

	Novelty	Quality	Value	Purpose	Spatial	Temporal	Ephemeral
Place	2	9	9	8	8.5	8.5	1
Person	2	8.5	2	8	2.5	7	5
Purpose	3	6	2	8	8	9	7
Process	2	6	4	4	8	8	6
Product	7	6.5	2	2	8	7	7

Figure 0.1: Example matrix

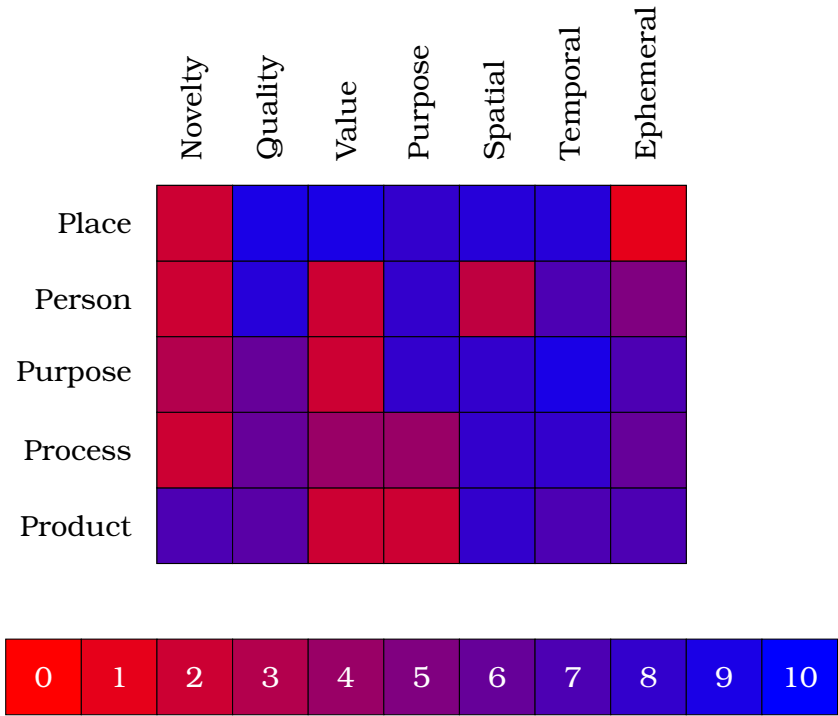


Figure 0.2: Example matrix