



The Actor-Reality Construction
XIIth conference
Berlin, Germany
29-30TH SEPT. 2022

CALL FOR PAPERS ON PRAGMATIC CONSTRUCTIVISM AND CONSTRUCTION OF ORGANISED REALITY

The purpose of the conferences on actor-reality construction is to exchange research ideas and contributions to deepen insight into the problems and possibilities of constructing social human practices and strengthen the output of research articles and books. We welcome submissions within any topics that provide insight into the methods and techniques for the construction of (dys-)functional practices.

Specifically, the XIIth conference maintains the focus on language game as the 2021 conference and will be interested in the role of different types of specialised language games (professionals, accounting, management, marketing, strategy, etc.) in the construction of (dys-)functional organisational practices. Language game means that human beings construct and organise in their everyday practices around the use of language as a set of narration. Such narration is blended with other forms of action. The language constructions developed in local practices must integrate the four dimensions of reality to function pragmatically, in order to create intentional results of organisational activities. As an organisation runs by multiple interconnected specialised language games that have to function successfully together, the conference will also provide insights on methods by which cooperation among the specialised language games can be successfully created. Additionally, we are curious about the role AI-languages and IT-systems are playing in the construction and management of specialised practices. Moving from the debate arisen during previous ARC conferences, we are interested in the distinctions between language game, language gaming and language play. Language play has a significant role in the construction of (dys-)functional organisational practices in emerging contexts. The relevance of this issue stems from the current Covid-19 crisis and the related responses from organisations to construct new functional practices of resilience. Finally, the conference will focus on the role of research methodologies and meta-language games in the construction of organisational practices and the form (and deform) of reality constructions they create. A major concern is the soundness, ethics and the role of the emerging language games in creating or negating intelligent learning- and value-oriented organisations.

The possible subject areas of the desired submissions include (but are not limited to) the following:

- Language games of performance management and accounting in professional driven public sector activities, various types of business activities, industries consultancy and firm advisor relation, milieus of user participation facilitated by the social Web, NPD projects, entrepreneurial companies, learning platforms, inter-organisational relations, etc.
- Language games of possibilities, the good, ethics, democracy, digitalisation, organisational cooperation, organisational learning, corporate social responsibility, meta theories, etc.
- Language games and language plays in constructing (dys-)functional resilience practices to deal with

Covid-19 emergency and economic crisis.

The conference invites three categories of contributions: *i) Full papers, ii) Abstracts and iii) PhD-projects*. There will be enough time for in-depth discussions and reflections among the participants, which will hopefully develop their thoughts and paper writings further.

About pragmatic constructivism and actor-reality construction

Pragmatic constructivism conceives reality as a complex set of constructs created by the actors in interaction with their environment. Interacting with others and 'things' in the world through language and actions, actors produce common reality constructs, which are the basis of practice. Pragmatic constructivism offers some conceptual fundamentals for understanding and analysing how actors construct a successful actor-world relationship in a dynamic environment. In particular the following are considered to be conceptual fundamentals: practice constructed through actorship, language games and co-authorship; four dimensions of reality – facts, possibilities, values, and communication – must be integrated in the actor-world relation if the construct is to form a successful basis for effective actions, organisational learning, and an integrative learning theory of truth involving a learning circle between proactive truth and pragmatic truth. The previous conferences have produced various theoretical and empirical contributions within different academic fields.

Date: 29-30th September 2022

Place: Humboldt University, Seminarraum
144, Luisenstr. 56, Berlin, Germany

Submission and registration to:

- mja@mgmt.au.dk and
- hannenorreklit@mgmt.au.dk

Deadline for submissions: 1, August, 2022

Deadline for registration: 15, August, 2022

Fee: no conference fee.

Participants are to pay for beverages,
lunches, and dinner directly at the spot

Organizing committee:

- Gudrun Baldvinsdottir, University Gothenburg, Sweden
- Trond Bjørnenak, NHH, Norge
- Lino Cinquini, Scuola Superiore Sant' Anna, Italy
- Lisa Jack, University of Portsmouth, UK
- Morten Jakobsen, Aarhus University, Denmark
- Teemu Laine, Tampere University, Finland
- Antonio Leotta, University of Catania, Italy
- Hanne Nørreklit, Aarhus University, Denmark
- Daniela Pianezzi, University of Verona, Italy