Artifact

⚡ Artifact	A structured set of items.	
Project	An artifact serving a purpose or goal.	1st
Process	An artifact with uncertain lifespan, serving no specific goal.	2nd
Venture	A highly abstract artifact with uncertain goals and architecture.	2nd
Adventure	Early incubation stage for building artifact architecture.	3rd

Contention

⚡ Contention	An abstract item for guidance and decision making.	
Request	Contention to process, solve or take action on.	2nd
Issue	Contention to solve, format or take account of.	2nd
Query	A concern, warning or flag.	3rd
Osmotics	An instance of reasoning or conclusion on empirical data.	3rd

Variable

⚡ Variable	What modifies snippet properties or dynamics.	
Conditional	A condition or set of conditions that can be either true or false, and expected to be true at some point in the future (not prior to 3 weeks) for a snippet to mutate.	3rd
Constraint	A restriction to a conditional. This may include time, time schedule and resources constraints, as well as diverse budgetary figures; accounts (estimations), allocations and means.	3rd

Chore

⚡ Chore	Something to commit on.	
Action	Something that is possible to commit on when it is called for.	1st
Task	Smallest possible action item or sequence of items.	1st
Assignment	A set of actions or a module that is possible to commit on in one go, in order to attain a specific goal.	1st
Module	An aggregate of actions that may include request solving, data processing, decision making and others, grouped together in no predictable order.	2nd

Instance

⚡ Instance	Any event of any time interval expected to happen on schedule.	
Event	Instance that may possibly require certain action at some point in time.	2nd
Appointment	Instance that requires for me to be at a certain place, in context (time, outfit), but does not require any prior action nor decision making.	2nd
Commission	Most often a recursive appointment, rewarded for a service.	2nd
Work session	Short module on schedule, either exclusive or recursive.	2nd
Routine	A regular course of procedure.	3rd
Convention	A round to discuss matters of concern.	3rd
Sideboard	An instance for support of temporary development or migration for one to eight weeks.	3rd

Requests

Action	When the action is too abstract or too short, and it cannot be scheduled not completed at that moment, make a request for action. Discard request after action is completed.

Requests (cont)	
Update	When an assignment is too abstract to state as an action or set of actions, make a request to update in terms of requirements.
Make	Assess, confirm, whiteboard, schedule and take action on one or multiple request threads. For formatting new artifacts or recursive instances.
Pull	Assess, confirm, whitebaord, schedule and take action on one or multiple request threads. For modeling new artifacts or recursive instances.
Explore	When an assignment is too abstract to create an action request on, or to state any possible requirements or goals, make an explore request, for searching, essay, inquire or test. Discard after completion.
Audit	Assess on procedure performance.
Report	Request to collect data, weigh, assess and write conclusions and specifics. Create further requests if required.
Description	Request for either abstract or specific descriptions, drafts or diagrams.
Process	Request for processing and sorting elements. When assignment is too abstract or uncertain to ask for action or to state requirements.

Sideboards	
Rally	Development for recovery or migration of critical components, 3 to 8 weeks.
Sprint	Goal oriented development, distinguished for increased work load on specific project for 2 to 5 weeks.
Onboarding	Critical stage of 2 to 5 weeks for starting off on a new framework or protocol, distinguished by increased refactoring.
Retrospective	Critical stage of 3 to 8 weeks for finishing off on a big venture or process, distinguished by increased processing, sequencing and report making.

Academic Work Sessions	
Workout	Recursive assignment for learning and practice. Short and medium term. Set up required.
Training	Recursive assignment for very specific recurrent learning and practice. Short, medium and long term. Only scheduling required.
Lecture	Recursive assignment for learning only. Short and medium term. Substantial formatting and modeling is a must prerequisite. Extensive set up is required.
Lesson	Exclusive or short term assignment for learning on digital media.
Workshop	Exclusive or short term, rather abstract assignment for essay, skills development, practice...
Seminar	One - three sessions assignment or set of assignments for advanced research under guidance on a very specific topic