**The Last Lecture**

I enjoyed the Last Lecture and everything that came with it. It was very wholesome, and I learned a lot from his lecture. There are two things that I can take away from his lecture that stuck out to me and resonated with me. One thing was brick walls are not there to stop us from getting something, it's there to check how badly we want something. There are going to be obstacles no matter what in life and I always faced them head on. It goes with how I was taught in sports to get comfortable being uncomfortable. I use that to propel my mind forward and to convince myself that even if I fail, I will gain valuable experience which will make it easier to plan for in the future. Another thing that stuck to me was the whole idea of head fakes. There’s a lot to say about the topic, but I like that there were examples of these head fakes in his lecture such as people learning to code on “accident” when their real agenda is to create something else. I feel like that is what video game development is like since people have an idea to create something amazing and they must learn all this new technology. I think I will incorporate head fakes in the future when I am able to teach my daughter new skills.