

Cricket balls, rolling pins and gourds: Artefacts and stories of leadership significance.



The idea:

Artefacts

An artefact is defined as an object that is made by a human being. Typically it is an object of cultural or historical interest. An artefact is durable, public, and materially present (Kafai, 2006). **Hoskins (1998)** described individual sense making through objects as a metaphor for self.



The idea:

Storytelling

Storytelling is gaining popularity in a higher education context with studies demonstrating storytelling as a reflective and learning process (Clandinin and Connolly, 1998; **McDrury and Alterio, 2003;** Moon 2010).



The idea:

**Leadership
Learning**

Leadership learning occurs naturally through accidental events rather than a planned approach (Burgoyne & Hodgson, 1983; McCall, 1998). However leadership learning at the level of lived experience remains elusive (Lowe & Gardner, 2000; **Kempster 2009**).

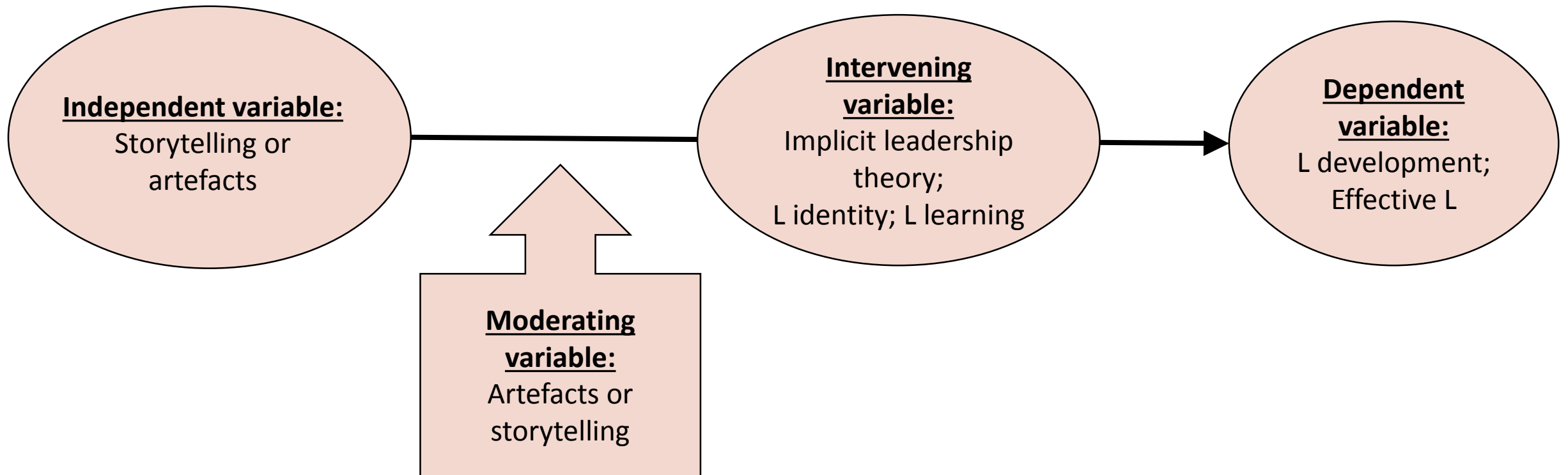


RQ1: How do artefacts and storytelling help to inform effective leadership?

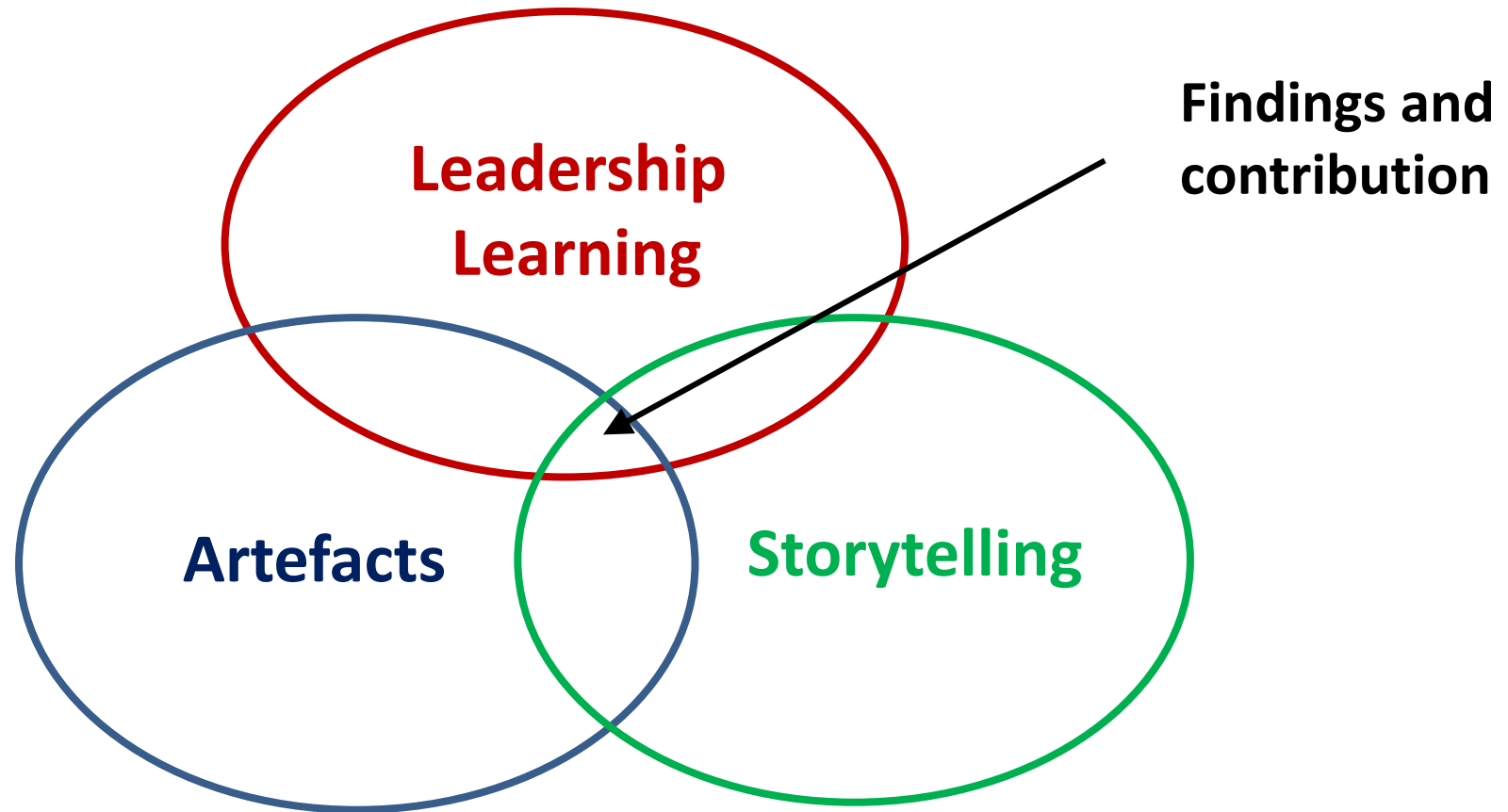
Grounded theory concepts	Equivalent nomothetic concepts	For this research
Cause	Independent variable	Storytelling? Artefacts?
Consequence	Dependent variable	Leadership development Effective leadership
Contingency	Moderating variable	Artefacts? Storytelling?
Condition	Intervening variable	Leadership learning Leadership identity Implicit leadership theory
Covariance	Correlation	
Context	Context	A variety of contexts

Table adapted from Kan and Parry 2004

Possible research relationships:



What's new and so what?



References

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