Model of Personality: Elements of Psychology

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Abstract: In this theory, I attempted to explain about Personality and come-up with a 'model' which has got 8 elements with specific organization, of which 3 are Primary Elements and are present from 2nd trimester of human organism. These 3 Elements are Learning, Emotion and Energy. These are derived from the main properties of the neuron- excitability, interpretability and record ability. By interactions of these 3 Primary Elements, 5 Secondary Elements are formed. They are Present-living, Pleasure-seek, Habituation, General Humanitarian and Ego. Each Element has different characteristics. Ego is the driving force of Personality expressed by the 'serious drive'. It establishes and sustains the 'identity' of the person. Once Ego is formed every Element work towards the realization of it. This model explains the nature of these Elements, their influence on Personality and Behavior, the process of their development, effect of Psychological Environment on them. So, Behavior can be explained as the actions and decisions made by a person in situations with the best of his knowledge to preserve his Ego. So, depending on Elements and Psychological Environment, the Personality has got 2 values, the Absolute and Positional. The Absolute value is the internal development of the person accounting to character and the Positional value expresses his position in the Environment. So, these 2 values depict how close to the truth his Personality is determined in the society.

Keywords: Serious drive, Absolute Value, Positional Value.

1. Introduction

Human psychology consists of 8 elements. 3 primary and 5 secondary. The secondary elements differ from primary ones by:

- they need time and experiences for their activation, though they are present in the basic psyche and the interactions of the primary ones for establishment at their respective levels, and
- the primary ones are the active at any given time in life and are the mainly interacting ones. And the others show influence on these so that they tune as required to secondary elements.

When these 8 elements are projected into the environment, they give different entities and elicit various properties. Now, let us consider the elements:-

![Diagram of Model of Personality: Elements of Psychology](image-url)
1.1. Learning

Growth is the natural compulsion of the body and so do for neuron. And the process of growth in neuron occurs by learning. As like a boy needs to grow, hunger occurs and he feeds, similarly a child too needs to learn so he observes actively and he forms concepts. So, learning is actually a compulsion. And learning occurs in the process of

[Observation] → [Analysis] → [Concept Formation]

So, from this we can say, learning can occur by experience or through any other source.

**THEORY OF KNOWLEDGE EXPANSION:**

Knowledge is the aggregate function of learnt concepts. There are 3 stages in the knowledge expansion. They are -

- Little-known: the sub-stages of this are unaware, getting-familiar, and basics.
- Confusion: the sub-stages in this are depthful knowledge and near-horizon confusion.
- Expansion: 6th sense expansion and new horizon are the sub-stages in this stage.

1.2. Energy

It indicates the Magnitude and Intensity of the activity in neurons. As much is the energy, much will be the chance to make associations by the person and increased links, increased depth of analysis and so, does it contribute more for learning. When learning is more, so do the understanding of the matters and so will influence the thoughts to be more deep, meaningful or realistic and effect profoundly on the decisions and eventually on the behaviour.

Now, when the intensity in person is more, then the emotions are felt more intensely and would contribute directly to the motivation in the person i.e. emotional attachment and increased driven nature. And energy do also contribute to memory and arousal besides activity.

1.3. Emotion

Human contains emotional centre, which perceives emotion basically as 6 factors forming into 3 pairs. They are

- Pleasure Factor (pf) x Irritation Factor(if)
- Elation Factor (ef) x Depression Factor(df)
- Good Factor(gf) x Bad Factor(bf)

These factors in different combinations and along with other components give compound, constructed and complex emotions. (Pf) and (if) are short-lived and elicit the reactions of shivering, increased heart rate, increased energy for a very short period, and either pleasurable or irritable to the person depending on the factor involved and may sometimes be associated with sweating. (ef) and (df) are associated in feelings involving humans and aspects in which the person holds his pride. They cause elation and depression respectively and so high increase and decrease in the energy levels of the person. These are medium-lived. (gf) and (bf) are long-lived and cause good feeling or bad feeling in the person. They represent the (+) and (-) thoughts respectively. Similarly when a concept is formed, it's tagged with either of these factors and so indicates the emotion associated with a thought.

**THEORY OF EMOTION:** Conscious Centre got it's own feed-back system of behaviour and helps in interpretation of bodily physiological states. The intensions and the expectations of Self, both combined lead to control and maturity and so, interfere and modulate the emotion felt. So, emotion is elicited in combinations of one or more of the 6 factors. But the emotion felt is expressed out of the classifications of emotions established by the person's learning. So, now the person expresses one out of his all experienced and registered emotions.

1.4. Habituation

A person forms numerous concepts in various aspects and contribute for his learning. The storage of the knowledge goes through 2 phases. The newly formed knowledge is being repeateadly conformed by himself by further more learnings and person starts believing in the concept supported by reason. So, this forms into his (m) part. As more strong a concept forms, it gets accepted unconsciously and this process is called "Standardisation". Now, with standardisation, the concept is internalised and an emotion is tagged with this
learnt entity, and backed up with the basic logic system which forms the core of the person that defines him and forms his conscience. This emotionally tagged concepts form into (h) part of him where the emotions would be over-whelming.

Now, for suppose a concept in (h) start facing resistance or the mistakes in the concept are conformed, causes inconvenience and lot of bad-feeling in person, then he learns to repress the emotion related to it and in process the back-up for the concept from (h) logic is withdrawn. As such, the concept gets externalised and so, emotion related wud cut from it. This process is called "externalisation". So, as such 2 forms of acceptance levels form in a person, namely (m) and (h) parts. And this entity of externalisation forms main basis for Cognitive Therapy.

Acceptance:- Acceptance of anything (an action or a person) forms in 2 ways,
• acceptance by first time exposure and
• acceptance by repetition.

When a person is exposed to an action for first-time, the inhibitions to it are removed (Eg-burping in public). And when he practises an act repeatedly and no complains arise, then too it gets acceptance (Eg-Smocking which cause problem at first-time but person gradually habituates to it). As such habits are formed.

Automations:- The automated responses of behaviour when person is confronted in a situation are automations. They are either to facilitate for a drive or a derivative of a drive, intension or a passion.

1.5. General Humanitarian

Consideration of a person towards other person forms into General Humanitarian. It do say about the approaches and treatment of this person towards others.

Socialising:- Humans depend upon each other for realisation of their needs and this gives way for the entity of socialising. The person starts forming bonds with others egoistically. So, this entity is responsible for social structure and civilisations.

Acceptance:- A person wants to be felt needed by others and this gives way to entity acceptance. Here, Ego and Habituation elements contribute much for this entity and this is responsible for Group-formations.

THEORY OF NUMBERS:- A person tends to form group to reduce insecurities and increase safety perception i.e. perceives 'Group = Strength. This leads to Theory of numbers. While present in group, person feels soothed and confident. And in reverse situation, when the person is alone, he feels apprehension and insecure..

1.6. Present-Living

A person is connected to his environment and activities around are perceived, they stimulate thoughts and emotions related; and give out the response in a person. This occurs in a conscious state and through a centre called Conscious Centre. Always a traffic of impulses from different areas is present to Conscious Centre. In situations, many analyses regarding aspects in situation are made out from different areas in mind and out of all relevant impulses, the strong one i.e. more remote in conscience or much support from reason, is considered by Conscious Centre and given out as a decision. This helps in problem-solving, decision-making, expressing opinions or making out a point. For this a centre Decision-Centre is present in Conscious Centre. And also Conscious Centre would have a feed-back system on behaviour. And the impulse traffic from different areas of mind creates trains of thoughts in person and depending on the long-term memory train, he goes into past-living, future-living (day-dreaming) or meditative forms. And as such different moods are created in person at various situations and persist in him.

Depending upon the time extent of persistence of a mood along with or without the concept gives 4 levels of responses in him, a very short-term "spurt" level varying from minutes to hours, a medium "micro" level persisting for hours, a long one of "macro" level persisting for days and when all of them are combined if bring about a change in the person's behaviour, would count into "whole" level which varies from 1 year to maximum 7 years.

So, when a concept is vigorously learned repeatedly and pondered in macro-level, an 'angle of view' facilitating to the concept in consideration is formed. So, person focuses on the particular concept and goes
into meditative states until macro-level mood is disrupted. This is 'Theory of Meditation', which generally expresses before the step of 6th sense expansion of knowledge.

1.7. Pleasure-seek

The experience of the different things forming impression on reward system gives way to pleasure-seek. This leads to formation of intensions by emotional and intellectual disposition and depending on their intensities, they can be classified as

Wish < Want < Desire < Strong Desire < Need

These intensions arise in ‘wish’ centre and would facilitate for drive. The Serious Drive, though is a drive, it comes under Ego element and can be given as

**Serious Drive = Ego Standard - Interference Factor**

where Interference Factors are created by deprivation of Self, low acceptance of (h) to Self, disturbances in bonds in environment.

The intension formed in a person would face different acceptance levels from (h) part i.e. conscience. When a person makes a decision, it leads formation of a (mbi) and an expectation. (mbi) is "Major Background Intension" which is accepted by the conscience to much extent. These are hard formed tracts in humans, which contributes lot to the 'Logic' of conscience and disobeying which a person can't do any act without discomfort or guilt. Culture, Spirituality, Religion work by creating (mbi)s in people, where subject tends to behave in form of driven by instincts. So, (mbi)s gives most to the emotional attachment i.e. motivation to the person for his pattern of behaviour and facilitates for realisation of 'Ego'. And even these set up for pushers and limiters when projected into environment in presence of resistance.

1.8. Ego

Self Identity of a person is Ego, i.e the way one perceives oneself and controls oneself for preserving the interests of Self-identity is Ego. It acts by ways of establishment, domination or compromise. So, in an interaction with other person, the attention received or lost counts to be Ego-Dose. Ego-dose received form environment forms Ego-Status. A person forms an understanding of Self and sets up a standard level for his behaviour. This is called Ego-Standard. The difference between Ego-Standard and Ego-Status gives Ego-Deficit.

**Behaviour = Ego + Learning**

All the other elements work towards realisation of ego and behaviour too is directed in such way. And until the time he's bent to prove self, he's serious towards ego standard and so contribut to serious drive. But when serious drive is diluted and (bf) is present in person, he's tends to become ignorant or complacent in life. But if the serious drive is not diluted but (bf) is high, he gets into self-destructive modes and even suicidal.

2. Environment:

So, of the main types of people in environment with respect to person are Bossy, Alarmed (competitive to subject), Supporters, Mentors and Destroyers. So, with different types of people, work environment and situations form into environment which can be preferably called Psychological Environment [PE]. When the emotional factors (pf), (if), (ef), (df), (gf) and (bf) are projected into environment, it gives different entities.

2.1. Interactions

When (pf) and (if) are projected into environment, the interactions between two or more persons is established and would give out a result of boost or deprivation to person. So, the outcome of interactions depend on formula:-

\[
\text{[Outcome Of Interactions]} = \text{[Automations]} + \text{[Range of Responses]}
\]

Range of Responses depend upon Ego-gap between person and the other one interacting in the situation. And Ego-gap is given by

\[
\text{Ego-gap} = (\text{Ego-Compromise}) - (\text{Ego-Connection} + \text{Pleasure-Seek})
\]

where, \text{compromise} = \text{difference between Ego-status of other person and subject, and can be
Ego-Connection = impression of subject on other person
(+) = positive impression of subject on other person
(-) = negative impression of subject on other person

Pleasure-Seek = need of one to other in interaction.
{ (+) = subject need with other i.e. subject approaches other for need.
(-) = other person need with subject i.e. subject being approached by other for realisation of need. }

So, aspects related to interactions are
- Routine activities,
- Frequent and occasional activities with effects on p-association. This forms a slow change on "Statyion" and then "Posty",
- Activities designed by PE members and forming (p) or (i)-attachments and leads to gradual Statyion change,
- Unexpected activities whose effect cause immediate change in "Statyion" and "Posty".

2.2. Statyion

The (ef) and (df) projection of the subject on [PE] gives rise to "Statyion". It is actually the psychological status of a person in [PE]. It has to be called with different term as status do indicate towards social status and doesn't tell much about his psychological aspects.

So, Statyion tells us about:
- how the subject is approaching people and extent of success,
- how others are approaching people and extent of success i.e. outcome,
- Quality of bonds and interactions of the subject with other. So, it generally expresses of the opportunities, treatment, respect and approaches to the subject in [PE]. It forms into pyramidal model in society.

2.3. Phenomenon and Posty

When (gf) and (bf) project onto [PE], it gives' Phenomenae'. It indicates of the support, freedom, understanding, restrictions and previllages to the subject in [PE]. The aspects related are

- From whom (gf) sprungs in [PE] and how it spreads,
- From whom (bf) sprungs in [PE] and how it spreads,
- How others react to sprung of (gf) or (bf) from the subject,
- To what extent (gf) in [PE] aiding for subject to his progress,
- To what extent (bf) in [PE] ceasing the subject from progress, and
- Work commitment and Ego of the subject.

So, (gf) in the subject can give celebrations or jealousy in [PE] and (bf) may be neutralised or rejoiced by others in [PE], depending on the Phenomenon he is present. The most common ones are pressed, targetted, foreigner, controlled, seek-the-Best, valve-out, negated, high-lighted, smiley, super, complacent etc.
So, with the entities of interactions, Statyion and Phenomenon in [PE], it can be said personality of subject can be given in 2 values.

- Absolute Value, accounting for the internal development i.e. character,
- Positional Value, which can be taken to "Posty".

These 2 values depict how close the truth his Personality is determined in the society.

3. Conclusion

The emotional factors can be specific neurotransmitters; (or) a cascade of neurotransmitters giving out particular outcome; (or) a mechanism or pattern of neurotransmitter firing among groups of neurons. And with further research advancements in neuropsychology, bio-molecular chemistry, neuro-chemistry, biochemical assay, if these are found out, then more effective treatment procedures and medicines can be made. And with more study of neuropsychology, if the patterns of concept formations are understood, the whole brain-memory map of a person can be made by studying the neuron arrangements and firing patterns.

4. References