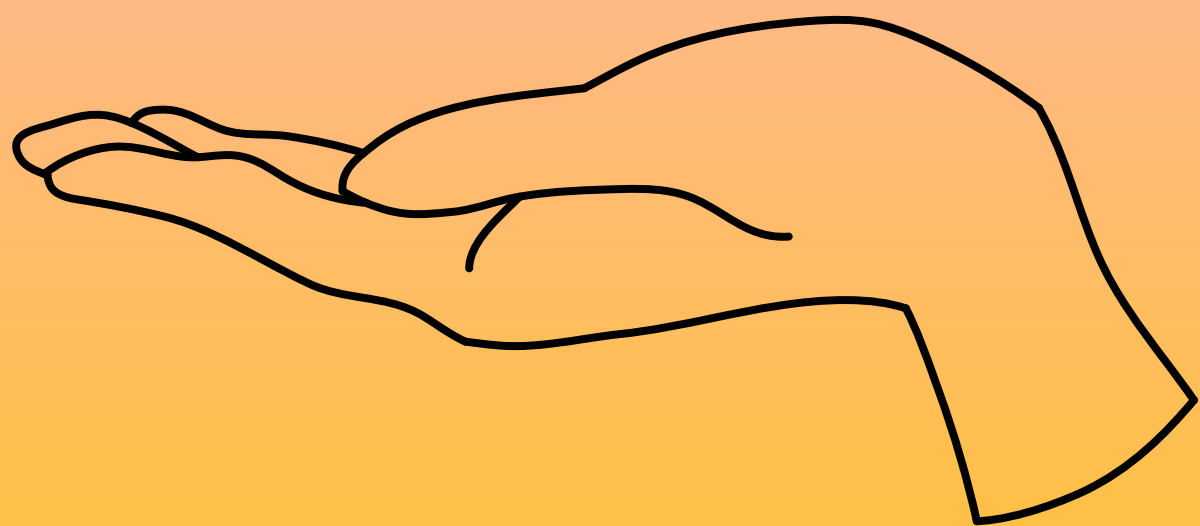
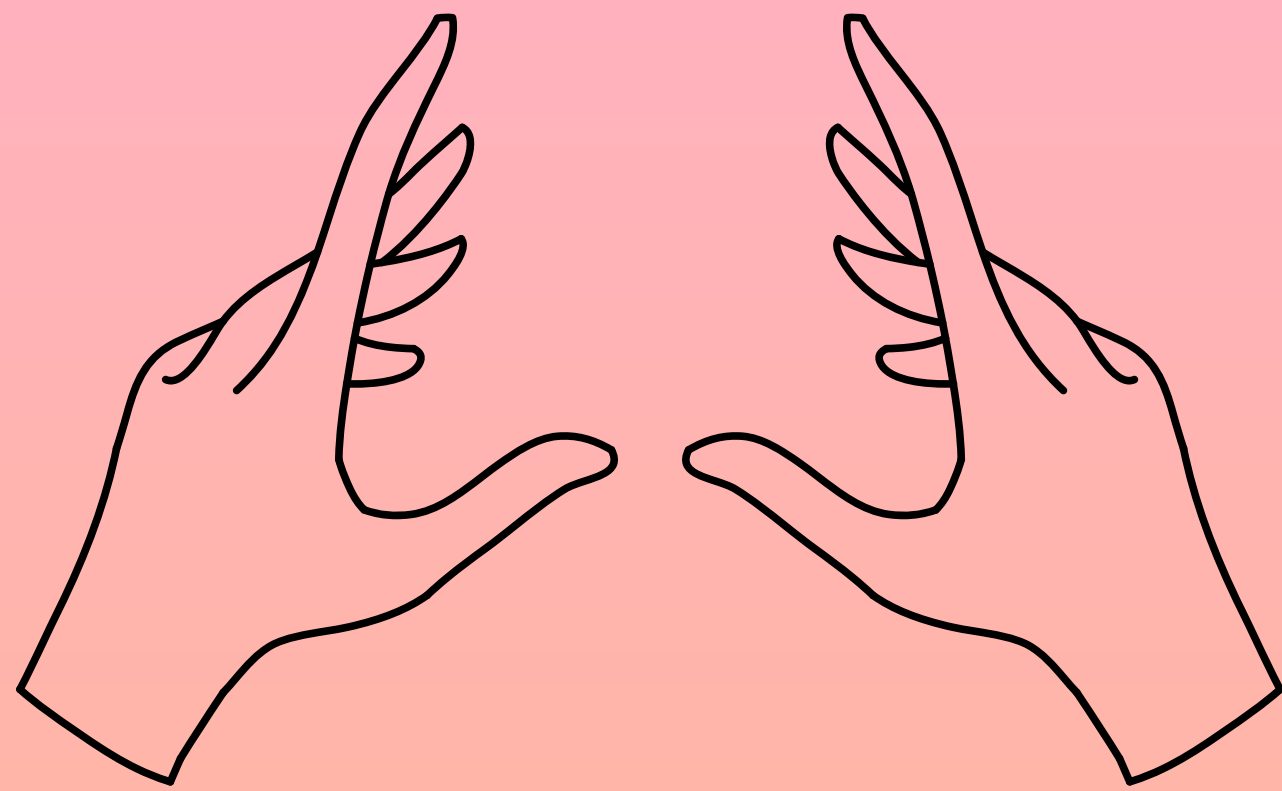


MOST THINGS IN LIFE, HAVE PRECEDING TELLING SIGNS

FOR INSTANCE, SYMPTOMS GROW TO BECOME SYNDROMS,
AN INVITATION ANNOUNCES THE EVENT & A BREEZE
PRECEDES THE STORM

DESIGN YOUR TELLING SINGS - TO COIN YOUR OWN
EXPERIENCE - SINGLE HANDEDLY



DESIGN YOUR LIFE

DESIGN YOUR TELLING SIGNS

FINDING SIGNS IN THREE STEPS

1 - LACK IN LIFE DESIGN

BEGIN BY UNDERSTANDING & EXPLORING YOUR CHALLENGE. WHAT IS MISSING/ LACKING? WHAT IS OFF. NAME IT.

FOR INSTANCE, "BEING NERVOUS", OR "FEELING DISCONNECTED FROM PARTNER"



2- INTERACTIONS

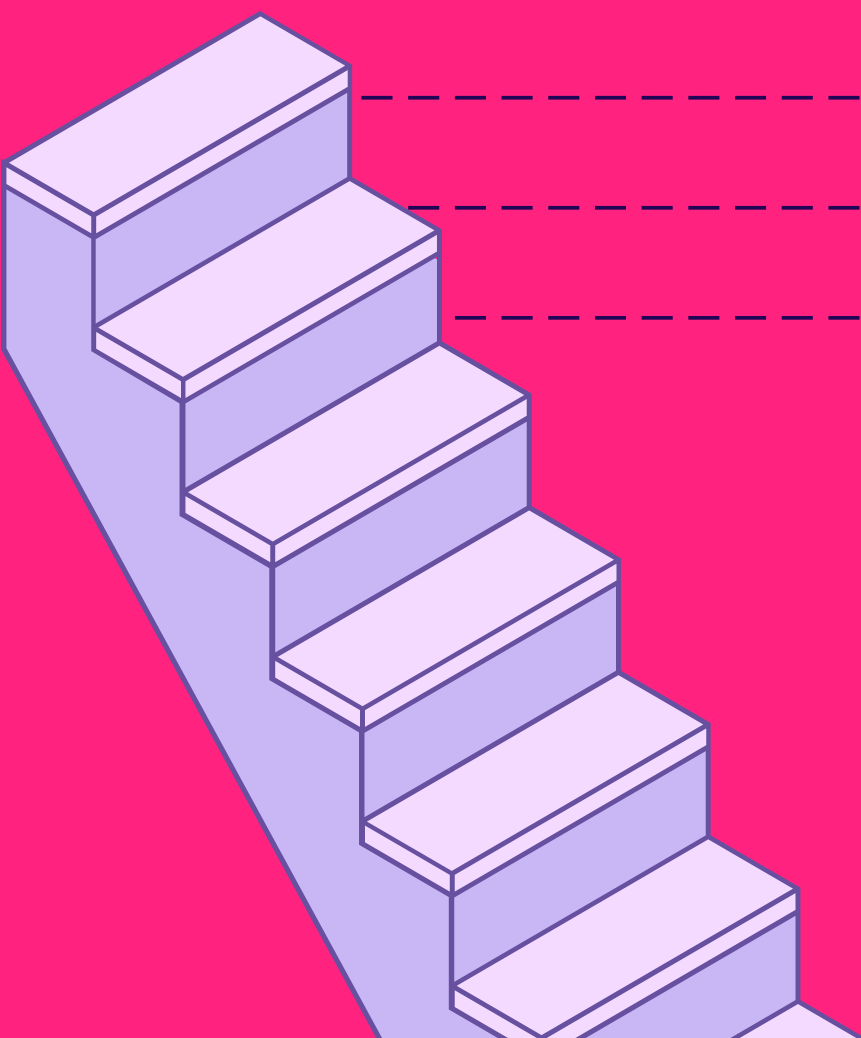
NEXT, WHAT IS HAPPENING? IN 3 SENTENCES, DESCRIBE THE STORY.

THINK LIKE, "I AM LOW ON SLEEP, BITE MY CUTICLES, SNAP AT PEOPLE. AND IT GETS WORSE." OR "I SIT DOWN WITH HER, SHE STARES ON HER SCREEN AND LAUGHS. I FEEL CLUELESS."

3 - DESIGN FEATURES

THEN, IDENTIFY WHAT YOU CAN AFFECT. WHAT HANDLES, BUTTONS, OR HOOKS, SO TO SPEAK, DO YOU PERCEIVE?

SUCH AS "WELL, IT'S SLEEP. I SEE A PILLOW, A SOFT GROUND. OR GLOVES, OR A TENNIS BALL TO HOLD INSTEAD. AND I CAN VOICE ' I AM SHORT FUSED TODAY, JUST SO YOU KNOW."



DESIGNING SIGNS IN THREE STEPS

1 - ABUNDANCE IN LIFE DESIGN

DESIGN THE OPPORTUNITY - BASED ON YOUR CHALLENGE. WHAT COULD BE ABUNDANT? BE ABSURD. BE BOLD. BE LOUD & CLEAR. NAME IT.

FOR INSTANCE, "BEING CHILL AS FUCK", OR "FEELING SUPER CONNECTED W/ PARTNER"

2- POTENTIAL & FUTURE INTERACTIONS

NEXT, WHAT WOULD BE HAPPENING? IN 3 SENTENCES, DESIGN YOUR STORY.

THINK LIKE, "I FEEL CHILL, I AM POSITIVE, HAVE A SMIRK ON MY FACE AND NO MATTER WHO REACHES OUT TO ME, GETS A DOSE OF MY HAPPINESS. OR "IT'S LIKE, MY HAND TOUCHES HERS & THERE ARE NO QUESTIONS. I SMELL HER NECK & FEEL COMPLETE."

3 - FUTURE DESIGN FEATURES

LASTLY, DESIGN YOUR TELLING SIGNS & FEATURES YOU CAN MANIPULATE.

SUCH AS "I DRINK A MAGIC GLASS OF WATER. I CALL IT THAT WAY, WEIRDLY." OR "I DRAW A REMOTE CONTROL ON A CARD BOARD. I LABEL THE BUTTONS FOR HER TO PUSH, TO PLAY WITH - FOR US TO PLAY."

