

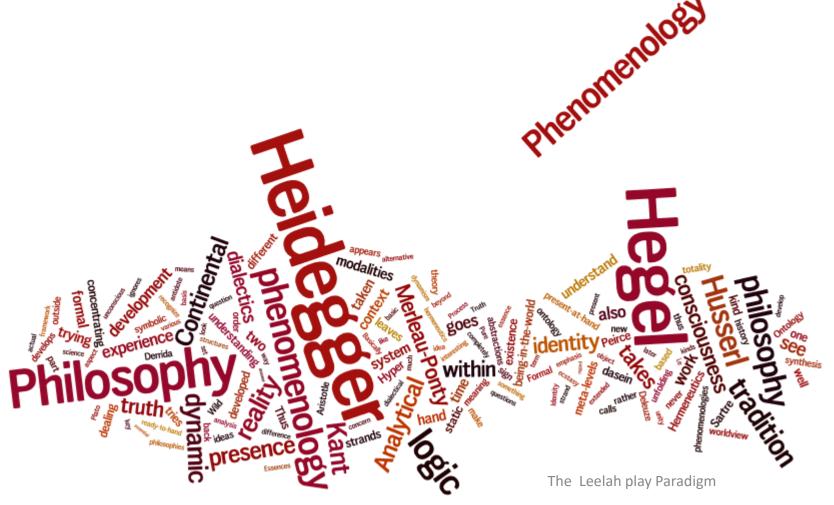


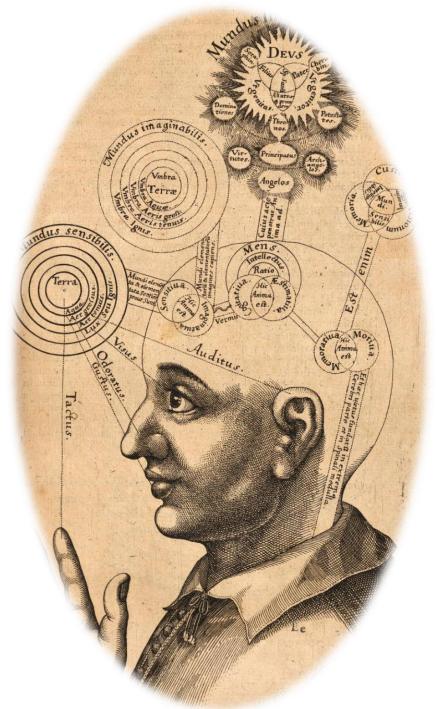
### Play for itself

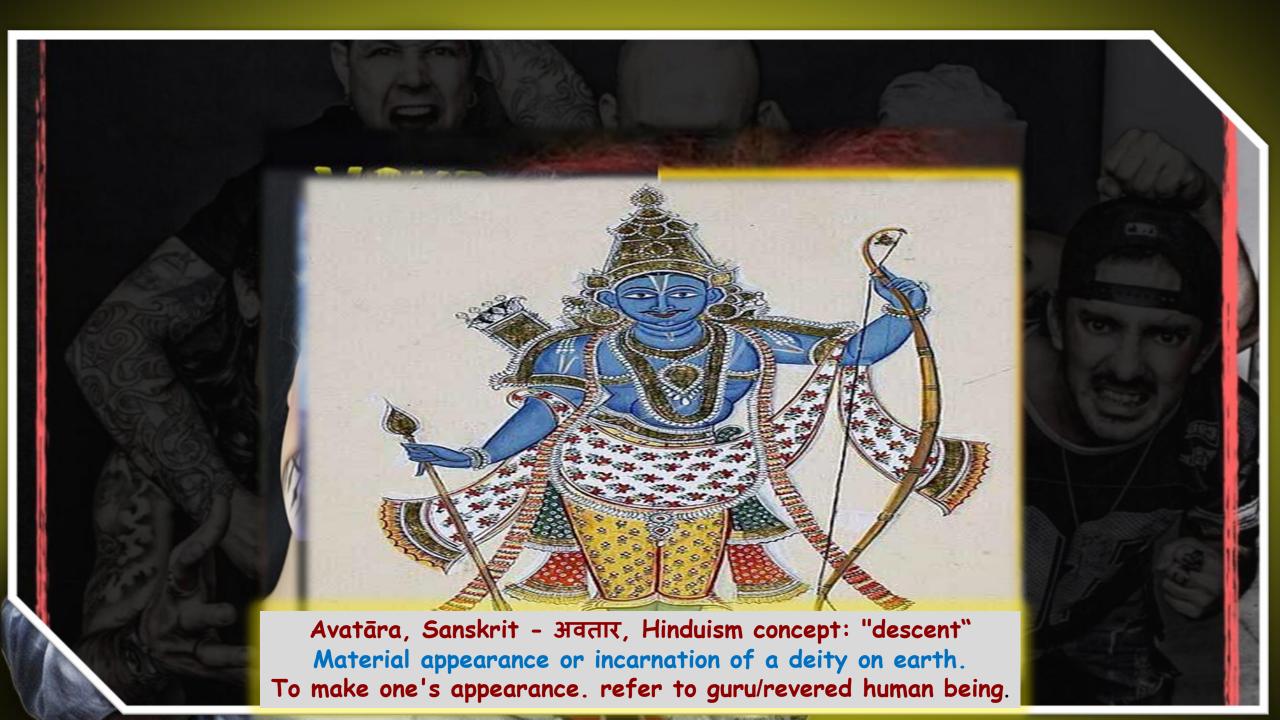
A non-directive model

\* Sanskrit - the world is a Play of gods

# How a phenomenological roll playing game process takes place?













#### 'internal object' -

A mental and emotional image of an external object that has been taken inside the self.

#### The character of the internal object -

Coloured by aspects of the self that have been projected into it.

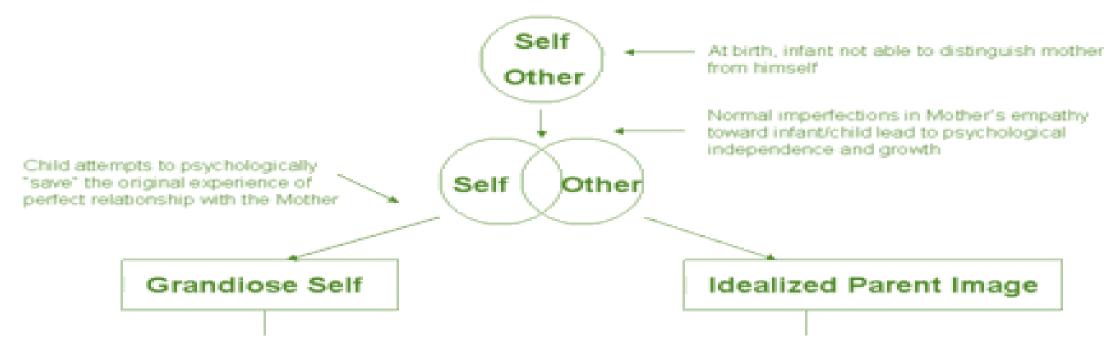
#### The most important internal objects -

are those derived from the parents, in particular from the mother or breast into which the infant projects its loving (life instinct) or hating (death instinct) aspects.



#### Selfobjects

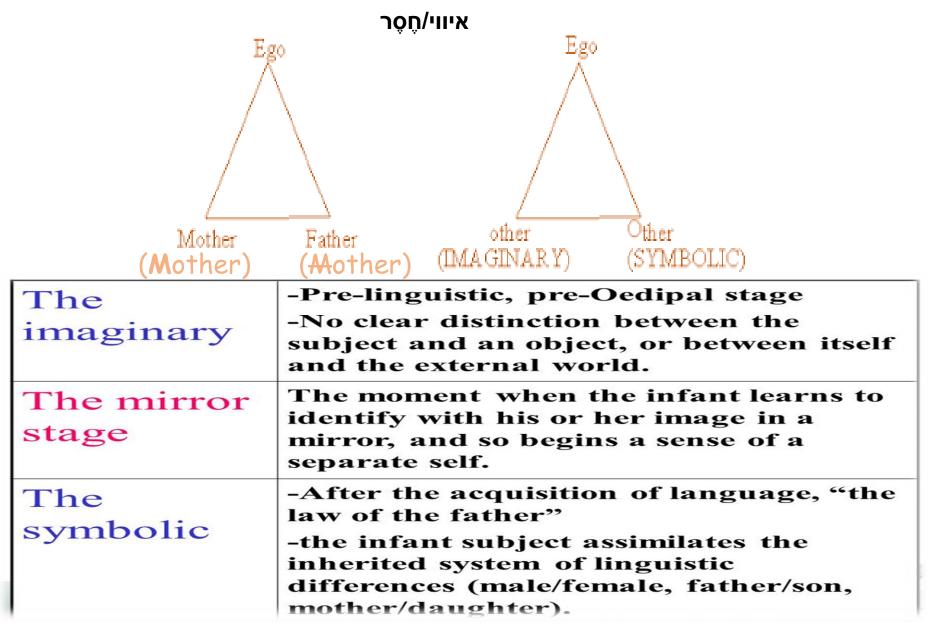
- External objects that function as part of the "self machinery".
- · Objects which are not experienced as separate and independent from the self'.
- Persons, objects or activities that "complete" the self, such as early interactions with the caretakers.



H. Kohut (1971), The Analysis of the Self. New York: International Universities Pressp. 3. Kohut, *How Does Analysis Cure* p. 192–193



#### Desire/Lack



## "Other-I" at Play



## "Me Playing Other-I" (יַצְגַן) אני משחק עצמי-אחר"

Is closely monitored by the therapistplayer, using F.D.S.S.: a follow-up developmental sequences sheet.

