







Six node types are connected by 18 arc types to build conceptual graph structures

NODE TYPE	DEFINITION
 Goal:	A goal node indicates a circumstance, situation, state of affairs or event desired by a person or an agent (such as a software application). It does not indicate how the goal is accomplished.
 Goal - Action:	A goal-action node indicates either: - action(s) performed by the person or agent to attain a goal, or - a mix of both goal and activity/activities of a person or agent toward a goal.
 Event:	An event node indicates a condition of transition between one stable state and another stable state.
 Concept:	A concept node indicates a single entity, idea or construct, with a single name, which can be a word or phrase.
 State:	A state node indicates a relatively stable situation, circumstance, manner or condition of being.
 Style:	A style node indicates: - a quality of a goal-action, such as duration or speed, or - an instrumentality of a goal-action (what agent or person does it?)

EXAMPLES

