**CSE 310—Applied Programming**

**W09 Prove – Soft Skills – Learning from Failure**

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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?

I think that by not focusing on my failures and instead focusing on making a game of learning. I really liked the example of the test of 35 pages being turned into a video game. I think that making the learning of a new language more fun and not focusing on failures. If I make the learning process fun and enjoyable instead of focusing on completing the assignment, I think I will be able to better enjoy and learn faster. I think looking at each piece of information that I need to learn and looking at it like a level to be completed and not worrying about when the program doesn’t work, will help me learn with much less stress.

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

I think using failure to help guide how I need to progress will help me. When I was younger, I was so afraid of failure. I was laughing during his example of Mario. I hated that game because I couldn’t ever get very far. I focused so heavily on failure, that video games were not fun. Now that I am older, I have experienced many failures. I feel that I am willing to learn from them more. I think using the small and simple steps to continue to improve my ability to learn will help me become betting at coding.