Composed Groups			Natural (Extant) Groups				
Restricted Interaction		Unrestricted Interaction					
Restricted Channels	Restricted Process	Face to Face Ad Hoc	Limited Term	Very Long-Term	Broad-Band of Activities	"Natural" Tasks Endogenous to Group	
		Natural Groups	2. Expeditions (e.g., space crews)	1. Embedding systems (e.g., families)			
		5. System tests (not using an existing crew)	4. Task forces (e.g., study commissions)	3. Standing crews (e.g., sports teams; work crews)	Limited-Band of Activities		
Quasi Groups	*Concocted Groups*	7. Mock studies (e.g., mock juries; "artificial families")	6. Crew practice/training studies		Simulations		
11. Structured communication channels studies (e.g., restricted modality studies)	10. Restricted communication process studies (e.g., communication strategy training studies; brainstorming)	9. Ad hoc laboratory groups	8. Crew tests (not on system tasks)		Free Performance Form	Imposed Tasks	Artificial Tasks
14. Highly stylized constrained task & communication (e.g., PDG; coalitions; communication Nets; Delphi)	13. Structed task & restricted communication process studies (e.g., NGT)	12. Structed task studies (e.g., SJT; MAUA; concept attainment task)			Restricted Response Form		

FIGURE 4-3   A Matrix of Forms of Social Units Used in Group Research

FIGURE 5-1 The Group Task Circumplex

QUADRANT I
GENERATE

Generating Ideas   Generating Plans

Solving
Problems
w/Correct
Answers

Type 2:
Creativity tasks

Planning tasks

Executing
Performance
Tasks

Type 3:
Intellective tasks

Type 8:
Performances/
psycho-motor tasks

QUADRANT II
CHOOSE

QUADRANT IV
EXECUTE

Deciding
Issues
w/No Right
Answer

Type 4:
Decision-making
tasks

Type 7:
Contests/battles/
competitive tasks

Resolving
Conflicts
of Power

Type 5:
Cognitive
conflict tasks

Type 6:
Mixed-motive
tasks

Resolving
Conflicts
of Viewpoint

Resolving Conflicts
of Interest

Cooperation

Conflict

QUADRANT III
NEGOTIATE

Conceptual   Behavioral