**CSE 310—Applied Programming**

**W09 Prove – Continuous Improvement - Failure**

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| **Name:** |  |
| **Date:** |  |
| **Teacher:** |  |

After watching the video “The Super Mario Effect – Tricking Your Brain into Learning More”, ponder and then answer the following two questions (minimum 100 words for each question).

Question 1 – How can you transform the learning of a new software language or a new technology into a game?

Question 2 – What “small and simple” steps can you take to allow failure to be a positive part of your software learning process?