



Educational Objectives

- Describe the function of metaphor in psychotherapy.
- Given a patient, design an experiential approach.
- Indicate when to use evocative methods
- · Describe "orienting toward."



Evocative vs Informative Communication Communication is both Evocative and Informative

Evocative Communication Informative Communication

- Art is evocative communication.
- · Evocative communication is required to alter states.
- Science is informative communication.
- · We need science to understand facts.
- We need art to address and exercise phenomenology, lived experience (states, including emotions).
- Evocative communication has a grammar that is different from scientific, informative communication.
- If therapists understand the grammar of art, they can apply it to advancing psychotherapy.



Artistic Communication

- · Evocative communication
- · Conceptual communication
- Experiential communication
- · Limbic communication

These forms of communication prompt autonomous responses



Limbic communication

- Animals Use Limbic Communication.
- Limbic Communication Orients Toward
- Conceptual Communication Orients Toward.
- · Orienting Toward Elicits States.
- Emotions and States are Elicited Through Paraverbal Communication, Including Sounds and Gestures.
- Concepts are Communicated Para-verbally.
- Sounds and Gestures and Para-verbal communications are Metaphors



When to Use Evocative Communication?

When information and advice fail. When someone needs to realize a concept.

When the goal is to change a state.

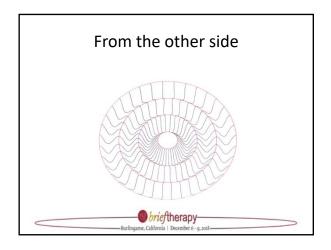


Conceptual Communication

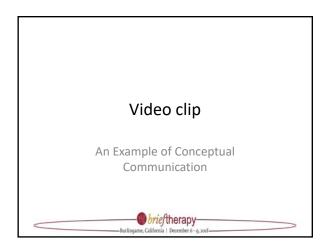
- Milton Erickson was a conceptual communicator.
- · Hypnosis is conceptual communication.
- Hypnosis is about changing states
- Therapy can be directed to helping others assume adaptive states.
- To alter states it is necessary to use all output channels of communication: Our palette.

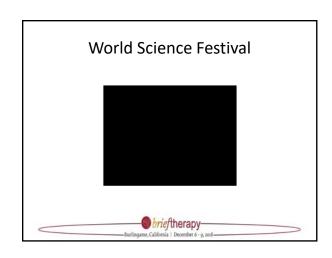


Simple Example: Graphic Simple Example: Graphic Simple Example: Graphic









The Structure of Impact:

Heuristics of Implicit Influence in the Movie Clip

Oriented toward--awaken representations

Create fascination

Appeal to the eyes

Attune

Be multisensory, multidimensional, and multilevel.

Move in strategic steps

Use unreality--make it weird.

Use movement--keep the eyes moving

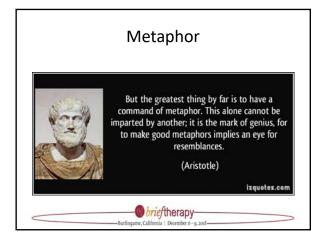
Destabilize—create arousal.

Influence can be invisible. Use connotation.

Precision

Use signals to elicit emotion







Representation is the use of signs that stand in and take the place of something else.

It is through representation that people organize the world and reality through the act of naming its

Here is another example:



Metaphor

- **Metaphor:** a figure of speech in which a word or phrase is applied to an object or action to which it is not literally applicable:
- **Signification:** The representation or conveying of meaning
- Figurative language; Whenever you describe something by comparing it with something else, you are using figurative language.



Metaphor

- · Metaphor strengthens the message.
- We can say things in metaphor that cannot be stated in other ways.
- · Metaphor is a way of being effective, not correct.
- Metaphor "gift-wraps" concepts
- Metaphor is novel and leads to neurogenesis.
- Metaphor makes things memorable.
- Metaphor is parallel communication that activates a search for personal meaning. "This is that."
- Metaphor prompts realizations.
- Metaphor prompts arousal
- Metaphor elicits autonomous response



Literary Metaphor

Shakespeare



Romeo and Juliet

- ROMEO: But, soft! what light through yonder window breaks?
 - It is the east, and Juliet is the sun.
- "Juliet is the Sun" → metaphoric state of the therapist.



Tess of the d'Urbervilles Thomas Hardy

"And as each (of the country girls) and all of them was warmed by the sun, so each had a private sun for her soul to bask in—some dream, some reflection, some hobby, at least some remote and distant hope by which, starving to nothing, still lived on as hopes will."





Types of Metaphor

- Verbal
- Non-verbal
- Spatial metaphor
- · Tonal metaphor: sounds
- · Gestural metaphor
- Postural metaphor
- Extended metaphor
- Sculpting.
- Living metaphor (using objects)
- Hypnosis as metaphor
- Systemic metaphor
- · Contextual metaphor



Using Metaphor in Treatment

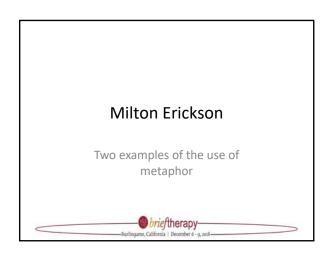
- Using metaphor in garnering rapport, assessment, goal setting, intervention, and termination.
- How to approach with metaphor. Goal setting with sculpting? Describing a system with metaphor



Minuchin Example PsychotherapyVideo.com



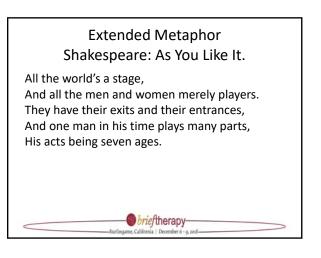












Cases of Extended Metaphor

- Cynthia
- Pennsylvania Psychiatrist
- · Alcoholic couple.



Being Metaphoric Being Metaphoric is a "state." It needs to move from working memory to procedural memory as soon as possible.

Recognizing and Anchoring States.



Possible Categories for descriptions

- Emotion
- Attitude
- Behavior
- Imagery
- Thought
- Temporal orientation
- Perception
- Memory
- Relationship
- Energy level
- Physiology
- Posture
- Context
- Gestures
- Qualities (intensity)
- Sequences



Demonstration and Exercises

Goal Therapist States

Being Metaphoric

Being Experiential



Exercise A:

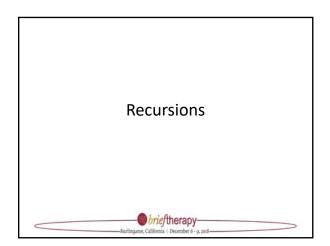
- Role-play anxious or depressed patient→
- · Start with normal empathy.
- Reverse roles.
- Discuss.



Exercise B:

- Role-play anxious or depressed patient continues→
- Empathize with analogies: "It is just like...".
- Perhaps use colors and shapes as analogies, or a building.
- · Reverse roles.
- Discuss.

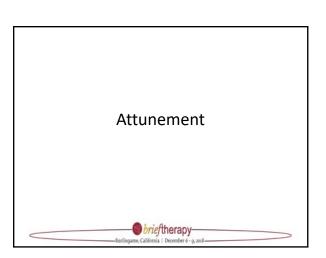




Exercise C:

- Role-play anxious or depressed patient continues→
- Empathize with metaphor: "You are a _____".
- Use recursions.
- · Reverse roles.
- Discuss.





Exercise D:

- Nonverbal Metaphor: Role-play anxious or depressed patient continues ->
- Empathize with a nonverbal metaphor:
- "It is just like...".
- Add Attunement
- · Reverse roles.
- Discuss.

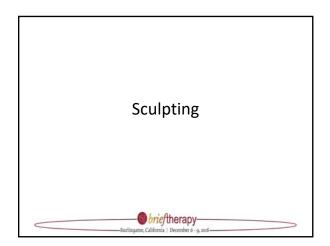




Exercise E:

- Metaphoric Sound + Strategic Development.
- Role-play anxious or depressed patient continues→
- Empathize with a metaphoric sound: "It is just like...".
- Use Strategic Development. Framing; Bumpers.
- · Reverse roles.
- Discuss.





Exercise F

- Role-play anxious or depressed patient continues→
- Suggest a solution by sculpting
- · Get out of the chair
- · Reverse roles.
- Discuss.



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