Scrubs vs Pros

Video games and software

Jeff's focus seems to be on sharing other people's ideas

— anonymous survey feedback

Human beings, who are almost unique in having the ability to learn from the experience of others, are also remarkable for their apparent disinclination to do so.

— Douglas Adams, *Last Chance to See*
(as quoted in *Play to Win*)

...most programming is an attempt to compensate for the strictly limited size of our skulls. The people who are best at programming are the people who realize how small their brains are. They are humble.

— Steve McConnell, *Code Complete*
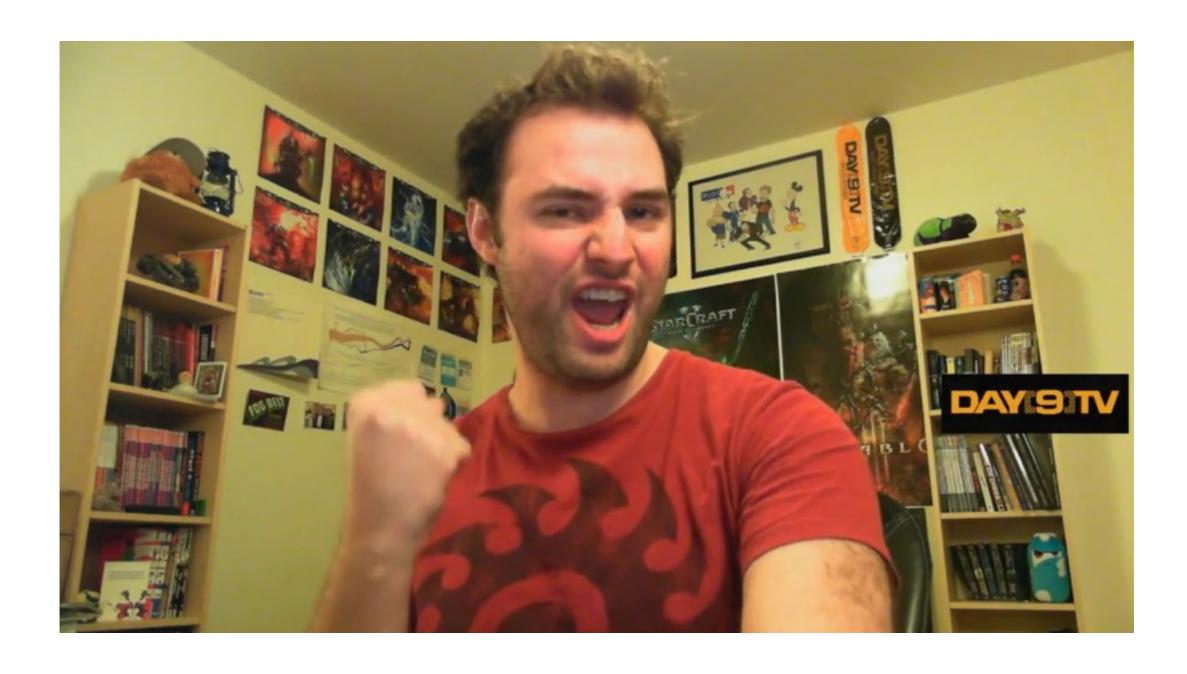(paraphrasing Edsger Dijkstra's
The Humble Programmer)

HOW TO IMPROVE AT STARCRAFT II 1V1 EFFICIENTLY
By: Randy (CecilSunkure) Gaul

http://www.teamliquid.net/staff/Hot_Bid/CecilSunkure/How_To_Improve_Efficiently_b.pdf

[2.04] You suck

It's not hard to grow
When you know that you just don't know
— Damien Rice, *Cannonball*

[2.05] Positive Mindset

...no matter what, if you lose you have something to learn. I find this very comforting and this fact helps me to cope with all of the losses I encounter.

http://day9.tv/d/Day9/day9-daily-400-special-episode-eliminating-assumptions/

Thinking like a Competitor: Eliminating Assumptions

by Sean "Day[9]" Plott

From Casual to Competitor

- How do assumptions pollute learning?
- How do we answer questions properly?
- How do we ask the right questions?

The short version: Too many Agile projects lack the skill they need to execute. Every project must be one where people are constantly improving their skills. But skills are of no use without the discipline to use them, and Agile projects require more discipline than conventional projects.

— Brian Marick, *Two Forgotten Agile Values: Discipline and Skill*

What does it mean to win in software?

Chapter 27

Conclusion

All methodologies are based on fear. You try to set up habits that prevent your fears from becoming reality. XP is no different in this respect from any other methodology. The difference is in what fears are embedded in XP. To the degree that XP is my baby, XP reflects my fears. I am afraid of:

- Doing work that doesn't matter
- Having projects canceled because I didn't make enough technical progress
- Making business decisions badly
- Having business people make technical decisions badly for me
- Coming to the end of a career of building systems and realizing that I should have spent more time with my kids
- Doing work I'm not proud of

XP also reflects the things I'm not afraid of:

- Coding
- Changing my mind
- Proceeding without knowing everything about the future
- Relying on other people
- Changing the analysis and design of a running system
- Writing tests

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Joy is perhaps even harder to justify, but people nevertheless deserve to work on projects so great they rave about them at parties.

— Brian Marick, *Two Forgotten Agile Values: Ease and Joy*