

Network Goal Analysis Survey

Example

PREVIEW SCREEN SHOTS for hypothetical user/analyst's goal about:

Achieving Our Mission

Sample items only (to keep preview quick).

Many more pages of items are in the Qualtrics survey to capture all between-entity linkages needed for the network goal analysis from dynamic network theory, but these pages illustrate how the major arcs / links are assessed in the method on the designated goal of the system.

2. WHAT IS YOUR GOAL?

Achieve Our Mission

1. Who is most involved with your goal: "Achieve Our Mission"? Please list broad category names (as first/ main step), specific names, or sources that come most quickly and naturally to your mind when thinking about who's helping or hurting your goal pursuit. Use only the boxes you need and skip the rest.

1st entity: Write "You"
(or a code name for
you in this box)

Actor 1 (You)

2nd entity involved Actor 2

3rd entity involved Actor 3

4th entity involved Actor 4

5th entity involved Actor 5

6th entity involved Actor 6

7th entity involved Actor 7

8th entity involved

9th entity involved

10th entity involved

11th entity involved

12th entity involved

13th entity involved

14th entity involved

15th entity involved

16th entity involved

17th entity involved

18th entity involved

19th entity involved

20th entity involved

21st entity involved

22nd entity involved

23rd entity involved

24th entity involved

25th entity involved

26th entity involved

27th entity involved

28th entity involved

29th entity involved

30th entity involved

Direct Goal Striving

1. How often are the entities below independently working on the goal for you: "Achieve Our Mission", such as on their own or by themselves? Note: Your first rating in the first row below is asking how often you are independently working on your goal as well.

	Not often (or not relevant)	Sometimes	Often	Very Often	Don't know
Actor 1 (You)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Actor 2	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 3	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 4	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 5	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 6	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 7	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

System Support

The next set of questions examine how entities in the network, including yourself, are providing help or support to others around the goal.

1. How often do/does "Actor 1 (You)" help or support each of the following entities in order for you to achieve your goal: "Achieve Our Mission"? This is asking how often you need to help others to help you get things done for your own goal.

	Not often (or not relevant)	Sometimes	Often	Very often	Don't know
Actor 2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Actor 3	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 4	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 5	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 6	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 7	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

"Actor 2"

1. How often do/does "Actor 2" help or support each of the following entities in order for you to achieve your goal: "Achieve Our Mission"?

	Not often (or not relevant)	Sometimes	Often	Very often	Don't know
Actor 1 (You)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Actor 3	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 4	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 5	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 6	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 7	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Feedback to Specific Entities

1. How often does each of the following entities get feedback about your goal: "Achieve Our Mission"?

	Not often (or not relevant)	Sometimes	Often	Very often	Don't know
Actor 1 (You)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 2	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 3	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 4	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 5	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 6	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 7	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Direct Goal Preventing

The following questions examine if entities in your network are independently doing things, which obstructs your goal. If no such obstruction exists, you can simply select "Not often (or not relevant)" for some or all of those entities.

1. How often do the following entities do things that can independently obstruct your goal: "Achieve Our Mission", such as on their own or by themselves? Note: Your first response in the first row here represents if you ever do things that can independently obstruct your own goal.

	Not often (or not relevant)	Sometimes	Often	Very often	Don't know
Actor 1 (You)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 2	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 3	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 4	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 5	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 6	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 7	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Supportive Resisting Example:

"Actor 4"

1. How often do/does "Actor 4" engage with the entities below which can obstruct your goal: "Achieve Our Mission"?

	Not often (or not relevant)	Sometimes	Often	Very often	Don't know
Actor 1 (You)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 2	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 3	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 5	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 6	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 7	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

System Negating Example:

"Actor 5"

1. If "Actor 5" get(s) into a conflict with any of the entities below in relation to your goal ("Achieve Our Mission"), how often do/does "Actor 5" react constructively to each entity below? If there no conflict, you can click on "There is often no conflict (NA)".

	There is no conflict (NA)	Not constructive in this conflict	Sometimes constructive in this conflict	Often constructive in this conflict	Very often constructive in this conflict	Don't know
Actor 1 (You)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 2	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 3	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 6	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actor 7	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Source/reference for this simple document:

- James D. Westaby (2021). Network goal analysis survey preview from dynamic network theory. Downloaded from <https://www.tc.columbia.edu/dnl/surveys/>

The calculator is based on dynamic network theory (DNT). Feel free to check out the following, if/when interested in understanding this theory more deeply:

Westaby, J. D. (2012). *Dynamic network theory: How social networks influence goal pursuit*. Washington, DC: American Psychological Association. (The original theory).

Westaby, J. D., Pfaff, D. L., & Redding, N. (2014). Psychology and social networks: A dynamic network theory perspective. *American Psychologist*, 69, 269-284. (Free copy available on website shown below).

Westaby, J. D. & Parr, A. K. (2020). Network goal analysis of social and organizational systems: Testing dynamic network theory in complex social networks. *Journal of Applied Behavioral Science*, 56(1), 107-129.

Westaby, J. D., & Shon, D. (2017). Simulating the social networks in human goal striving. In R. Vallacher, S. J., Read, & A. Nowak (Eds.), *Computational models in social psychology* (1st ed.). pp. 231-257. New York, NY: *Psychology Press (Frontiers of Psychology series)*.

Westaby, J. D., Woods, N., & Pfaff, D. L. (2016). Extending dynamic network theory to group and social interaction analysis: Uncovering key behavioral elements, cycles, and emergent states. *Organizational Psychology Review*, 6, 34-62.

Website:

www.DynamicNetworkLab.Org or www.tc.columbia.edu/dnl

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