

# Guide Words

No part of the original intent is achieved,  
and nothing else is achieved either

## No or Not



Design Intent

Reality

The intent is not done/completed. Think about what system deviations (which cause negative consequences to people) might lead to the intent not happening at all or failing completely, and nothing else being achieved either.

No part of the original intent is achieved,  
but something else completely different is achieved

## Other Than



Design Intent

Reality

Complete intent substitution. Think what deviations (which cause negative consequences to people) might occur/happen in this system leading to something else being achieved instead (not as well as).

No part of the original intent is achieved,  
the logical opposite of the intent is achieved instead

## Reverse



Design Intent

Reality

Logical opposite of the intent. Think what the intent is, then its opposite and what deviations (which cause negative consequences to people) in the system might lead to this.

All the design intent is achieved,  
but also some qualitative increase

## As Well As



Design Intent

Reality

Something else in addition to the intent, qualitatively. Think about what system deviations (which cause negative consequences to people) might lead to other outcomes as well.

All the design intent is achieved,  
but also some quantitative increase

## More



Design Intent

Reality

More of the intent, measured quantitatively (such as count, rate, size, position, or other measurable variable). Think about what system deviations (which cause negative consequences to people) might lead to measurable increases numerically.

Only part of the design intent is achieved  
by some qualitative decrease

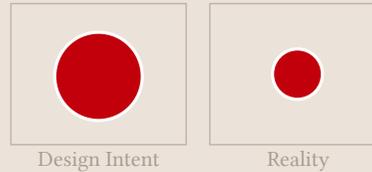
## Part Of



Something less than the intent, qualitatively. Think about what system deviations (which cause negative consequences to people) might lead to reductions in achieving the intent.

Only part of the design intent is achieved  
by some quantitative decrease

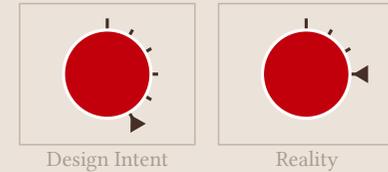
## Less



Less of the intent, measured quantitatively (such as count, rate, size, position, or other measurable variable). Think about what system deviations (which cause negative consequences to people) might lead to measurable decreases numerically.

Design intention occurs but ahead  
by clock time

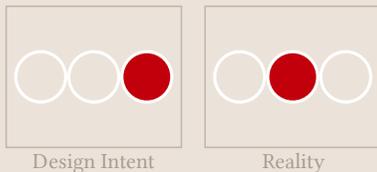
## Early



Sooner/earlier relative to intended time, leading to some deviations (which cause negative consequences to people).

Design intention occurs but ahead  
by sequence/order

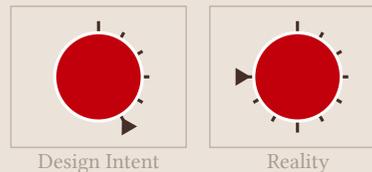
## Before



Wrong order/sequence before intended, leading to some deviations (which cause negative consequences to people).

Design intention occurs but behind  
by clock time

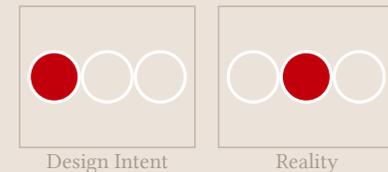
## Late



Behind/later relative to intended time, leading to some deviations (which cause negative consequences to people).

Design intention occurs but behind  
by sequence/order

## After



Wrong order/sequence after intended, leading to some deviations (which cause negative consequences to people).