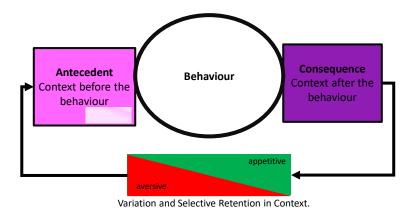
we are MORE likely to do it again in contexts like this.



Behavioural Variation is Selectively Retained by its Consequence in a given Context.



Variation and Selective Retention in Context.



What do we mean by 'Behaviour'?

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"Behaviour encompasses **every observable response** that a living organism can make, regardless of whether the response is produced by:

- the somatic nervous system (e.g., pressing a lever),
- the autonomic nervous system (e.g., salivation),
- or neural processes (e.g., electrical activity in the brain).
- Also, conscious thought is considered to be behaviour, be
 it a subclass of behaviour that can be observed only by
 the organism itself.".

De Houwer, Barnes-Holmes, Moors (2013)

Everything's a Behaviour!







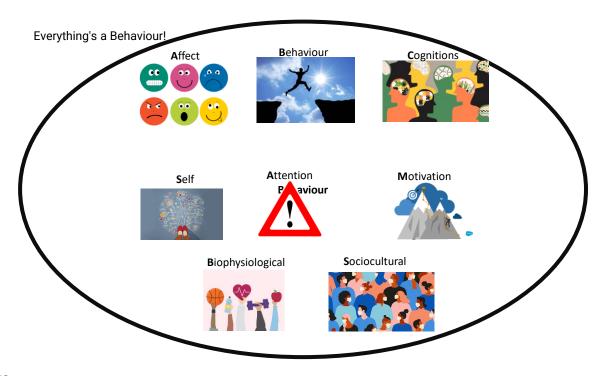




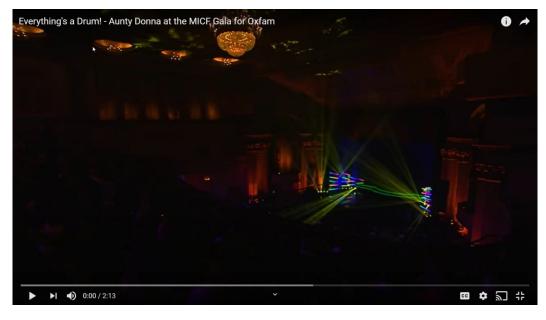




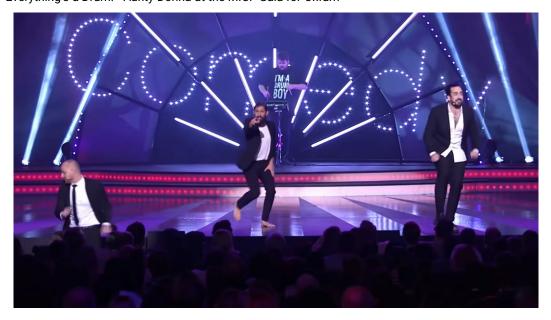
41

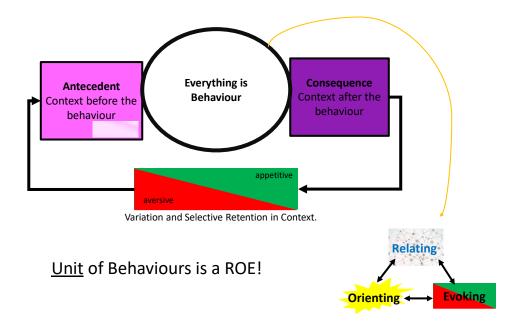


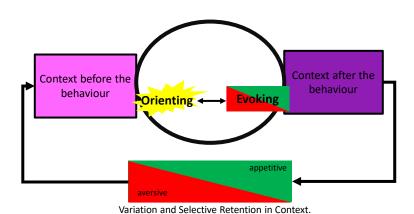
Everything's a Drum! - Aunty Donna at the MICF Gala for Oxfam - start



Everything's a Drum! - Aunty Donna at the MICF Gala for Oxfam





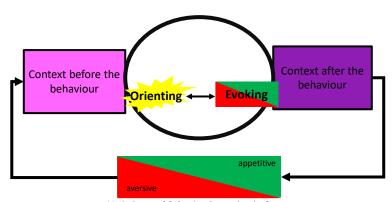


Orienting

noticing or attending to a stimulus or event.

Evoking

a noticed stimulus or event is appetitive, aversive, or relatively neutral



Variation and Selective Retention in Context.

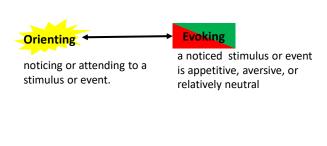
Orienting

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Evoking

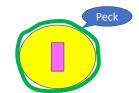
a noticed stimulus or event is appetitive, aversive, or relatively neutral

47



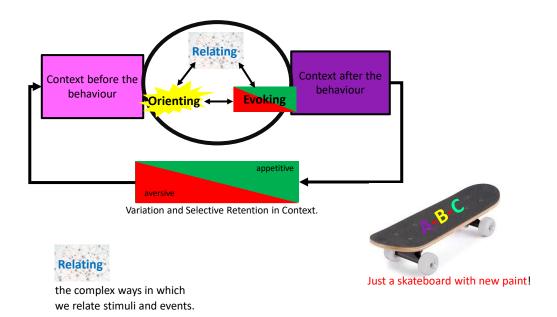


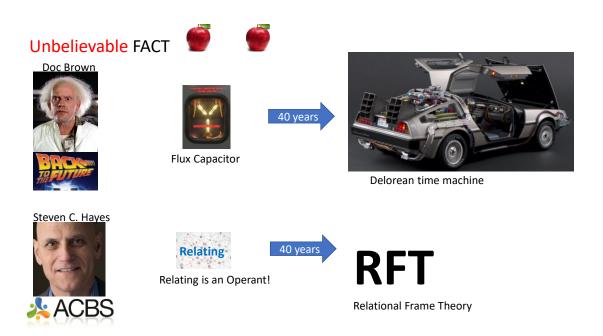


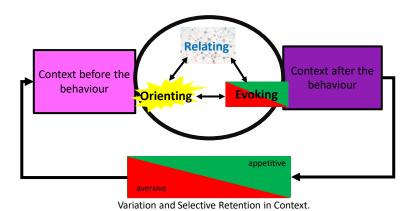






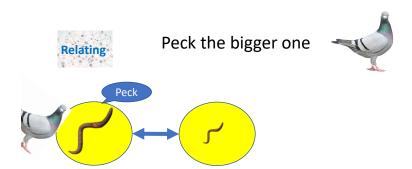


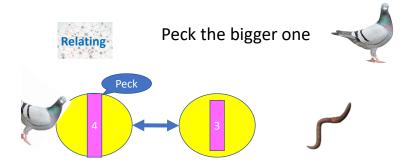




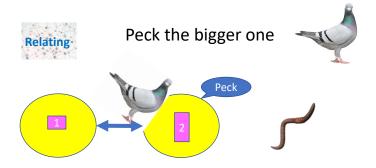
Relating

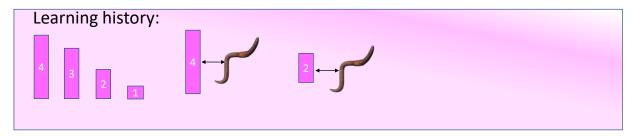
the complex ways in which we relate stimuli and events.

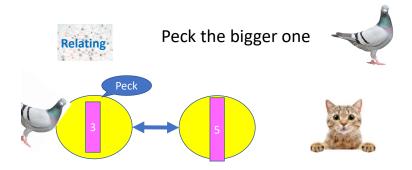


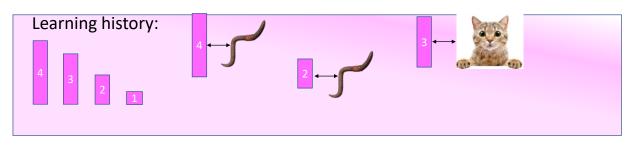


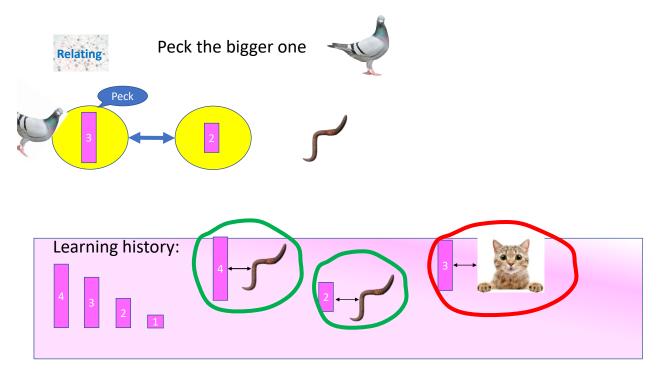


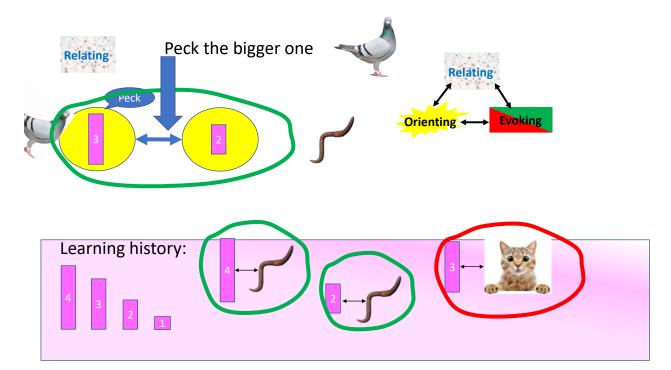


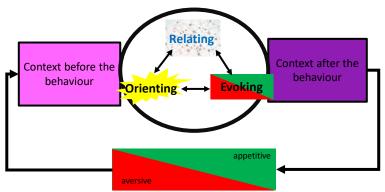












Variation and Selective Retention in Context.

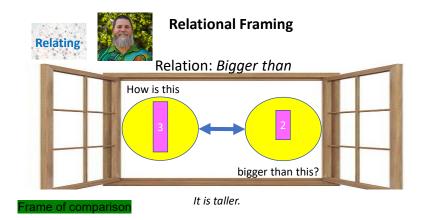
the complex ways in which we relate stimuli and events. verbal humans can relate

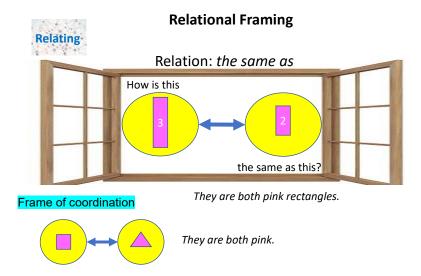
the complex ways in which stimuli and events.

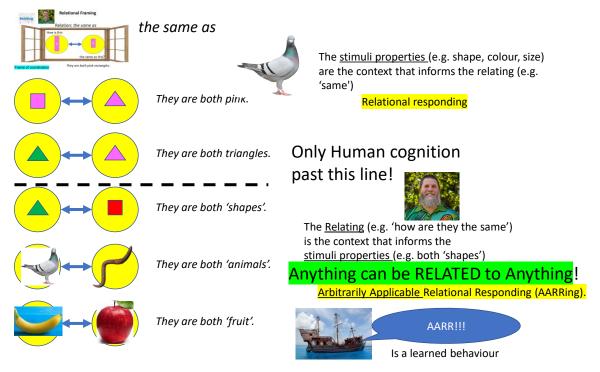
We ALMOST have a hoverboard... It can get off the ground, but still can't fly!

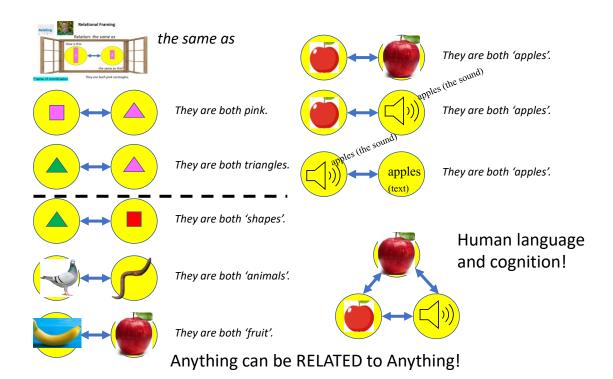


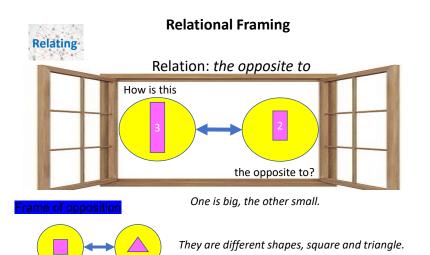






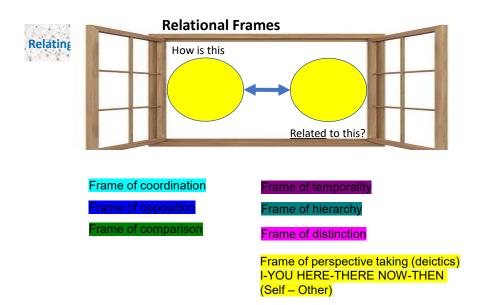


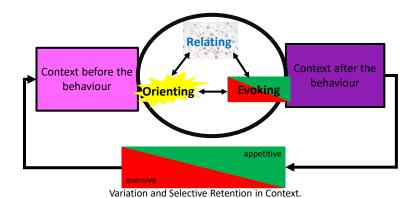




People find blisters painful, but Tim is helpful when he shows up.

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The Hoverboard is built – let's take it for a ride!



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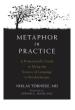
Chapter 3. Riding a hoverboard



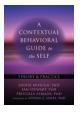
There are lots of good books on how to ride the hoverboard!



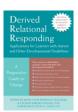


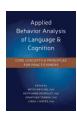












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Quick start guide

Learn it in one Derive it in two Put it in networks Change what we do

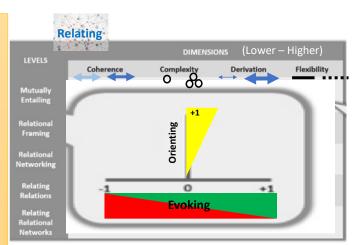


Learn it from others Get it for free Put it in networks of networks About you and me

Can never delete them
Try hard to complete them
Get stronger and quicker and faster
Watch out for disaster!

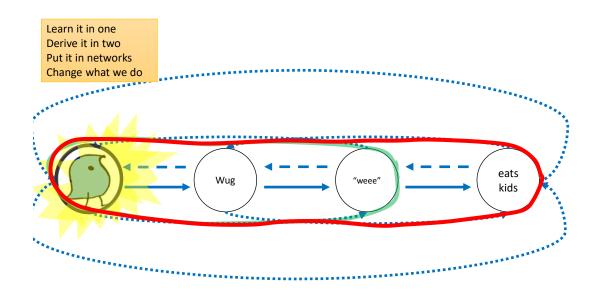
With loops like "I'm Broken"
Want to run, hide, or choke em!
But if we approach with gentle reflections
We can build helpful new connections.

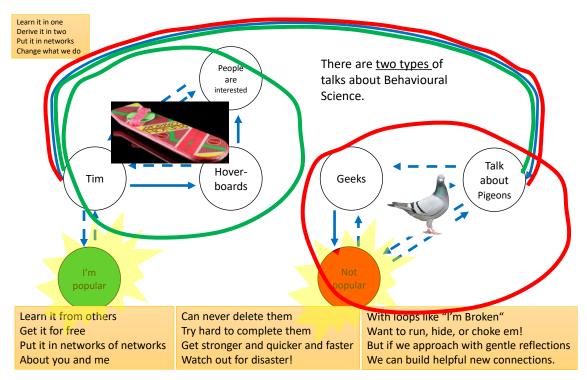
No matter the song Your mind hums along Know that each of us humans Just needs to belong.



A Hyper-Dimensional Multi-Level (MDML) Framework

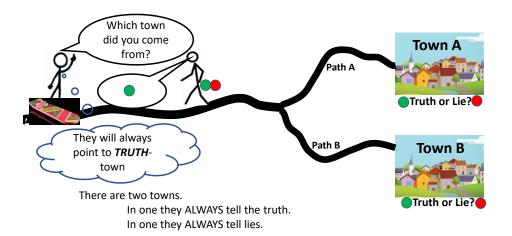
Barnes-Holmes, D., Barnes-Holmes, Y., McEnteggart, C., & Harte, C. (2021). Back to the future with an updated version of RFT: More field than frame? Perspectivas em Análise do Comportamento, 12(1)





Finding TRUTH-town

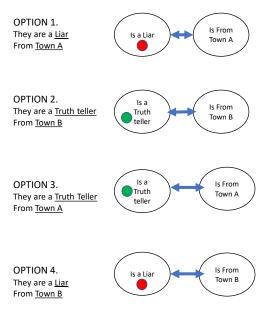
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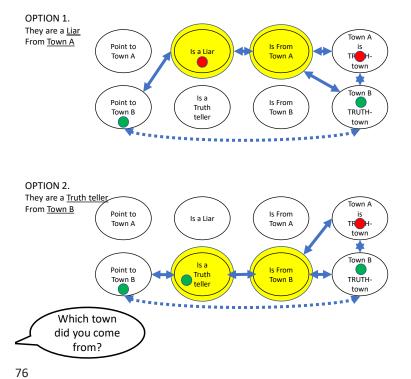


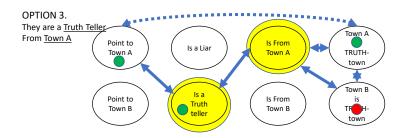
You want to go to TRUTH-town!

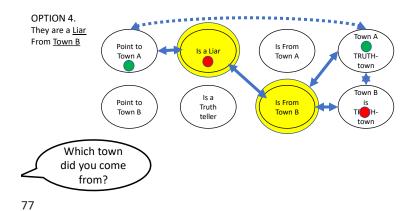
You are walking along the road, and you see someone from one of the towns (you don't know which).

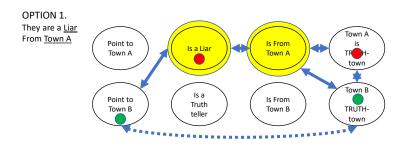
What <u>ONE</u> simple question can you ask to work out which town is TRUTH-town?

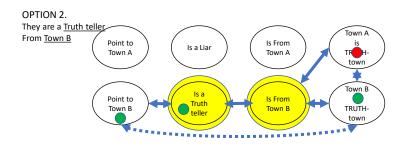


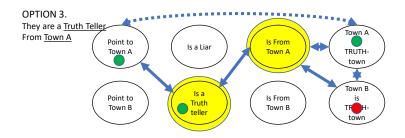


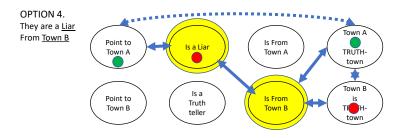


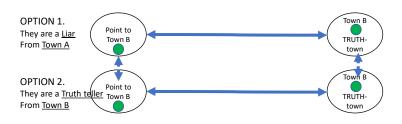


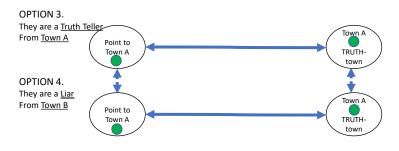


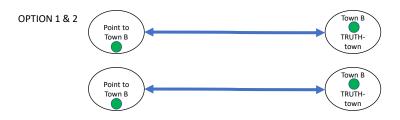












OPTION 3 & 4.





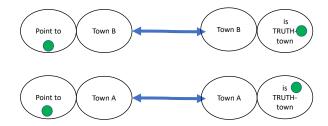


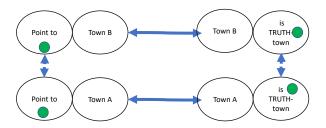


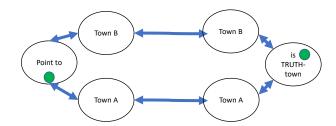


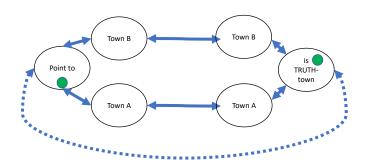


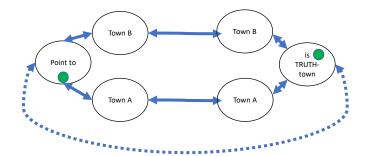




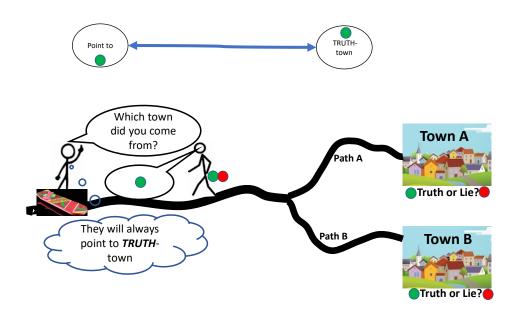




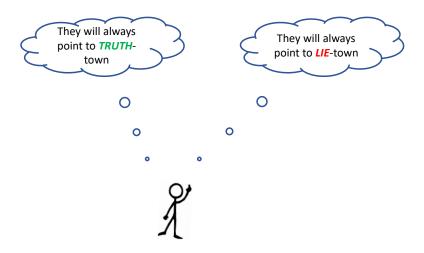




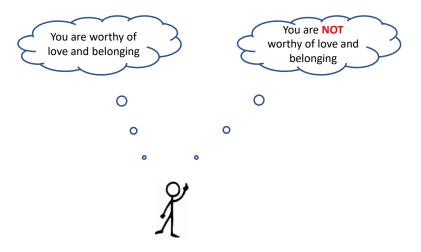




Follow the rules...



Follow the rules...



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Chapter 4.Steering a hoverboard

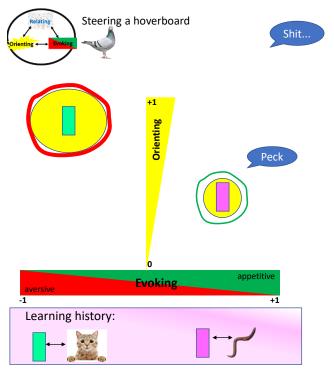


New Referrals

Client 1. Phobia of Wugs.

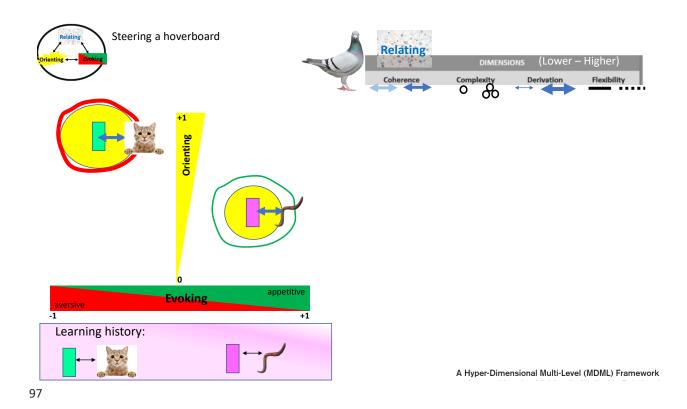
Client 2. Thinks he is a 'blister'.

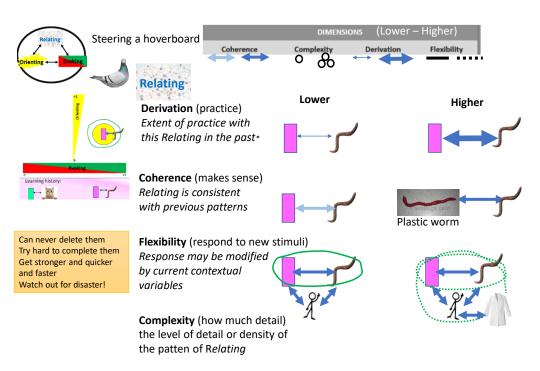
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A Hyper-Dimensional Multi-Level (MDML) Framework





^{*} N.B. High Derivation = Lower practice; Low Derivation = Higher practice. But for clarity I will use the terms flipped here.

A Hyper-Dimensional Multi-Level (MDML) Framework

Client 1. Phobia of Wugs

Client: My family wants a pet Wug. I do want them to

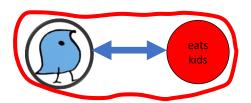
have a pet, but Wugs are disgusting!

Therapist: Would it be ok if we talk about Wugs a

little more?

Build the network!!

Client: Did you know Wugs eat kids!!!



Derivation (practice) = High (thick arrow)

Coherence (makes sense) = High (dark blue arrow)

Flexibility (respond to new stimuli) = Low (unbroken evoking line)

Complexity (how much detail) = Low (only two stimuli in the network)

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Client 1. Phobia of Wugs

Client: My family wants a pet Wug. I do want them to

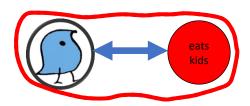
have a pet, but Wugs are disgusting!

Therapist: Would it be ok if we talk about Wugs a

little more?

Update network!!

Client: Did you know Wugs eat kids!!!



Derivation (practice) = Lower (thin arrow)

Coherence (makes sense) = Lower (light blue arrow)

Flexibility (respond to new stimuli) = Higher (dashed evoking line)

Complexity (how much detail) = Higher (three stimuli in the network?)

???

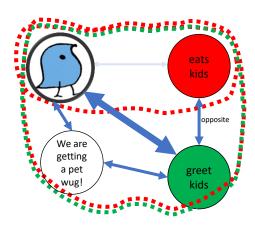
Client 1. Phobia of Wugs

Add to the network!!

Client: Did you know Wugs eat kids!!!

Therapist: I went to that Hoverboard talk too, and it sounded like he said,

<u>eat</u> kids, but it was actually <u>areet</u> kids.

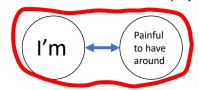


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Client 2. Thinks he is a 'blister'.

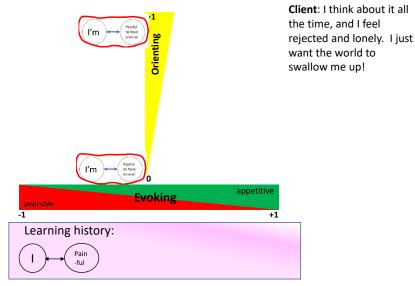
Therapist: It says on the referral, you think you are a blister??

Client: What? No! It is that I'm painful to have around. Therapist: Would it be ok if we talk about being painful? Client: I think about it all the time, and I feel rejected and lonely. I just want the world to swallow me up!

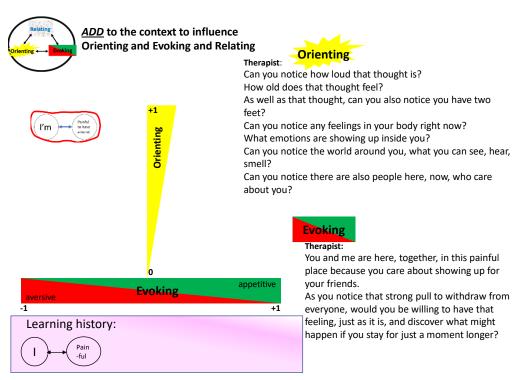


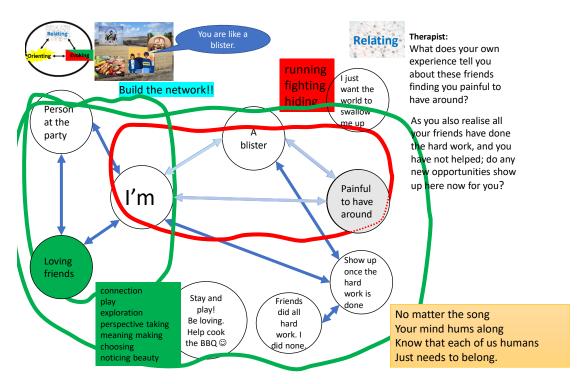


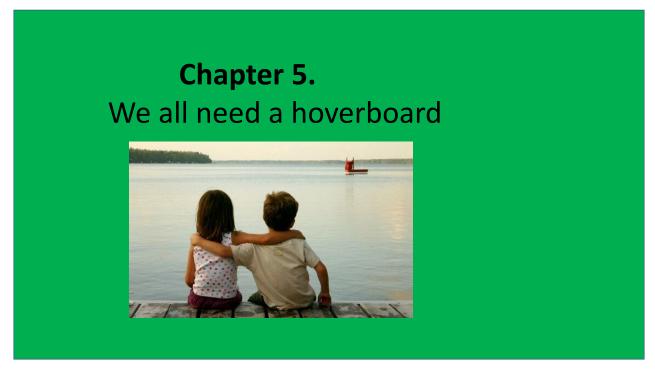
Consider Orienting and Evoking



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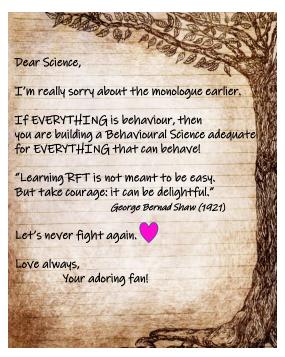






Dear Science,

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THE END

- Credits -

Barnes-Holmes, D., Barnes-Holmes, Y., McEnteggart, C., & Harte, C. (2021). Back to the future with an updated version of RFT: More field than frame? *Perspectivas em Análise do Comportamento,* 12(1)

Harte, C. & Barnes-Holmes, D. (2021). A primer on relational frame theory (RFT). In M.P. Twohig, M.E. Levin, & J.M. Peterson (Eds.), The Oxford Handbook of Acceptance and Commitment Therapy. Oxford University Press

Barnes-Holmes, D., Barnes-Holmes, Y., & McEnteggart, C. (2020). Updating RFT (more field than frame) and its implications for process-based therapy. The Psychological Record, 70, 605-624.

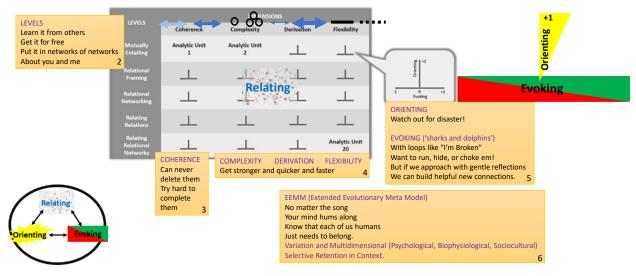


Learn it in one (classical and operant conditioning)
Derive it in two (combinatorial and mutual entailment)
Put it in networks (arbitrarily applicable relational responding)
Change what we do (transformation of stimulus function)

RFT Cheat Sheet

Back to the Future with an Up-dated Version of RFT: More Field than Frame? ■ 001-019

Table 2. A Hyper-Dimensional Multi-Level (MDML) Framework Consisting of 20 Intersections Between the Dimensions and Levels of Arbitrarily Applicable Relational Responding, Combined with the Dimensions of Orienting and Evoking from the DAARRE Model.



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