	primary instrumentalisation **Functionalisation** abstracted modes of design analysis and operation	**secondary instrumentalisation** **Realisation** applied design priorities, agendas and processes
objectification **nature put to use**	**Decontextualisation** raw materials reconstituted as 'isolated' technical objects nature fragmented into individual and technically useful products	**Systemisation** combining and embedding of objects into the human and natural environment isolation of objects compensated for by design synergies and flexibilities
	Reductionism technical products defined by their primary qualities eg cost, efficiency objects stripped of technically useless qualities to facilitate universal application	**Mediation** ethical and aesthetic mediations supply object with secondary qualities that embed it within a new social and physical context
subjectification **person acting**	**Automisation** mental and physical disconnection between design and its effects separation of subject (designer or user) from object	**Vocation** vocational investment of actors in their tools and actions subject as deeply embedded as the object
	Positioning adherence to technical 'obedience' and distinct professional boundaries strategic positioning of designers to deliver expert knowledge (top-down)	**Initiative** creative appropriation and social development of technology (collegiality) improvisation and tactical free play of technical actors and users