

## Needs

- Self-Actualization
- Esteem
- Love & Belonging
- Safety
- Physiological



## Capabilities

- Mobility
- Manipulation
- Perception
- Cognition
- Expression



## OBSERVING

Observing *actual* activity

- Approximate to design target

Immerse in context

Shadow, record, review

Rich description of activity

- Resources used to accomplish
- Hindrances that get in the way













































TWO KINDS

• One thing y

KEDVA

KEDVA



