Traditional programming

Requirements capture and specification	specification	Program design implementation maintenance	user interface	**Use** affordances interface culture
Identifying agency in the machine-like components and in the human context for use *Framing goals for the design protocols for interaction and interpretation* *e.g. devise UML*		*constructing and programming the machine-like components* *designing program by identifying objects and functions* *technical interface development* *e.g. writing Java code*		*human factors study* *interface design* *empirical studies of use* *prototyping* *e.g. goals, operators, methods (GOMS) evaluation*

Empirical Modelling

Requirements capture and specification	Program design implementation maintenance	**Use** affordances interface culture
develop scripts in isolation as "furry blobs" that represent the observables and dependencies associated with putative machine-like components and human interactions and interpretations	*identify and document reliably reproducible sequences of redefinition / chains of "furry blobs" that correspond to programmable automatable machine behaviours and ritualisable human behaviours and interfaces*	*exercise, explore, customise, revise and adapt sequences of redefinition and interpretation to reflect emerging and evolving patterns of interaction and interpretation; extend and augment observables to support additional functionalities combining scripts*