

Dimensions //	Materials	Production	Use	Infrastructure
Levels →	<i>Harvesting, processing and disposal of raw matter</i>	<i>Assembling raw materials and preproducts</i>	<i>Procuring the task it was built for</i>	<i>Needed environment for using</i>
Remarks on Levels -->				
Relatedness <i>What does it bring about between people?</i>	Process fixed ----- Right to creative input Fixed world concepts ----- Learning from different sources Market-driven ----- Need-driven Top down control ----- Bottom-up control Organization centralized ----- Organization distributed Alien implementation ----- Respects local traditions	Fosters competition ----- Supports trust Distance-creating ----- Conjoint experience Market-driven ----- Need-driven Top down control ----- Bottom-up control Organization centralized ----- Organization distributed Process fixed ----- Right to creative input Creates borders ----- Integrates Alien implementation ----- Respects local traditions Creates senselessness ----- Creates art Uglifying ----- Creates beauty	Fosters competition ----- Supports trust Fosters individual advantage ----- Supports community Prefigured use only ----- Allows creativity One solution fits all ----- Respects local traditions Discourages care ----- Simplifies care Uglifying ----- Creates beauty Creates senselessness ----- Creates art Alienating from own body ----- Useful body enhancement Heteronomy ----- Self-determination Compulsory ----- Voluntarily	Fosters competition ----- Sustains trust Distance-creating ----- Connects with eco processes Market-driven ----- Need-driven Top down control ----- Bottom-up control Fosters individual advantage ----- Supports community Creates senselessness ----- Creates art Uglifying ----- Creates beauty Humans as inferior part of a system ----- Humans as equal part of a complex system Discourages care ----- Simplifies care
Access <i>Who can produce/use it where and how?</i>	Elitist ----- Open to anyone Investor-owned ----- Producer-owned Cost-intensive ----- Low-cost Secret or patented ----- Knowledge freely accessible Need of foreign expert ----- Use of local knowledge Specialized processes ----- Standardized processes Hinders skill building ----- Supports skill building Abstract ----- Comprehensible	Elitist ----- Open to anyone Investor-owned ----- Producer-owned Cost intensive ----- Low Cost Secret or patented ----- Knowledge freely accessible Hinders skill building ----- Sustains skill building Need of foreign expert ----- Use of local knowledge Abstract ----- Comprehensible Not able to fulfill needs ----- Fulfilling basic needs Opaque organization ----- Transparent communication Specialized processes ----- Standardized processes	Usable by an elite ----- Usable by anyone Investor-controlled ----- Open Cost intensive ----- Low Cost Need of foreign expert ----- Use of local knowledge Not able to fulfill needs ----- Fulfilling basic needs Abstract ----- Comprehensible Repugnant ----- Attractive Enforces cultural restraints ----- Transforms cultural restraints Enforces cultural restraints ----- Fulfilling basic needs Compulsory ----- Voluntarily	Usable by an elite ----- Usable by anyone Cost intensive ----- Low Cost Abstract ----- Comprehensible Enforces cultural restraints ----- Transforms cultural restraints Not able to fulfill needs ----- Fulfilling basic needs
Adaptability <i>How independent and linkable is it?</i>	Special machines ----- Everyday tools Big scale economical ----- Small scale economical Special conditions ----- Everywhere possible Special materials ----- Standardized materials	Fixed once finished ----- Permanently changeable Isolated ----- Interoperable Size fixed ----- Scalable Special machines ----- Everyday tools Big scale economical ----- Small scale economical Heteronomous ----- Self-determined One way processes ----- Dis-/reassembly possible Special conditions ----- Everywhere possible One piece ----- Modular	Fixed once finished ----- Permanently changeable Isolated ----- Interoperable Size fixed ----- Scalable One-dimensional ----- Multi-functional Infrastructure needed ----- Independent use possible Repairable by experts ----- Repairable by skilled Close survey needed ----- Uses self-regulation Monolithic ----- Interchangeable One solution fits all ----- Encourages diversity One piece ----- Modular	Fixed once finished ----- Permanently changeable Isolated ----- Interoperable Size fixed ----- Scalable One-dimensional ----- Multi-functional Centralized ----- Distributed One solution fits all ----- Encourages diversity Compulsory ----- Voluntarily Linear systems ----- Non-linear systems Repairable by experts ----- Repairable by skilled Operable only from distance ----- Locally operable
Bio-Interaction <i>How does it interact with living organisms?</i>	Illness/death ----- Supports health Deteriorating soil ----- Improving soil Water-polluting ----- Improving water quality Air-polluting ----- Supports clean air Violent ----- Nonviolent Hazardous potential ----- Safety proven and tested Toxic waste ----- Biodegradable Suppresses organic processes ----- Allows co-productivity	Illness/death ----- Supports health Deteriorating soil ----- Improving soil Water-polluting ----- Improving water quality Air-polluting ----- Supports clean air Violent ----- Nonviolent Hazardous potential ----- Safety proven and tested Suppresses organic processes ----- Allows co-productivity	Illness/death ----- Supports health Deteriorating soil ----- Improving soil Water-polluting ----- Improving water quality Air-polluting ----- Supports clean air Violent ----- Nonviolent Hazardous potential ----- Safety proven and tested Toxic waste ----- Biodegradable Suppresses organic processes ----- Allows co-productivities	Illness/death ----- Supports health Deteriorating soil ----- Improving soil Water-polluting ----- Improving water quality Air-polluting ----- Supports clean air Violent ----- Nonviolent Hazardous potential ----- Safety proven and tested Toxic waste ----- Biodegradable Suppresses organic processes ----- Allows co-productivity
Appropriateness <i>What is the relation between input and output considering the context?</i>	Non renewable ----- Renewable Far away ----- Locally available New ----- Re-used Non recyclable ----- Easily recyclable Nondurable ----- Durable Needs painful worktime ----- Allows joyful worktime Fossil energy ----- Renewable energy	Thriftless material use ----- Frugal material use Special tools ----- Standardized tools Against local settings ----- Uses local settings Needs painful worktime ----- Allows joyful worktime Fossil energy ----- Renewable energy Creates waste ----- Byproducts are used	Encourages waste ----- Sustains sufficiency New ----- Re-used Nondurable ----- Durable Against local settings ----- Uses local settings Needs painful time ----- Allows joyful time Fossil energy ----- Renewable energy Creates waste ----- Byproducts are used	Thriftless material use ----- Frugal material use Encourages waste ----- Sustains sufficiency New ----- Re-used Nondurable ----- Durable Against local settings ----- Uses local settings Needs painful time ----- Allows joyful time Fossil energy ----- Renewable energy Creates waste ----- Byproducts are used
	Materials	Manufacturing	Use	Infrastructure