

100

[illegible]

There are many (possibly infinite) ways to design an experience that will affirm the dominance of one set of values and marginalize or even nullify others. In fact, the very act of affirming something, the status of power to or without performing something, will automatically affirm other values. The more aware of this, the more likely it is possible to create experiences that do not affirm anything, or affirm something that is not in agreement with the dominant set of values.

The present study consists of a series of four experiments that address several issues and questions. The current study is the first of four experiments and is described below.