I was really vibing with Randy Pausch. His work in VR and Disney as an Imagineer was really interesting. But then it was as if he was a cartoon villain, pulling off a mask to reveal he was the antagonist the whole time, when he introduced Alice. I’ve worked with Alice before for a class, and frankly, I found it to be the most obtuse and creatively stifling way to learn programming. When I took that class in high school, I nearly quit my dream of being a game designer right there. But then again he had a few things to say about brick walls…

In a way I think the creativity in coding relies on the limits you’re given. Whether it’s due to resources, time, or the conditions of the goal, the things we create in spite of our limits is creativity. When Pausch said, “Experience is what you get when you don’t get what you wanted”, I think he was speaking somewhere along these lines. He wasn’t able to experience the zero gravity of space, so he joined a program that let him experience it on a plane. He didn’t become an Imagineer directly, but instead crafted his own research study with them.

In my relatively limited experience, I’ve found that things almost never go how I plan. But I think what resounds with me about Pausch’s lecture was that things going wrong is often the indicator that I’m doing things right.