Editorial: How can we understand language games?

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1   Language games in relation to pragmatic constructivism

We are happy to present volume 10, number 1 of Proceedings of Pragmatic Constructivism. This issue has language games as the common denominator. The issue has two full papers. The first paper is written by Tuomas Korhonen, Teija Ahopelto, Teemu Laine, Johanna Ruusuvuori, and Sanni Tiitinen. They are all affiliated to Tampere University, Finland. The second paper is written by Lennart Nørreklit.

The first paper is titled: Perspectives to management language games and social interaction in self-managing organizations. This paper relates to the empirical field of self-managing organisations. The paper has its starting point in the work of Wittgensteinian language games. The paper shows that despite some existing research on management language games (inside and outside pragmatic constructivism), not much is known about language games in self-managing organisations. The paper presents an ethnomethodological perspective on analysing language and social interaction: conversation analysis. The paper suggests that conversation analysis can be utilised to analyse social interaction within self-managing organizations in more detail, showing how the specific institutional characteristics of this type of organization are talked into being in this particular context.

The second paper offers a contribution to our understanding of language games, as the title: "A pragmatic constructivist perspective on language games" suggests. The paper provides us with an introduction to Wittgenstein's concept of language games. In addition, the paper shows how language games play a significant role for integration of realities within the framework of pragmatic constructivism. Language games requires a kind of division of labour in a social setting, or social factory as Lennart Nørreklit labels it. In order to let the social factory work, the actors must be aware of the role they have to play. Here the role does not refer to what to do in the sense that we as actors are appointed a specific task and a specific hierarchical position in the world. Instead, it is referred to how the role is performed. The paper points out that functioning language games require that the actors are involved in the plays, and make an effort to understand each other. Lennart Nørreklit conceptualises this understanding as single loop understanding and double loop understanding. In single loop learning the parties who engage in a conversation may pretend to have the ambition to understand each other. However, what happens is that each of the parties seek to understand the other based on his or her personal preunderstanding. Thereby single loop understanding does not really lead to a point of dialogue on equal terms. Instead a confirmation of own belief, prejudice or preferences seem to take place. Often with the consequences that misunderstandings, distrust and attempts to dominate the other will grow stronger. If we as actors instead make an effort to create a double loop understanding then we may have the opportunity to learn from the other. Double loop learning requires that we make an effort to see the other actor where she is and try

to understand her position. You may say it is a kind of empathetic approach for having a dialogue. This will not only reduce possible tensions in the relationship, it will also enable the actors to gain new insight. Insights that may contain possibilities for the actors and thereby enable the actors to make fruitful changes of their lives.

2   ProPraCon is now part of the Danish Bibliometric Research Indicator

ProPraCon has for a number of years been part of the Norwegian and the Finnish Bibliometric Research Indicator lists. We have several times tried to get the journal on the Danish list as well. But until now without success. However, thanks to hard and insisting work made by Lars Bo Henriksen, Proceedings of Pragmatic Constructivism is now included on the Danish Bibliometric Research Indicator. The editorial team would like to thank Lars Bo for his effort on this matter.