

<b>Vulnerable</b>	<b>Ritual</b>	<b>Time</b>	<b>Repetition</b>
Failure	Layout	Age	Process
Broken	Actions	Perception	Actions
Layout	Perception	Value	Functionality
Functionality	Follow	History	Installment
Perception	Techniques	Memory	Interaction
		Change	Experience

Vulnerability towards a product is showing you as a person that. Uncertainty comes in to play, whether its knowing how to operate it, or get the results you want out of it, when purchasing something we are always venerable to it not even working in the first place.

Product is vulnerable to wear and tear, age, becoming broken, or even out dated.

Example the mini disc, this was before mp3 players were apart of society, and a smaller disc that could only be played on a mini disc player made its ability to reach the entire market being something new it was venerable to rejection from consumers, and the accessibility to expand, however it never took off as the cd was already in place and more accessible that the mini disc,

When creating anything you have a vulnerability of it not working or not being how you imagined it to work even though everything makes sense to you, physics and gravity always play a part in the factors that are design, when creating something digitally there is always the vulnerability of learning a programmed to allow you to create your desired product, depending on your ability to learn, focus and time you may never learn every aspect of the program to an extent that brings out the full intent of your project.

Ritual in design follows a process from someone else or a specific method created to do something in a particular way, or the functionality of an object is laid out in a specific way so when it is used the process has to be followed to enable it.

Time enables development and improvement, it also brings change and reflection on the past, through design time has brought development and imagination through creating unique products like

computers, and has updated existing products like the telephone, change is always a process in time

Repetition allows an action to continue on a loop and give the same effect every time, eg a spinning top its aim is to spin and each time it gives that same effect.

Repetition allows the same movement or action to be repeated, enabled and disenabled