The Interpretative Dialectical Landscape: An Interactive Feedback Loop

31 October 2006, revised 22 March 2015; 19 March 2018 The Noumena (and "phenomena" after Immanuel Kant; "participles" Owen Barfield) - atemporal stream of effervescent transitory sense datum; - realm of presupposition and potentiality; - non-knowable and non-reality \leftrightarrow **Experiential Moment of Intersection of those Participating** – At the moment of your intersection, engaged either ethnographically or archaeologically via acts of participant/observation, interviewing, archival, field excavation, etc., the selected noumena are rendered phenomena, isolated and fixed in "temporal," "spatial," "causal," and/or "substantiative" symbolic dimensions (symbol e.g., stone tool, "Rainbow," "Ashammaléaxia," "dasshússua" for the Apsáalooke, "designated hunter" for the Schitsu'umsh), i.e., your imposed categorical "constructs" (aligning the paradigms and research design) and must fully comprehend qualities of and deconstruct each symbol applied Distinguishing, cross-triangulating and engaging text, texture and context - Potentiality rendered knowable, rendered "reality" - A stage of interpretation A. Voices of Other \longleftrightarrow B. Voice of Self \longleftrightarrow C. Voices of Audience \leftrightarrow - Further isolating and deconstructing the "voices" (another set of constructs) of the three critical actors from the phenomena intersection, with priority given voices of "other"; - **Another stage** of interpretation – reflexivity of "self" "others" (primary) - anticipatory of "audiences" \leftrightarrow Categories, Concepts and Coding - Further refining of appropriate imposed "constructs" and "coding/coding" e.g., "values/principles" (e.g., Mi'yep "teachings," and "ethic of sharing" of the Schitsu'umsh) "kinship," "language" (e.g., dasshússua - "performative force"), "family" (e.g., Ashammaléaxia - "Apsáalooke family"), "archaic period," "culture," etc., that make sense out of the chaos - Another stage of interpreting \leftrightarrow "Story Text" - The Phenomena - the narrative "story" (e.g., "the Apsáalooke" and "the Schitsu'umsh") presentation, in an appropriate style, of the constructed phenomena, given relationship of what (content) and how (means), e.g., vignettes, poetic style, prose, 3D Virtual World, etc. - Another stage of interpreting, i.e., the "writing of culture"; - ultimately just another experiential moment of intersection of those participating, a **newly created phenomena,** that attempts to empower the voices of others, anticipate the

- it is nevertheless not an empirical replication of the phenomenal reality (no dualism), but as a "story text" it is **heuristic bridge**, a sort of "roadmap," facilitating "improved" understanding and engagement in the focus of study and in the human condition generally;

participation of varied audiences, and acknowledge the role of the researcher;

- the "**making sense**" held up to standards of <u>authenticity, trustworthiness and appropriateness</u>, professional peer review, and collaborative host community review, etc.