“The Last Lecture” Randy Pausch

The story of Randy teaching for the first year and being surprised at the level of quality his students showed on their first project stuck out to me the most. Especially when his mentor advised him to tell his students to do better, regardless of quality. Particularly when Randy elaborates on where if he doesn’t do this it means he wouldn’t know where the “bar” should be. But by pushing for more he got more out of his students.

I think this applies to all facets of life. Especially to art and other creative endeavors, as if someone doesn’t strive to do better, there is no innovation. For example to call a masterpiece of a game like *Halo: Combat Evolved,* means that there would be no reason to make the other games like *Halo 2*, *Halo 3*, *Halo 3: ODST*. and *Halo Reach,* other than maybe an obligation to continue the story, but with no incentive to improve graphics, add new modes, or to improve the overall production quality and quality of life features. To look back on old movies with some criticism towards their visual effects as well helps us to get better movies. Then for my story writing or art, some resistance from others is needed to help improve these works.