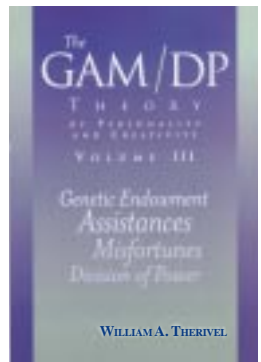




Kirk House Publishers is pleased to present the third volume of *The GAM/DP Theory of Personality and Creativity*\*, which introduces the results of additional research.

Part I, on **GAM**, begins with the explanation of why so many gifted and talented children (G/T) become successful professionals but not highly creative adults: their youth was shaped only by high *GxA* (genetic endowment x assistances), lacking the additional distorting and stimulating *M* (misfortunes), which are at the origin of the *challenged personality*. This first chapter is of direct interest to specialists in the field of personality and creativity and to all educators (including parents!).



Part I continues with a causal explanation of Eric Newton's classification of the personality styles of painters (*Classic, Romantic, and Realist*) and a comparison with Isaiah Berlin's classification of thinkers as *hedgehogs* and *foxes*. Closely related is chapter 5 "Like Goethe, Calvino was a Berlinian *Fox* by being a *GAM Alchemist*," a companion piece of chapter 10, vol. I "*Maître Renard James Joyce*." Other chapters are devoted to *trapper personalities* (military commanders shaped by the misfortune of suffered illegitimate birth), specifically Jephthah and Alexander Hamilton, and to *architect personalities* (shaped by early parental death and an aristocratic or business/industrial education).

Part II, on **DP**, begins with a chapter entitled "The *Strict Ritter Personality* of the Japanese" a companion piece to the prior chapter in volume I on "The *Ritter Personality* of the Germans." Both types of *Ritter* have been shaped by the *partial unity of power* of their local lord/daimyo. This part continues with six chapters, the last two being: "UP corrupts the Supremo, who then corrupts the Others," and "Much Vanity under UP."

Dr. Therivel's theory has, in part, been published in specialized, peer-reviewed journals, such as *Creativity Research Journal*, *Journal of Social Behavior and Personality*, *La Psicologia Social en Mexico*, *Studi Medievali*, and *Rivista di Studi Italiani*.

The book is addressed to psychologists, historians, literary critics, and all well-educated readers.

\* The theory presented in this book is in two parts. The first, **GAM**, identifies and illustrates the three factors (**G**enetic endowment, **A**ssistances, and **M**isfortunes) which contribute to personality and creativity at the individual level. The second, **DP** (**D**ivision of **P**ower), does the same at the societal level.

*The GAM/DP Theory of Personality and Creativity, Volume III*

William A. Therivel

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