

## Clark Hull



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<https://0x8.ch/HackersCardgame7>

### The Big Five

N Neuroticism: ???  
E Extraversion: ???  
O Openness: ???  
C Conscientiousness: ???  
A Agreeableness: ???

Year 1884

### Main Achievements

drive theory

### Brief Profile

Humanism ☆☆☆☆ (7/5)  
Technical Background ☆☆☆☆ (7/5)  
Megalomania ☆☆☆☆ (7/5)  
Military Background ☆☆☆☆ (7/5)  
Project Problems to Patients ☆☆☆☆ (7/5)

## Edward C. Tolman



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### The Big Five

N Neuroticism: ???  
E Extraversion: ???  
O Openness: ???  
C Conscientiousness: ???  
A Agreeableness: ???

Year 1886

### Main Achievements

Purposive behaviorism

### Brief Profile

Humanism ☆☆☆ (7/5)  
Technical Background ☆☆☆ (7/5)  
Megalomania ☆☆☆ (7/5)  
Military Background ☆☆☆ (7/5)  
Project Problems to Patients ☆☆☆ (7/5)

## Jean Piaget



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### The Big Five

N Neuroticism: calm, analytic  
E Extraversion: low  
O Openness: open  
C Conscientiousness: conscientious, logical  
A Agreeableness: high ♥

Year 1896

### Main Achievements

Theory of cognitive development

### Brief Profile

Humanism ☆☆☆ (4/5)  
Technical Background ☆☆☆ (2/5)  
Megalomania ☆☆☆ (1/5)  
Military Background ☆☆☆ (1/5)  
Project Problems to Patients ☆☆☆ (1/5)

## Benjamin Bloom



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### The Big Five

N Neuroticism: unknown  
E Extraversion: not too much  
O Openness: open  
C Conscientiousness: high  
A Agreeableness: high

Year 1913

### Main Achievements

Bloom's taxonomy

### Brief Profile

Humanism ☆☆☆ (5/5)  
Technical Background ☆☆☆ (5/5)  
Megalomania ☆☆☆ (2/5)  
Military Background ☆☆☆ (0/5)  
Project Problems to Patients ☆☆☆ (1/5)

## Wilhelm Reich



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### The Big Five

N Neuroticism: only in pursuit  
E Extraversion: guardedly  
O Openness: open  
C Conscientiousness: killed by the state  
A Agreeableness: high ♥

Year 1897

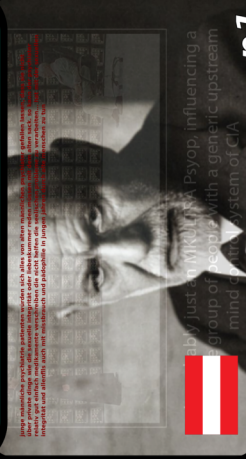
### Main Achievements

Orgon-Accumulator, humanism

### Brief Profile

Humanism ☆☆☆ (5/5)  
Technical Background ☆☆☆ (5/5)  
Megalomania ☆☆☆ (2/5)  
Military Background ☆☆☆ (0/5)  
Project Problems to Patients ☆☆☆ (1/5)

## Sigmund Freud



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### The Big Five

N Neuroticism: ~~calm~~ ignorant  
E Extraversion: subconscious  
O Openness: conservative  
C Conscientiousness: nachlässig aber nervig  
A Agreeableness: not at all, to imperative

Year 1856

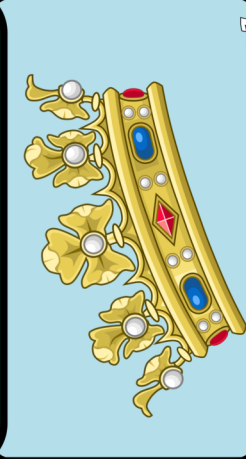
### Main Achievements

Strukturmodel, Oedipus, Cocaine "research"

### Brief Profile

Humanism ☆☆☆ (1/5)  
Technical Background ☆☆☆ (1/5)  
Megalomania ☆☆☆ (4/5)  
Military Background ☆☆☆ (5/5)  
Project Problems to Patients ☆☆☆ (5/5)

## Crown



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### Inventor: xxxxx

Year: ~???  
A crown (Latin corona, the wreath '; Greek κορώνη, wreath', 'crown') is a precious, mostly made of gold and precious stones, predominantly of the Christian-Occident ruler: it expresses its power and dignity(?) as well as symbol for being ignorant, normally if one would sell the crown, he would have money to save many kids in the 3rd world. See also m40 Card. Frequently used in advertising, most often adapts / compensates low self-esteem, that is often a result if a father bosses around the kids to compensate his own low self-esteem that he maybe has from his father or boss or shrink.