

Murray's Needs & Presses for the TAT

NEEDS THAT ARISE FROM THE HERO/HEROINE

<u>NEEDS Motivated by Desire for Power, Property, Prestige, Knowledge, Creativity</u>	
ACHIEVEMENT	To work toward a goal with energy, persistence, and singleness of purpose. To set high standards for oneself and work independently toward realizing these standards. To overcome obstacles or master and manipulate objects, situations, or people. To accomplish or work persistently at a difficult task. To be ambitious, competitive, aspiring.
ACQUISITION	(SOCIAL): To work for money, material possessions, or valuable objects. A desire for economic mobility. To bargain or gamble. Greed or acquisitiveness. (ASOCIAL): To steal, cheat, rob, forage, or swindle. Greed, which in order to accomplish this goal, causes harm to others or involves breaking some ethical principle or law. The desired goal may be money, an object, or even a person (e.g., during a kidnapping).
AGGRESSION	(EMOTIONAL/VERBAL): To have a verbal fight or argument with another person. To become angry at, ridicule, blame criticize, or curse. This may be expressed publicly by a speech or in writing. (PHYSICAL/SOCIAL): To kill or defend oneself in self-defense. To avenge an attack that was unwarranted and unprovoked. To defend one's country, for example, during war or to become physically aggressive while upholding the law. Activity that is revolutionary may be on the threshold between social and asocial. (PHYSICAL/ASOCIAL): Aggression against some legal or moral standard or expressed without being provoked, such as in criminal activity. To fight legal authorities or authority figures. To initiate a brawl, turn traitor, or express sadistic behavior. (DESTRUCTION): To attack or maim. To destroy, smash, vandalize, or burn.
CONSTRUCTION	To organize, build, create, or place something in new order.
COUNTERACTION	To make up for a previous failure or disappointment. To overcompensate for a weakness or to have a determination to overcome. It depends on a response to a previous failure or humiliation. To repress fear or keep one's self-respect. To be resolute, determined, indomitable, dauntless, dogged, or adventurous as a reaction to an earlier difficult situation.
DOMINANCE	To control, influence, or direct one's human environment. This may involve being forceful, persuasive, assertive, masterful, decisive, or authoritative. To prevail upon, sway, lead, judge, set standards, induce, restrain, prohibit, manage, or govern.
EXPOSITION	To relate information in an instructive or informative manner. To explain, lecture, interpret, instruct, teach. Merely telling something to another person in a casual or routine manner is not sufficient. It is commonly fused with nDominance, nRecognition, or nAchievement.

RECOGNITION	To seek praise, prestige, appreciation, or attention. Making oneself conspicuous; dramatizing or performing. To boast or brag. The examiner should ask him/herself whether the hero/heroines main motive is getting something done, in which case it would be scored as nAchievement or actually being noticed.
UNDERSTANDING	Striving for knowledge or wisdom. To attempt to understand the relationship between one object or event and another. Discussion and argumentation with the goal directed toward increasing knowledge. Attempting to make thought correspond with fact. To analyze events and generalize.
<u>NEEDS Motivated by Affection, Admiration, Sympathy, Love, Dependence</u>	
AFFILIATION	(ASSOCIATIVE): To establish friendly relations. This may be focal, in which case the need is directed toward affectionate feelings for specific people. It may also be diffuse, in which case the feeling is directed toward all sorts of people, such as groups or organizations. (EMOTIONAL): Feelings of strong attachment, closeness, affection, or respect toward another person. This may include getting married, remaining faithful, or falling in love.
DEFERENCE	(COMPLIANCE): Quick to agree or cooperate. To obey the wishes or suggestions of another person. A willingness to please or follow another's leadership. It may be necessary at times to distinguish nDeference from nAbasement, in which there is compliance, but it is unwilling. (RESPECT): To give praise to or to express admiration toward. Hero worship or the acknowledgement of merit or talent. Dedication to a cause.
NURTURANCE	To give sympathy to or to gratify the needs of another. To help, feed, support, console, protect, or comfort those who are in need. Kindness, consideration, protection. To encourage and further the welfare of those who are helpless. This may include being liberal with time, energy, or money as a means of helping others. Giving freedom, condoning, or being lenient.
SEX	To have or attempt to have a sexual relationship. To make sexual advances toward or seduce. Enjoying the company of members of the opposite sex (or to whom the person is physically attracted), being fond of mixed parties and dancing. To fall in love. This may commonly be fused with nAffiliation (emotional) or, if not fused, should be distinguished from nAffiliation (emotional).
SUCCORANCE	A tendency to cry, plead, ask for help, protection, or love. Being dependent, helpless, and perhaps capitalizing on one's mishaps. To crave affection or tenderness and accept favors without hesitation. To have a close and devoted protector or supported. Seeking to be nursed, sustained, supported, advised, guided, indulged, forgiven, or consoled. Someone with an nNurturance satisfies the hero/heroine's succorance, although intra-nurturance may also be evident in an individual who derives some enjoyment as a result of his or her grief or seeks consolation through drugs, alcohol, food, etc.

NEEDS Motivated by Desire for Freedom, Change, Excitement, Play

AUTONOMY	<p>(FREEDOM): To escape, shake off restraint, or become independent. To be unattached or unrestrained. To avoid all encumbering alliances or terminate a confining relationship. To wander, drop out, leave school, break off a relationship. To fight or argue for liberty in a positive way. Determination to remain independent.</p> <p>(RESISTANCE): To refuse to comply with the demands of another. Negativism and defiance. Resistance toward coercion. To be “stubborn as a mule.” To be obstinate, to disobey one’s parents, or to present revolutionary ideas.</p> <p>(ASOCIAL): To express behavior that is not allowed and is punishable. Behavior that is disorderly, unruly, and counter to moral or social standards. Lying, cheating, whoring, stealing, drinking. Crimes other than stealing, since stealing would be classified as nAcquisition.</p>
CHANGE/TRAVEL ADVENTURE	To feel a sense of restlessness and a need to experience new lands or novel situations. To dream of exploring and having novel adventures. This need is commonly fused with nAutonomy.
EXCITANCE / DISSIPATION	To act in a way that creates emotional excitement. This may involve travel (nChange), gambling (nAcquisition), involvement with drugs or alcohol (nNurturance), or recklessly meeting danger. What distinguishes nExcitance/Dissipation from such needs as nChange or nAcquisition is its emphasis on emotional excitement, although these needs are frequently fused.
PLAY	To act for “fun” and without a purpose other than amusement. To laugh, make jokes, play games, be jolly, merry, and easygoing. This may include sports, dancing, drinking, clowning, or make-believe activity. Meeting situations in a lighthearted and jovial manner. However, in those cases in which the game is taken seriously, such as in athletic competition, a score is given for nAchievement rather than nPlay

MISCELLANEOUS NEEDS

ABASEMENT	To submit passively to an external force. To accept injury, blame, criticism, punishment, or to feel guilt and inferiority. To adopt an attitude that is passive, humble, meek, servile. Resignation or shame. To endure ordeals without attempts to counteract. Common fusions are with nSuccorance, nDeference, or nSex, as in the case of masochism.
BLAME AVOIDANCE	To act in such a way as to avoid blame or rejection. To fear reproach; to inhibit one’s asocial impulses. To avoid blame or punishment by refraining from misbehavior. To confess, apologize, atone, or repent in order to avoid more blame. This may involve being conventional, remorseful, apologetic, dutiful, or conscientious.
COGNIZANCE	To express curiosity, search, investigate, explore, or act as a detective. To watch or gaze intently. Voyeurism. To ask questions, satisfy one’s curiosity, look, listen, inspect. To read and seek knowledge. Common fusions occur with nUnderstanding, nChange, and nAchievement.

HARM AVOIDANCE	To avoid physical pain, withdraw, flee, or conceal oneself from persons or objects who are attempting to inflict injury. This includes “startle” and “fear” reactions to such things as loud noises, loss of support, or the sudden appearance of strangers. To escape from a dangerous situation. To take precautionary measures. To be fearful, anxious, timid, cautious, wary, prudent, vigilant. To run away when chased by a dangerous animal or enemy. However, if the hero/heroine purposefully places him/herself in a situation of danger, even if s/he takes precautionary measures to avoid being killed or injured, this should not be scored as nHarm Avoidance, but rather as nExcitance/Dissipation.
PASSIVITY	To seek or enjoy quiet, rest, tranquility, peacefulness. To feel tired, apathetic, lazy. To need quiet contemplation, meditation, or reflection.
REJECTION	To snub, ignore, or exclude others. To remain aloof and indifferent, or be discriminating in accepting others. To exclude, abandon, expel, or criticize. To demand a high standard of ability, intelligence, wit, or imagination. To reject a suitor, break with a friend, or withhold love. This is commonly fused with nPassivity or nAggression. nRejection may also become directed inward, thus becoming fused with nAbasement, perhaps resulting in feelings of depression or suicidal ideation.
RETENTION	To hold onto something, refuse to lend, to be possessive, miserly, and unwilling to give time, energy, and affection to other. To hoard or collect objects or another person, with possessive love.
SENTIENCE	To seek and enjoy sensuous impressions. To have delicate, sensitive perceptions. To perceive and comment upon the sensuous quality of objects. To remark upon the atmosphere, temperature, colors in the room, pictures, various sounds, tastes, or odors. A genuine delight in one or more of the arts. May be fused with nSex (erotic sentience), nConstruction (enjoying composition or creativity) or nRecognition (performing in public).
<u>OTHER FREQUENTLY ENCOUNTERED INNER STATES:</u>	
CONFLICT	A state in which two inner forces are pulling against another; uncertainty, indecision. This may also include the conflict created by two opposing needs.
EMOTIONAL CHANGE	To show an alteration in mood or attitude toward something or someone. To be labile, inconsistent, moody, or unstable.
ELATION	Happiness, joyful enthusiasm, optimism, excitement, a positive outlook.
DEJECTION	Disappointment, discouragement, sadness, depression, melancholy, despair
DISTRUST	To have no confidence in, to be suspicious of, to be skeptical of. Refusing to accept other people’s ideas, suggestions, or advice due to distrust. This may often be associated with nRejection or nAutonomy
JEALOUSY	To be afraid that a lover person will prefer or love another person. Envy.
IRREALITY	Visions or hallucinations. Reveries about the future or daydreams about the past. Entering into a hypnotic state.
EGO IDEAL, PRIDE	Having a high opinion of one’s own self worth. To keep one’s self-respect or to dream of a great future
SUPEREGO	To be controlled by a conscience that demands a high moral standard.

FORCES OF THE HERO/HEROINE'S ENVIRONMENT (PRESSES)

<u>PRESS of Deprivation</u>	
ACQUISITION	A person wants to dispossess the hero/heroine of money or property or rob or swindle him or her. For example, a competitor in business threatens the hero or heroine's financial security.
RETENTION	A person retains something the hero/heroine wants, refuses to let it go or to give something to the hero/heroine; is stingy, miserly, or possessive
<u>PRESS Descriptive of an Empty, Alien, or Rejecting Environment</u>	
LACK	<p>(THINGS/OPPORTUNITIES/FRIENDS): Few desirable objects are in the environment, few opportunities for enjoyment or advancement, or no jobs. The hero/heroine is poor, and the family destitute, or the hero/heroine lacks status, influence, and/or friends.</p> <p>(HUMAN SUPPORT): The hero/heroine is miserable, solitary, helpless, and in need of assistance and support, encouragement, protection, food, medical care, or parental love and guidance. The hero/heroine has no father or mother. The situation is insecure and perilous, or the hero/heroine is homesick. There are few nurturing people in the hero/heroine's environment.</p>
LOSS	This is the same as for pLack, except in this case, the hero/heroine actually loses something or someone, such as money, job, friend, or opportunity. This could include the loss of a loved one by departure, misfortune, or death. Another example is the loss of property through bankruptcy, misfortune, swindling, or robbery. If the hero/heroine loses something and also experiences a sense of loss over an extended period of time, then a score on pLack should also be given.
REJECTION	A person rejects, scorns, loses respect for, repudiates, turns away, or otherwise leaves the hero/heroine.
UNCONGENIAL ENVIRONMENT	<p>(ALIEN OBJECTS): The people in the hero/heroine's environment are not to his or her liking; there is no mutual sympathy or understanding. He or she finds no one in accord with his or her interests. There are people around him or her, but they dislike, reject, distrust, accuse, or disapprove of him or her. This refers to the hero/heroine's general human environment and not to one or two specific people within his or her environment. For example, this may be used to describe an overall feeling within an organization or community that rejects or is out of sympathy with the hero/heroine.</p> <p>(PHYSICAL SURROUNDINGS): The hero/heroine is dissatisfied with his or her physical environment and hates the farm, city, the sea, or the islands on which he or she is marooned. The environment is distrustful, ugly, sordid, dreary, barren (pLack), noisy, or dangerous.</p> <p>(MONOTONY): The hero/heroine must submit to a dull routine; work is drudgery. There is great "sameness" in his/her life, causing boredom.</p>

PRESS of Coercion and Restraint

DOMINANCE	<p>(COERCION): Someone tries to force the hero/heroine to do something. He or she is exposed to commands, orders, or strong arguments from a parent or authority.</p> <p>(RESTRAINT): Someone tries to prevent the hero/heroine from doing something. He or she is exposed to checks, prohibitions, or restraints.</p> <p>(INDUCEMENT): Someone tries to get the hero/heroine to do something, or to not do something, by pleading, or gentle persuasion, encouragement, clever strategy</p>
IMPOSED TASK DUTY OR TRAINING	<p>The hero/heroine is given something to do: he or she must practice the violin, study for an examination, accomplish something to keep his or her job, or win a reward. If the agent who imposes the task is named, then a score is also given to pDominance(coercion).</p>

PRESS Descriptive of a Hostile Aggressive Environment

AGGRESSION	<p>(EMOTIONAL/VERBAL): Someone gets angry at the hero/heroine or hates him or her. He or she is cursed, criticized, belittled, reprovved, reprimanded, or ridiculed. Someone slanders the hero/heroine behind his or her back.</p> <p>(PHYSICAL, SOCIAL): The hero/heroine is in the wrong and is an aggressor or criminal. Another person defends him or herself, retaliates, pursues, imprisons, or perhaps kills the hero/heroine. The state, the police, a parent, or some other legitimate authority punishes the hero/heroine for misconduct.</p> <p>(PHYSICAL, ASOCIAL): A criminal or gang assaults, injures, or kills the hero/heroine. Another person starts a fight and the hero/heroine defends him or herself.</p> <p>(DESTRUCTION): Something belonging to the hero/heroine is damaged or destroyed.</p>
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PRESS of Danger, Injury, Death

AFFLICTION	<p>(PHYSICAL): The hero/heroine has a physical handicap such as a hunchback, or chronic ailment. He or she is taken ill during the course of the story.</p> <p>(MENTAL): The hero/heroine suffers from neurotic or psychotic symptoms. He or she is subject to hallucinations or obsessions, experiences premonitions of insanity, or is justifiably considered very strange.</p>
DEATH OF HERO/ HEROINE	<p>This is weighted according to the stress paced on the event. The hero/heroine may die from physical or mental illness (pAffliction) from physical injury, from pAggression or may commit suicide (pAbasement)</p>

PHYSICAL DANGER	(ACTIVE): The hero/heroine is exposed to physical danger from nonhuman forms. He or she is attacked by animals, caught in a storm at sea, hit by a train, or struck by lightning. He or she is exposed to tremendous bombardment. The danger may be small as a threat, or it may actually injure or kill the hero/heroine. (INSUPPORT): The hero/heroine is exposed to the danger of falling or drowning, his or her car overturns, his or her ship is wrecked, he or she is caught on the narrow ledge of a steep mountain, the ground is insecure.
PHYSICAL INJURY	The hero/heroine is hurt by a human aggressor (pAggression), by a cave-in, collision, or fall (pPhysical Danger), or by a wild animal. The hero/heroine is mutilated or disfigured.
<u>PRESS of Friendliness, Sympathy, Respect, Dependent, Love</u>	
AFFILIATION	(ASSOCIATIVE): The hero/heroine has one or more friends or sociable companions; he or she is a member of a congenial group. (EMOTIONAL): A person, such as a parent, sibling, relative, or erotic object is devoted to the hero/heroine. The hero/heroine has a love affair that is reciprocated, or the hero/heroine gets married.
DEFERENCE	(COMPLIANCE): An individual or a group willingly follows the leadership or requests of the hero/heroine. A person is anxious to please him or her, to cooperate, or to obey. The obedience may be passive. (RESPECT): The hero/heroine is admired by an individual or group. His or her talents or merits are appreciated; he or she is rewarded or publicly applauded.
NURTURANCE	Someone nourishes, encourages, protects, or cares for the hero/heroine. He or she receives sympathy, consolation, pity.
SEX	Another person is in love with the hero/heroine, or his or her affections are engaged by a seductress/seducer. The hero/heroine gets married.
SUCCORANCE	Someone seeks aid, protection, or sympathy from the hero/heroine. There is a helpless, miserable, pitiful object to whom the hero/heroine reacts. Someone is rescued by the hero/heroine.
MISCELLANEOUS PRESS	
BIRTH OF OFFSPRING	A child is born to the hero/heroine, or a woman is going to have a baby. The amount of weight given to this press depends on the relative importance of the birth to the overall story.
CLAUSTRUM	The hero/heroine finds him or herself in a confining space, such as a solitary hideout, house, deep valley, or cave. The hero/heroine might be locked in his or her room, imprisoned, trapped in a cave-in, or confined in a space such as a house, vault, or tunnel. The hero/heroine seeks to enter, tries to break out of, or is forcibly expelled from, such a place.
COGNIZANCE	Someone is curious about the hero/heroine and his or her doings; the hero/heroine is watched. Someone peers or proved into his or her affairs, asks questions.

EXAMPLE	<p>(GOOD INFLUENCE): A person, group, or case (social ideal, philosophical) influences the hero/heroine in a constructive way. A talented person serves as an example.</p> <p>(BAD INFLUENCE): The hero/heroine is led into crime by his or her associates; the level of the hero/heroine's conduct or his or her ideals is lowered by following the suggestions or inducements of an untrustworthy or irresponsible person.</p>
EXPOSITION	Someone tells, explains, interprets, or teaches the hero/heroine something.
LUCK	<p>(GOOD, GRATUITY): The hero/heroine is unusually privileged; he or she has everything he or she wants (status, wealth, friends). The hero/heroine is suddenly benefited by some unusual or unpredicted chance occurrence, or by some extraordinary opportunity that does not result from his or her own efforts. Although the hero/heroine may be deserving of the good fortune, he or she did not work directly for it. A benefactor is attracted by the hero/heroine's promise, and his or her ambitions are aided by another person, which would also involve pNurturance.</p> <p>(BAD): Fortune is against the hero/heroine. He or she is underprivileged from the start, must endure an extraordinary series of misfortunes, or is suddenly confronted by a chance occurrence that serves to hinder or frustrate his or her efforts. However, the coercion from such sources as parents or enemies is not considered bad luck. In determining whether to score this press, the examiner should question the extent to which fate, chance, or destiny played a part in the character's life.</p>