

MOTIVATED ABILITIES PATTERN (MAP®) SUMMARY
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A. What is the Primary Result you want to achieve?

REALIZE THE CONCEPT, BRING THE CREATIVE VISION TO LIFE, DEVELOP NEW WORLDS, CRAFT THE THING INTO WHATEVER YOU WANT IT TO BE / MEET THE CHALLENGE, PREVAIL, BEAT THE BEST

You love to turn an idea into a unique finished creation and then revel in what you have accomplished.

B. What are your Motivated Abilities?

LEARNING	by	doing (often with a guide), practicing, mastering / by participating in a process
INVESTIGATING	by	experimenting, trying it and seeing what happens, "playing" with it
EVALUATING	by	analyzing, making the connections / by comparing to a standard (esp. how others are doing) / by appraising potential, usefulness / by deciphering, figuring out, solving the creative challenge
CONCEPTUALIZING	by	exploring with your imagination, fantasizing, asking <i>what if</i> scenarios
PLANNING	by	setting a "goal," aspiring, settling on a vision, desire, want / by laying out, drawing
DOING	by	doing physically, manually, using dexterity, coordination
CREATING	by	conceiving, originating, coming up with ideas / by designing / through creative writing
DEVELOPING	by	adapting, modifying, taking things in a new direction / by blending elements together, building upon, creating synergies / by innovating, improvising (in the moment), doing things differently, recapitulating
PRODUCING	by	building, constructing / by crafting, making, shaping
INFLUENCING	by	initiating, suggesting the idea

C. What Subject Matter recur in your achievements?

VALUES, STANDARDS, CODES	WORDS
IDEAS, THEORIES	GROUPS
CONCEPTS	INDIVIDUALS
KNOWLEDGE, UNDERSTANDING, EXPERIENCE	VISUAL
POLICIES, RULES, GOVERNING PRINCIPLES	AUDIO (MUSIC)
THOUGHTS, EXPRESSIONS	EMOTIONS, FEELINGS
STORIES (esp. imagined)	TECHNIQUES, SKILLS
CONSTRUCTIONS	GAMES
TOOLS, DEVICES, INSTRUMENTS	ROLES, CHARACTERS

D. What Circumstances do you find to be satisfying?

What triggers your motivation?	INSPIRING AND CHALLENGING NEW CONCEPT
What factors keep you motivated?	COMPETITION, CONTEST, SENSE OF FIGHT TO THE FINISH FREEDOM TO CREATE, DEVELOP, EXPLORE, "PLAY" MODELING INDIVIDUAL
What results do you seek?	CHALLENGE MET, FOE VANQUISHED, SENSE OF VICTORY FINISHED PRODUCT QUALITY, EXCELLENCE, AUTHENTICITY

How do you prefer to be recognized? RESPONSE OF AN AUDIENCE, PEOPLE IMPRESSED, IMPACTED
SENSE OF UNIQUENESS, STANDING APART (AND IDEALLY ABOVE)

What degree of structure/definition do you need? CREATIVE PROJECT, VISION
PREPARATION TIME AVAILABLE

What other environmental factors motivate you? SUPPORTIVE, ENCOURAGING, CARING
FOCUS, CONCENTRATION, INTENSITY, FRENZY OF CREATIVE SYNERGY
GRADES, RATINGS, RANKINGS
HANDICAPS, DISADVANTAGES (WHETHER REAL OR PERCEIVED)
GROUP, TEAM, PARTNER(S), CREATIVE COLLABORATOR(S) WHO ARE COMMITTED

E. How do you work best with people?

INDIVIDUALIST (SOMETIMES STARRING)
COLLABORATOR (with the right people)

How do you prefer to be managed?

VARIABLES BETWEEN COLLABORATIVE AND HANDS-OFF