



## Editorial

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Who would have thought so many of us would still be in lockdown - but on the principle that every cloud has a silver lining, it has meant that our authors have been busy providing us material for this issue.

We begin with the Game Grid – a new idea, albeit one that the author has been working with for many years. When I heard Steve Lankton presenting this at a conference a couple of years ago, I knew it would be great to introduce it to a wider audience. For those of you who may not know Steve, his connections with TA go back many years. His Game Grid lets us link game playing to the OK Corral, using as the basis Steve's own development of an early Interpersonal Check List published by Leary (again many years ago). It just goes to show that really useful ideas stay useful.

Steve has done a great job of explaining how to use the ideas and has kindly provided the materials in a way that everyone can reproduce them and use them with clients – and they are also available online in several other languages.

Our next article is also from someone who has been within the TA scene for a long time – Tony White. Tony introduces us to ideas about suicide contagion, suicide clusters, suicide pacts – how is it that people are prompted to commit suicide because other people are doing so or have done so. Tony also alerts us to the risks that the ways we talk and write about suicide within our professional activities might be inadvertently conveying a permission to clients to commit suicide.

This is followed by another article by Piotr Jusik, who has previously written about strokes, games and learning in groups, as well as about counselling within educational settings. This time he addresses passivity within the educational environment. He provides us with information about several research studies and several case studies, complete with suggestions of how the overadaptation within the educational environment might be resolved.

Next we have an article about trilogy. Ranjith tells us how we can combine Fr George Kandathil's meta-theory combining I, You and Goals and the creation of Relationship, Identity and Rationality, with TA ideas about injunctions, injunctive messages and permissions. Ranjith also links this material to Maslow's Hierarchy of Needs and provides a case study to illustrate how practitioner and client can use this together to explore childhood experiences.

Having begun this issue with an article about the Game Grid, the final article in this issue introduces a potential new game called TAMED – the TA Myth of Explanatory Depth. Proposed by me, I illustrate this with examples of dynamics that I have experienced within the TA community, including the cancellation of the World TA Conference 2020, and the events that led up to this journal no longer being supported by EATA. I consider the nature of bystanders within professional associations and go on to suggest a model for considering the structure and dynamics of bodies which are theoretically run by their members.

So a wide-ranging issue – a new model called the Game Grid from an author in the USA, material about suicide contagion from an author in Australia, thoughts on passivity within education from a Polish author who is in Guatemala, trilogy linked to Maslow's hierarchy of needs from an author in India, and a game name related to the dynamics of professional associations from an author in the UK.

*A postscript* – great news about Roland Johnsson's research that he published in this journal in 2010 and 2011. The doctoral dissertation on which the articles were based has become the most read dissertation at Lund University in Sweden. Roland estimates that it has been read 38,000 times. His 2011 article in IJTARP has also been accessed nearly 3500 times. Well done Roland!