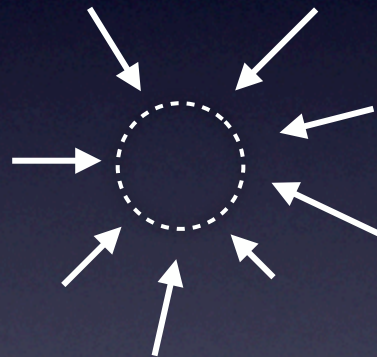


Designing from scratch and evaluating to improve

1.
Draw a boundary
between the form
and context.



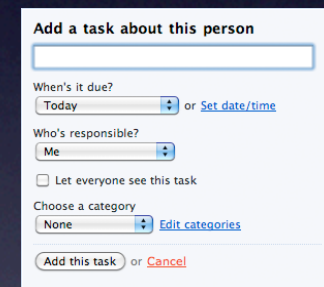
2.
Identify forces that
make demands on
the form.



3.
Resolve related
forces into
diagrams.



4.
Place the built form
into context and
look for misfits.

A screenshot of a web form titled "Add a task about this person". The form includes a text input field at the top. Below it are two sections: "When's it due?" with a dropdown menu set to "Today" and a link "or Set date/time"; and "Who's responsible?" with a dropdown menu set to "Me" and a link "or Edit categories". There is a checkbox labeled "Let everyone see this task". At the bottom, there is a section "Choose a category" with a dropdown menu set to "None" and a link "or Edit categories". The form ends with two buttons: "Add this task" and "Cancel".