









Ascending Abstraction			
	VIII. Leverage	According to Naval Ravikant, Leverage is a tool that amplifies a business’s or individual’s judgement and efforts. A competitive advantage is leverage, but so too is one’s material assets, property, money, reputation, etc.	
	VII. Competitive Advantage	A competitive advantage is what makes a particular offering better from its competitors. This advantage is highly subjective and depends primarily on the customer, the “user”, and their problems and response to the product offering.	
	VI. Team member	A team member is somebody who collaborates with others to build a project. A team may consist of a designer or team of designers, but may also consist of scientists, researchers, engineers, writers, project managers, developers, etc.	
	V. Designer	User Experience (UX) design is a subset of the larger field of design. This vast field includes graphic design, industrial design, product design, sound design, etc. These fields have share that they create goal-oriented stimuli.	
	IV. User Experience Designer	User Experience design is a term to describe Thomas’s field of interest. Knowing that Thomas is a user experience designer tells one that he takes part in the empathizes, researches, and designs solutions to user problems.	
	III. “Thomas”	“Thomas” is a word used to refer to a specific human. This word is an abstract representation of the human given the name Thomas and represents his characteristics and associations. One’s identity is on this step of abstraction.	
	II. Human we see	As we walk down the hallway and pass dozens of people, we are able to see a more abstract view of those humans than we would see in science under a microscope. Our view is obstructed by our perceptions and details are excluded.	
	I. Human in science	A human in terms of their natural processes, organ system, organs, tissue, and even cells. The human is a constantly changing creature.	