	Exploration	Ideation	Creation	Presentation	End of life
INTENT					
Anticipation	How will the data, the audience, the space affect the environment and people?	How will the materials and design methods affect the environment and people?	How will prototyping, fabricating, and testing affect the environment and people?	How will transporting, installing, and documenting affect the environment and people?	How will storing, disposing, recycling, or reusing the physicalization affect the environment and people?
Negotiation	Who is involved; Who makes decisions that impact the environment?	Who will be responsible for choosing the materials and setting the design constraints for the physicalization?	Who will be responsible for choosing the materials and methods for building the final physicalization?	Who will own the copyright of any documentation generated?	Who will own the work and dispose the materials responsibly?
Inspection	How can you evaluate sustainability of collecting data, audience, space, and other projects?	How can you evaluate the sustainability of materials, tools, and design methods?	How can you evaluate the sustainability of prototyping, fabricating, and testing the physicalization?	How can you evaluate the sustainability of transporting, installing, and documenting the physicalization?	How can you evaluate the sustainability of storing, disposing, recycling, or reusing the work?
Reflection	How might you reduce the environmental impact of collecting data, audience and space?	How might you reduce the environmental impact of the materials, tools, and design methods in future physicalizations?	How might you reduce the environmental impact of prototyping, fabricating, and testing future physicalizations?	How might you reduce the environmental impact of transporting, installing, and documenting future physicalizations?	How might you facilitate the process of storing, disposing of, recycling, or reusing future physicalizations?
IMPACT					
Materiality	What makes the materials sustainable?	How can you improve sustainability during ideation?	How can you make building and testing artifacts sustainable?	How can the transportation, installation, and documentation be sustainable?	Where and how can the materials be stored, disposed of, recycled or reused?
Longevity	How long will the data and topic be relevant?	How long does the physicalization need to last? And why?	Can the physicalization last as expected?	Can the physicalization resist transportation, installation, and documentation?	When will you store, dispose, recycle, or reuse the physicalization? Why?
Versatility	Can the data be updated or changed so that it remains relevant?	Can the materials and tools be reused or repurposed for different contexts?	Can the prototypes or scrap be reused or repurposed for different contexts?	Can the physicalization be presented at different locations or to different audiences?	Can the physicalization be reused or disassembled to represent new data/ topics?
Consistency	Are the data and topic consistent with sustainability values of the people and place?	Are the materials, tools, and design aligned with sustainability values?	Are the methods to prototype and test aligned with the sustainability values?	Are the transportation, installation, and documentation consistent with the sustainability values?	How can storing, disposing, recycling, or reusing the physicalization align with sustainability values?
Visibility	Who will be interested in the topic of the physicalization? why?	How many people might engage with the physicalization? And why?	How can the physicalization be used by more people?	Where can the physicalization be to reach the most people?	How can the audience sustainably store, discard, recycle, or reuse the physicalization?
Viability	What resources are available?	What limits the materials, space and activities?	What limits the tools and methods for building and testing?	What limits transportation, installation, and documentation?	What limits storage, disposal, recycling, or reuse of the physicalization?