Glossary and Abbreviations

Key:

[D] In Dooyeweerdian thought
[E] In everyday use
[IS] In information systems and related disciplines
[P] In philosophy
[number] Optional chapter number, or part of chapter

Amiga: An innovative multi-tasking, multi-media computer platform of the 1990s, which was particularly suited to home and games use; the platform used by this author. [IS]

ANT: Actor Network Theory [IS]

Anticipation: An aspect refers forward to a later one. [D3]

Antinomy: A deep inconsistency or incoherency that cannot be overcome by logic. [D2]
**Archimedes point:** A hypothetical vantage point from which an observer can objectively perceive the subject of inquiry, with a view of totality. (From Wikipedia article of the same name). [D]

**Aspect:** 1. [D] Synonymous with “sphere of meaning-and-law”; this is a central concept in Dooyeweerd’s thought [§3.1] 2. [E] A general kind of property that is to be distinguished from others.

**Aspectual law:** Cosmic law (q.v.) that enables and guides the functioning of the whole cosmos. [D3]

**Assumption:** A belief that makes a proposition true or false (as opposed to meaningful; see Presupposition). [P]

**CATWOE:** A simple checklist to help with problem solving as part of Soft Systems Methodology; see §6.8. [IS6]

**CCA:** Client Centred Approach to ISD. [IS6]

**CFR:** Creation, Fall, and Redemption ground-motive [D2]

**Conflate:** merge together; combine two into one in a way that is probably inappropriate. [E]

**Cosmic law:** The transcending law-framework that enables the cosmos to be and occur, but which can never be fully known. [D2]

**Cosmic meaning:** The transcending framework of spheres of meaning which stamps the entire cosmos as Meaning. [D2]

**Cosmic time:** Dooyeweerd’s notion of Time. [D]

**Cosmonomic philosophy:** A name for Dooyeweerd’s positive philosophy. [D2]

**CR:** Critical Realism. [P]
**CST:** Critical systems thinking. [IS6]

**Dialectic:** The opposing of one central idea to another in a way that is deeper than logic and involves deep commitments; thought tends to swing from one pole to the other. [P,D2]

**DST:** Disclosive Systems Thinking [IS6]

**EISD:** Emancipatory information systems design/development. [IS6]

**Enkapsis:** A relationship in which two “wholes” are joined in a structural relationship in which both are necessary. [§3.2.6.2]

**Entity side:** See Subject side [D]

**ERC:** Engagement with represented content [IS4]

**Everyday attitude:** An attitude of thinking or reflecting that is open to the richness of everyday experience. (= “lifeworld attitude”, “naïve attitude”). Contrasted with theoretical attitude. [P]

**Everyday experience:** Human experience of life in all its richness. Contrasted with theoretical observation and analysis of a narrow focus. [P]

**Extant:** Existing, used of current thinking or ideas or discourse; still relevant and applicable. [E]

**FFU:** Framework for understanding.

**FMGM:** Form-Matter ground-motive [D2]

**Foundational dependency:** Each aspect (q.v.) depends on earlier ones for its positivisation (q.v.); example: social functioning cannot occur without lingual functioning. [D3]
FPB: Fixed point binary number [IS7]

Functioning (in an aspect): Response to aspectual law (q.v.). Example: in reading this you are functioning in the lingual aspect of understanding symbols, and also the psychic aspect of vision. Can be either object- or subject-functioning (q.v.). [D3]

Gegenstand: 1. [P] In immanence-philosophy, that which is valid and objective in our experience. 2. [D3] Relationship in which we “stand over against” an object of our thought or action, rather than engage intimately with it; in contrast to (1), this reduces validity.

GIS: Geographic information systems [IS]

Ground-motive: Deep presupposition about the nature of reality; it is a “moving power or spirit at the very roots of man, who so captured works it out with fear and trembling, and curiosity”. [D2]

HCI: Human-computer interaction [IS4]

HLC: Human living with computers [IS4]

HST: Hard systems thinking [IS6]

HUC: Human use of computers, an area of research and practice. [IS4]

ICT: Information and communication technology.

Immanence-standpoint: A deep presupposition that the fundamental Principle of all temporal reality that is may be found within temporal reality itself. It usually leads to reductionism. Example; materialism. Clouser (2005) explains it well. [D2]

Immanence-philosophy: Philosophy based on the immanence-standpoint (q.v.) [D2]

Immanent critique: Criticism of a position or stream of thought in terms of what it itself finds meaningful and important and seeks to achieve, usually to expose pre-
suppositions it makes to show they are contradictory. Used especially by Habermas and Dooyeweerd. [P]

**Internal structural principle:** The internal structural principle is a cosmic law which governs how a thing of a given type responds to the various aspects; also called “type law”. [D3]

**IS:** Information systems.

**ISD:** Information systems development: an area of research and practice. [IS6]

**IT:** Information technology.

**ITE:** Information technology as ecology: an area of research and practice. [IS8]

**ITR:** Information technology resources: an area of research and practice. [IS7]

**KM:** Knowledge management. [IS]

**Knowledge elicitation:** Coming to distinguish and know what is relevant in a domain of application for encapsulation in or as a computer system. [IS6]

**Knowledge representation:** Representing or expressing what is relevant in a domain in a computer language. [IS6,7]

**KR:** knowledge representation.

**KR formalism:** A general kind of KR language; it embodies a theory or idea of how knowledge can be represented. [IS7]

**KR language:** A formal language that is used to program computers; it can be graphical as well as textual (for example box-and-arrows diagrammers). [IS7,6]

**Law:** 1. [D] Aspectual law 2. [E] Legal requirement.
**Law-promise:** Law, emphasising repercussions. [D]

**Law-side:** Adjective derived from “law side”). [D]

**Lifeworld (= Life-world):** The “world” of everyday life as distinct from the scientific “worlds” of e.g. physics, psychology, social science. Synonym for “everyday”, “naïve”, and “pre-theoretical”. [P1,3]

**LOFFU:** Lifeworld-oriented framework for understanding. [1]

**LWV:** Life-and-world-view

**Meaning:** To Dooyeweerd, this is almost a synonym for reality: all created reality *is* meaning; Meaning has the character of referring beyond. Four uses of “meaning”. [D2]

**Meaning-and-law:** The law side: the cosmic framework that enables the Cosmos to be and occur. [D2]

**Meaningful-functioning:** Functioning in an aspect as either subject or object. [D]

**MMORPG:** Massively-multiplayer online role-playing games: computer game played over the Internet. [IS]

**MST:** Multimodal Systems Thinking [IS6]

**MUDs:** Multi-User Dungeon computer game played over Internet. [IS]

**Naïve:** Simple (with negative connotation); contrast with ‘naïve).

**Naïve:** An adjective used for experience or attitude; A synonym for everyday, pre-theoretical, lifeworld; It does not have a negative connotation (contrast “naive”). [P]
**NCI:** National Cancer Institute.

**NFGM:** Nature-Freedom ground-motive. [D2]

**NGGM:** Nature-Grace ground-motive. [D2]

**NoC:** Nature of computers: an area of research and practice. [IS5]

**Normativity:** The branch of philosophy concerned with good and evil; also the right versus wrong of a situation or thing. [P]

**Noumenon:** Something whose existence can be reasoned but not perceived. [P]

**Object:** (multiple meanings) 1. Thing 2. [D] Something affected or created by something else’s subject-functioning 3. [IS6,7] Representation of domain meaning.

**Object-oriented:** An approach to programming [IS7]

**Object-functioning:** When something functions in an aspect as part of something else’s subject-functioning. [D2,3]

**Ontic:** Of, relating to, or having real being or existence. [P]


**OO:** Object-oriented.

**Phenomenon:** Anything perceived by the senses or how we are conscious of something as distinct from the nature of the thing itself. [P]

**Pistic:** (Greek, “pistis”: faith) Usual name of fifteenth aspect in Dooyeweerd’s suite. [D3]
**Positivisation:** Law is positivised when some subject responds to it in time; the Cosmos is positivisation of cosmic law. [D]

**Presupposition:** An assumption that makes a statement or belief meaningful, rather than true; contrast Assumption (q.v.). [P]

**Qualifying aspect:** The aspect which expresses the main meaning of a thing as that type of thing; Example: the qualifying aspect of a pen is the lingual. [D3]

**RDM:** Relational Data Model [IS7]

**Reduction(ism):** The attitude or action of trying to explain one type of meaning fully in terms of another, usually with connotations that this is undue. [P]

**Religion:** “The innate impulse of human selfhood to direct itself toward the true or toward a pretended absolute Origin of all temporal diversity of meaning, which it finds focused concentrically in itself.” (Dooyeweerd, 1984, I, p. 57). NOT to be confused with particular creeds or religious practices. [D2]

**Religious root:** See §2.4.1. [D2]

**Repercussion:** Result of aspectual functioning. [D3]

**Represented content:** Meaning of a domain that is represented in a computer [IS4]

**Retrocipation:** Referring back to earlier aspects [D3]

**S-O:** Subject-object relationship

**S-S:** Subject-subject relationship

**SDM:** System development method [IS6]
**Shalom principle**: If we function well in every aspect then things will go well, but if we function poorly in any aspect, then our success will be jeopardised. See §3.4.3. [D3]

**SMP**: Semi-manufactured product. [D]

**Sphere of law, or meaning**: Aspect (q.v.) [D]

**SSM**: Soft Systems Methodology [IS6]

**SST**: Soft systems thinking [IS6], and social shaping of technology [IS8]

**ST**: Structuration Theory (Giddens)

**Subject**: 1. [D] Agent that responds to and is subject to aspectual law 2. [E] Topic.

**Subject side**: That which is subject to the law side (q.v.); synonym for the cosmos as it actually exists and occurs, including the conceptual and social worlds. The subject side, also called entity side or fact side, comprises all that exists or occurs in the cosmos, as concrete reality, including concrete meanings that are ascriptions we make, and includes all our experience, past, present, future and potential. [D2]

**Subject-functioning**: When a thing (or person) actively responds to aspectual law, as agent rather than as object. [D]

**Subject-object relationship**: See Chapter II “Escaping Descartes and Kant”. Dooyeweerd proposed a notion of subject and object which is radically different from that inherited from Descartes. [P,D]

**Transcendent critique** (Not to be confused with transcendental critique, q.v.): Criticising a position from the perspective and value-system of a completely different position (e.g. criticising Marxism from Capitalist perspective or vice versa.) Opposite of Immanent critique (q.v.). [P]
**Transcendental critique** (Not to be confused with transcendent critique, q.v.): Critical analysis of a position immanently to expose the conditions that are necessary for it to be possible. [P]

**Two-thirds world:** A better name for developing world or ‘third world’. [IS8]

**Type law:** See “Internal structural principle” (q.v.) [D3]

**UI: **User interface [IS]

**VR: **Virtual reality [IS]

**VSM: **Viable Systems Model (Beer) [IS]

**Weltanschauung: **World-view [P]

**World-view: **(= World view) Set of assumptions, aspirations, etc. that shape the way we see, understand, and react to things. [P]