

Abstract

This paper introduces the description of a Dramatic Game with which the authors try to build a staging up to make it easier the purposes of the Psychodrama of Moreno to achieve: that, in the same moment of the dramatic “here and now”, the therapeutical diagnosis and integration synchronicity become possible to the protagonist as well as the watchers.

The increasing interest in the search for intrinsically psychodramatic diagnostic tools, if it demands its use and origin in the psychodramatic procedural, can not dissociate it from what it has of indissociable: (1) that the diagnostic act is mainly the act of self-diagnosis; (2) that the diagnostic act is bound to the therapeutical integration moment.

The purposes intended are:

1. To assess the insight of the individual, in his ability (or difficulty) of self-examination and self-criticism, at some point in the dramatization; to assess his “flexibility”, in his ability “to play” and to think over it, to assume his own features or to consider an eventual change on himself; finally, and above all, to test the “personality basic organization” of its protagonists. It’s an assessment of projective kind, easy to standardize and suitable to psychodramatic research.
2. To create the paradox that underlies all therapeutical intervention (Jay Haley), forcing the protagonist to confront himself and to make way the Catharsis of Integration. The dimension benefits from the biblical contents of the *Book of Genesis*, the plots being: (1) The Seven Days of Creation; The Creation of Man; (3) the creation of the TREE OF THE KNOWLEDGE OF GOOD AND EVIL.