Giving a shit about the long term

Strong sense of aesthetics

Fearlessly exposing your ignorance

What I build is for the customer, how I build it is for me

Solidify use of common principles

Professional Community

Using your brains and not just google

Progressive project difficulty

Learning driven by more than just work projects

Mentoring and being mentored

SPOJ – Sphere Online Judge

Big vs Small Balancing the strategivc avs the tactical, architecture vs code

How does this idea (software craftsmanship) improve individuals

Striving to write good, SOLID, testable maintainable code, encourage others to do the same

Dev Ops – You Mad?

Daily WTF Site – what not to do, etc

Taking pride in what you do and what you produce

Review best practice software projects (eg SILK)

Fixing Mistakes

Progression of Skill

Unit Testing (JUnit, Xunit, etc)

Just do XP

Refactoring Discussions

Knowing more than one approach to a given problem

Use nest practices, eg design patterns

Improve Yourself

Big Challenge for HR Depts

Knowing when good enough is good enough

Pair Programming

Technical Brown Bags @ work

Designing soutions that demonstrate identifiable principles irregardless of language

Software craftsmanship includes:apply best practices and principles, code should be intention revealing

Agile Became what it seeked to destroy

Communicate, educate, listen, and share knowledge

Design discussions with peers

Code Challenges and Discussion of solution approaches

Working on Open source projects together.