

Forms

Types of technology on which a design might be developed
(e.g., wearable sensors, watch/phone/tablet, desktop, appliances or other artifacts in the 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.

Social Interactions

Types of social interactions and situations a design might engage or support.
