

CONTENTS

List of Figures	7
Introduction by Conrad M. Arensberg	9
1 The Problem of Human Interaction	21
1.1 On the Cyclical Nature of Inquiry	27
1.2 Plan of the Book	35
2 Research on the Interaction Problem: A Brief Review	38
2.1 The Chapple-Arensberg Formulation	40
2.2 Emperical Research Explicating the Chapple-Arensberg Paradigm	46

PART I: SIMPLE INTERACTION

3 The Interaction Event: Its Elements and Classes	59
3.1 Elements of the Simple Interaction Event	61
3.2 The Classes of Responses and of Events	71
4 Elements of the Simple Interaction Sequence	76
4.1 The Act in Locus	79
4.2 The Event Set at a Locus	84
4.3 The Response Field of an Origin	88

PART II: SOCIAL STRUCTURE

5 How does Nonrandom Sequencing Occur?	101
6 Directionality: Congruence of Placement of the Origin with Partitioning of the Response Field	113
6.1 Partitioning of the Response Field	114

6.2 The Placing of the Origin in an Event	121
6.3 Continuity of the Sequence	127
6.4 Directionality of the Sequence.	131
7 Social Structure I: Rule Statements	136
7.1 Notes on Some Uses of the Term 'Social Structure'	141
7.2 The Rule Statement	148
8 Social Structure II: Rule Structures	159
8.1 Rule Structures	162
8.2 The Classes of Rule Structures	166
8.21 The Elemental Rule Structures	166
8.22 More Elaborate Rule Structures	171
9 Recapitulation and a Look Forward	178
9.1 A Paradigm for Explanation of Simple Interaction	180
9.2 Re-entry into the Empirical Domain	185
List of Formal Statements	191
Bibliography	196
Index	205

LIST OF FIGURES

Figure 1: The General Model For Elaboration of Interaction Events into Interaction Sequences	81
Figure 2: The Two Event Set	85
Figure 3: Sets with Two or More Responses Having One Origin in Common	86
Figure 4: Sets with Two or More Origins Having One Response in Common	86
Figure 5: Sets with Two or More Origins and Two or More Responses in Common	87
Figure 6: An 'Unstructured' Array of Actors	88
Figure 7: The Response Field in the One Actor Condition	91
Figure 8: The Response Field in the Two Actor Condition	91
Figure 9: The Response Field in the Three Actor Condition	92
Figure 10: Illustrations of Combinations of Responses in the Three Actor Condition	93
Figure 11: Listing of the Elements of the Response Field in the Four Actor Condition	93
Figure 12: Tree Diagram of the Probability of a Sequence in the Two Actor Condition	94
Figure 13: Branching Process Representation of Sequencing, A_1 as Initial Actor of Origin	96
Figure 14: Interaction Departing from the Random?	107
Figure 15: Sequencing at the Check Cashing Window	109
Figure 16: A Partitioning of the Response Field in the Seven Actor Condition .	119
Figure 17: A Triadic Encounter Sequence	125
Figure 18: Diagram of the Interaction Sequence in Example (10)	129
Figure 19: A Response Congruent with Partitioning	132
Figure 20: Responses Not Congruent with Partitionings	133
Figure 21: Relations Among the Behavioral Fields	138
Figure 22: A Crude "Stratification"	139
Figure 23: Response Table for the Rule Statement Salesman-Receptionist-Buyer	149
Figure 24: The Heise and Miller Communication Nets	150
Figure 25: Branching Process Representation of Sequencing Under Conditions of Heise and Miller Net II, A_1 as Initial Actor of Origin	151
Figure 26: Shaw's Four Actor Networks	152
Figure 27: Response Fields for Shaw's 'Kite', Assuming Each Actor Cannot Issue Non Response	153
Figure 28: The Rule Structure of the Term 'Lect' Shown as Partitioning a Response Field	164

Figure 29: The Rule Structure of the Term 'Lab' Shown as Partitioning a Response Field	164
Figure 30: The Rule Structure for the Closed Interaction Sequence	167
Figure 31: The Rule Structure for the Open Interaction Sequence	169
Figure 32: The Rule Structure for the Branching Interaction Sequence	171
Figure 33: The Rule Structure for the Contracting Interaction Sequence	172
Figure 34: The Rule Structure for the Chain Interaction Sequence	173
Figure 35: The Rule Structure for the Simple Ring Interaction Sequence	175
Figure 36: The Rule Structure for the Chain Interaction Sequence	176
Figure 37: A Paradigm for the Explanation of Simple Interaction	181