

Forms

Types of technology on which a design might be developed
(e.g., wearables, watch/phone/tablet/laptop, appliances, other artifacts in an environment).

Data

Types of data a design might track or help a person track.

Tasks

What a person might accomplish with a design.

Features

A specific capability a design might have.

Contexts for Interaction

Contexts in which a person might interact with a design
(e.g., physical environments, social relationships, related goals or activities).
