Guide Words
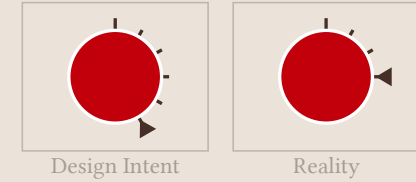
Order

Design Intent

Reality

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

Time

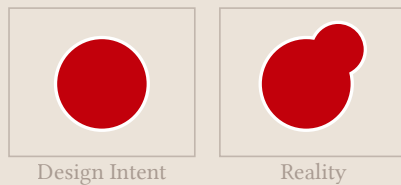Design intention occurs but ahead
or behind by clock time

Design Intent

Reality

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

As Well As

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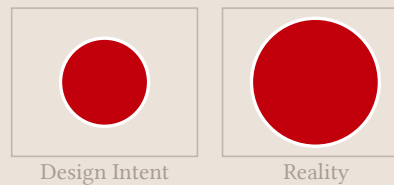but also some qualitative increase

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.

More

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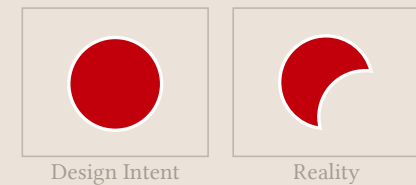but also some quantitative increase

Design Intent

Reality

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

Part Of

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

Design Intent

Reality

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.

Less

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

Design Intent	Reality

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

No or Not

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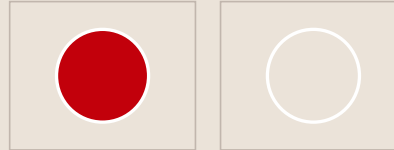
Design Intent	Reality

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.

Other Than

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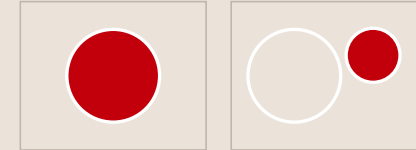
Design Intent	Reality

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).

Reverse

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

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.