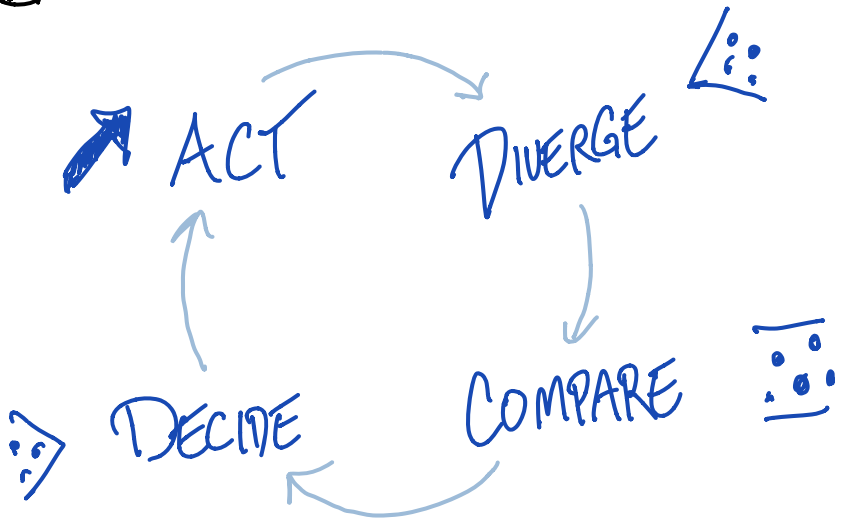


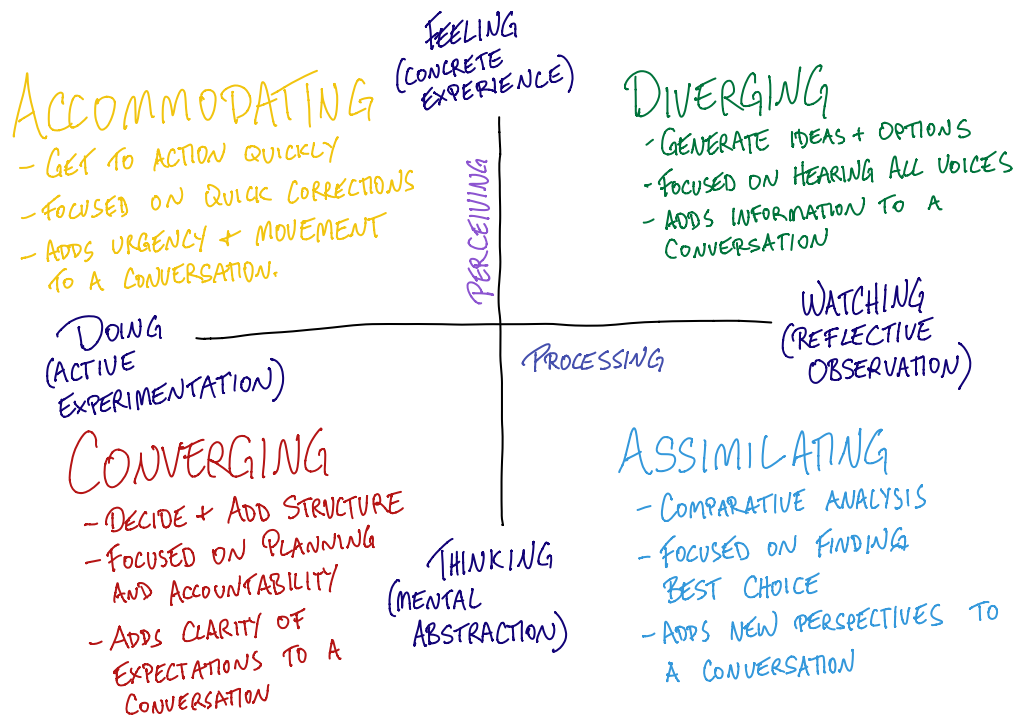
# LEARNING CYCLE



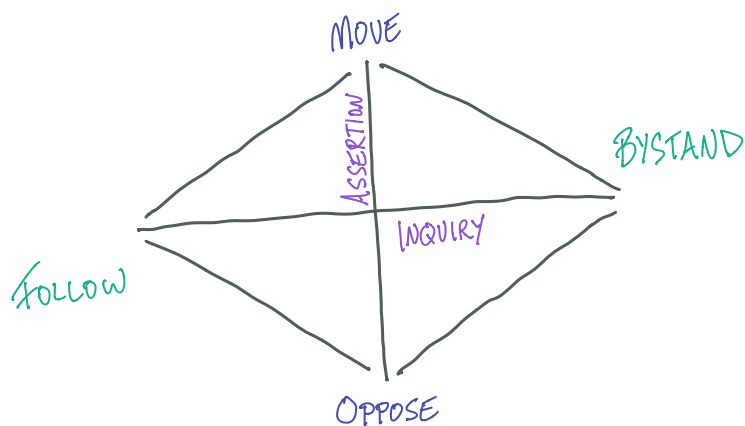
# EXPERIENTIAL LEARNING (VERSION 3)

A MODEL OF PREFERENCES

BY DAVID KOLB



# ACTIONS DOMAIN OF STRUCTURAL DYNAMICS BY DAVID KANTOR



MOVES ESTABLISH DIRECTION  
 OPPOSES INTRODUCE CORRECTION  
 FOLLOWS ENABLE COMPLETION  
 BYSTANDS SHIFT PERSPECTIVE

## COMMON STUCK PATTERNS

$M \rightarrow M \rightarrow M \rightarrow M \rightarrow M \rightarrow M \rightarrow$   
 SERIAL MOVES

$M \rightarrow O \rightarrow M \rightarrow O \rightarrow M \rightarrow O$   
 POINT COUNTERPOINT

$M \rightarrow F \rightarrow F \rightarrow F \rightarrow F \rightarrow F$   
 COURTEOUS COMPLIANCE

$M \rightarrow F(O) \rightarrow F(O) \rightarrow F(O) \rightarrow F(O)$   
 COVERT OPPOSE