ABSTRACT

The alternate squiggle game as dialogue

MATSUI, Hanako
Faculty of Human Studies, Tenri University

In this paper the therapeutic significance of the alternate squiggle game is discussed referring to the ego boundary (Federn, 1928; Landis, 1970) and Bakhtin's (1929, 1963) theory of polyphony. Analyzing the process of a case with a woman who was diagnosed with schizophrenia, it was found that the alternate squiggle game functions as a medium for making appropriate ego boundaries and dialogue with others. "The other" includes two elements. One means persons that exist externally or external stimulus and information, the other is internal images, memories or inner others. The dialogue with the other is between independent subjects who are separated by ego boundaries and interact with each other. Bakhtin wrote that modern people exist with the polyphonic dialogue, and the alternate squiggle game can sustain verbal polyphonic dialogues as a nonverbal dialogue.

Key Words: alternate squiggle game, schizophrenia, ego boundary, polyphonic dialogue