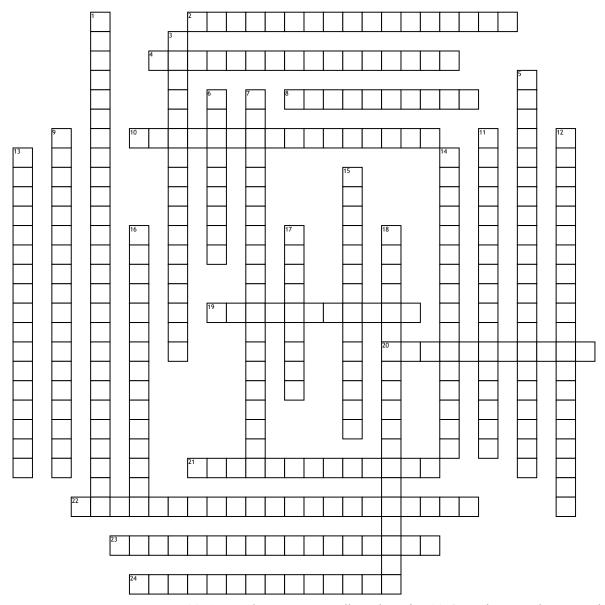
COMM 390



Across

- **2.** Individuals feel threatened and react to others negatively
- **4.** Assigning external reasons to one's own faults.
- **8.** A mathematical way to calculate projected gains and losses while playing games to simulate human choice making.
- **10.** Goals that will reward with a certain outcome.
- **19.** Believed that within any system there are forces that drive conflicts and forces that restrain conflicts.
- **20.** A moment when how one responds can change the entire direction of a relationship.
- **21.** Includes all of our relationships and interactions.

- **22.** A struggle amoung a small number of interdependent people (usually two) arising from perceived interference with goal achievement.
- 23. Dictionary definition of a word.
- **24.** Two people who have different goals interfering with each others goal achievements but don't know it yet.

<u>Down</u>

- 1. Having internal conversations is considered
- **3.** How people attempt to make sense of the world around them.
- **5.** Purely internal struggle about one's goals
- **6.** Equivalent to ones needs.
- **7.** A solution that all parties find acceptable.
- 9. Personal association for a word.

- **11.** Begrudgin compliance, perhaps with a plan to get even.
- 12. Proposed that people evaluate the costs and rewards of a relationship by the amount of effort required to attain rewards and avoid costs.
- **13.** Focus attention on the communication and interactions among people rather than on the individual.
- 14. Who the parties are to each other.
- **15.** Built on the metaphor of an economic marketplace and assumes people will make choices that are the most beneficial to them.
- **16.** The level to which people need each other to attain thier goals.
- **17.** Removing oneself from the controversy
- **18.** Occurs when disagreements gravitate towards antagonism instead of resolution.