### Meeting with Bill 4/4/17

* Send proposal to Bill before Tues
* create list of issues, topics, items to address

#### Issues, Topic, Items

* How to explain/write about Wittgenstein
  + Where to start
* How to explain representation and trasnmission
  + what are some good sources?
* Pleasants
  + immanent critique
  + anti-theory
  + anti-essentialism
* Once I've explained W, language games, family resemblance, forms of life (especially need help with this - still don't really understand what this means):
  + how should I proceed?
  + What should my methodology be?
    - critique the traditional PM doctrine (i.e. PMBOK)?
    - critque agile doctrine and other 'iterative' methodologies
      * 18F and MKE digital services playbook
    - Show how W can be used to understand and maybe even improve?
    - Real world examples and case studies?
      * again MKE playbook and 18F
      * also 'Experimental modes in Civic Engagement and Civic Tech' by LaurenEllen McCann
  + Do the same critique for tech comm theory??
    - Schatzki's critique of Giddens and Bourdieu
    - Pleasants's critique of Giddens, Habermas, critical social theory in general
* Essentially, my thesis is: Traditional, linear PM methodologies are too rigid to address the complex interactions between various stakeholders in modern technology projects because they evince representational and transmission-based views of language and communication.
* I want to extend Cockburn's idea of agile development as 'a game of invention and communication'.
  + Recast Cockburn's usages of the term 'invention' as the rhetorical canon of invention
    - resource for discussion of rhetorical invention?
  + And, obviously, communication in W's sense
  + Then bring in McCann's discussion of 'civic engagement in civic tech'

### Bottom line: **Structure, Structure, Structure** - How do I organize this??

* Other items to maybe consider/include:
  + Rorty
  + Quine and Davidson
  + habermas's technocracy