

## How to make our work easier?



"Your work is going to fill a large part of your life, and the only way to be truly satisfied is to do what you believe is great work. And the only way to do great work is to love what you do."

Steve Jobs





Yulia Tenincheva

CENTOD OF OTO ENGINEED COLL

Together since September, 2015









## **LEARN**

- You can learn ANYTHING
- The more you know the easier it becomes to learn new things
- Practice makes perfect
  - Create HOW-TO's / Gists
  - Document everything
- Failure is a teacher
- Learning little is dangerous
- Share knowledge



#### Reference

<u>Learning how to learn</u> - Coursera

Pragmatic Thinking and Learning:
 Refactor Your Wetware (Pragmatic
 Programmers) - Book by Andy
 Hunt

Books about Mind Mapping by
 Tony Buzan (available in MM Library!)



Mind Map Book

> Unlock your creativity, boost your memory, change your life



Tony Buzan

Pragmatic Programmers

Pragmatic Thinking Learning

> Refactor Your Wetware

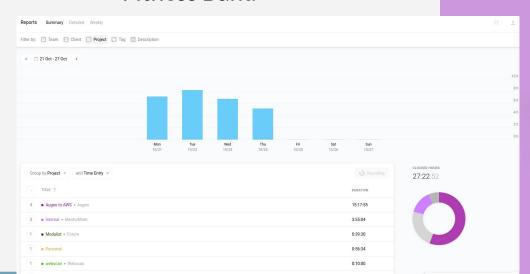




#### **LESS IS MORE**

#### **Time Tracking**

- Tools
  - o <u>Toggl.com</u>
  - Browser plugins
  - Fitness Band





- Focused time
  - Block your calendar
  - Turn off ALL notifications
  - Forest App
  - Pomodoro
  - Switch between high and low-focus tasks

- Work less (80/20)
- Delegate more







## PRODUCTIVITY

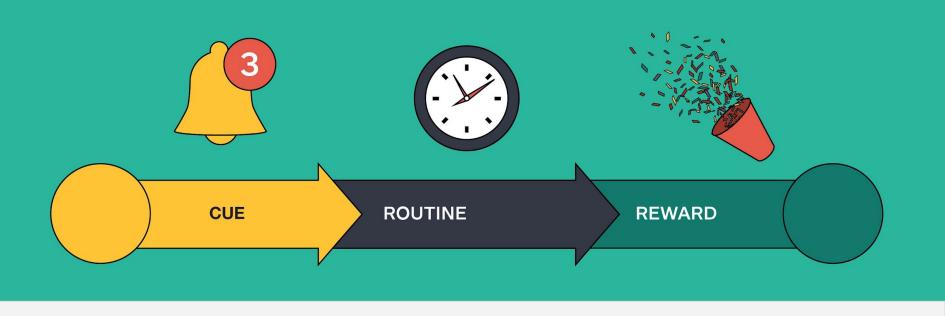
At its finest.





Avoid the Decision Fatigue

Avoid Analysis Paralysis



- 1. Cue it is a trigger that tells your brain to go into automatic mode, and which routine to use.
- 2. Routine this is a physical, mental, or emotional behavior that follows the cue.
- 3. Reward this is a positive stimulus that tells your brain that the routine works well, and is worth remembering.

## **Procrastinator's Brain** Rational **Decision-Maker Instant Gratification Monkey** Highly Recommended **TED Talk**



Habitica RPG - <a href="https://habitica.com/">https://habitica.com/</a>

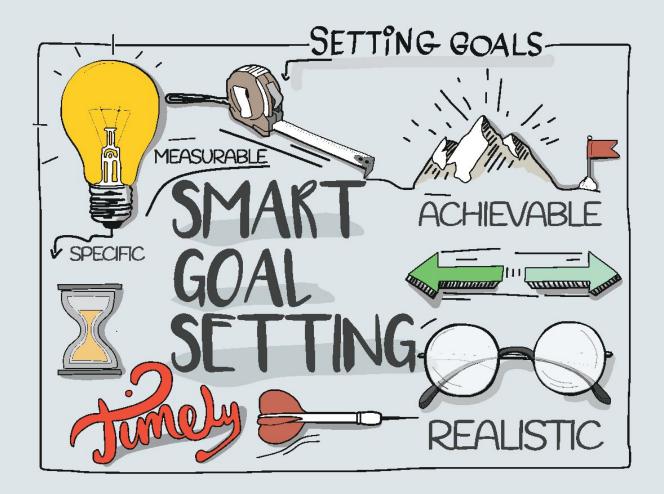
#### Reference

- Get Things Done
- Measure What Matters
- Start with Why
- High Performance Habits
- The Power of Habit
- Manage your Day-to-day
- ...many others





## **SET GOALS**



- Iterative Process
- Short-term & long term
- Key areas
- Wheel of life
- High PerformancePlanner
- Getting things done workbook



## Morning mindset

- One thing I can get excited about today is...
- Today's Top 3 Goals
- Tasks that absolutely must be done today
- A situation that might stress me out or trip me today could be...
   ... and the way that my best self would deal with that is ...
- One bold action I could take today is ...

## Evening Journal

- A moment I really appreciated today was...
- A situation or task I handled well today was...
- Something I realized or learned today was...
- I could have made today even better if I ...

#### **TO DO Lists**

- Keep several lists
  - Brain Dump
  - Blockers, nice to haves, ideas
- Know what NOT to do
- Don't over commit
- Prioritize
  - Calculate ROI
  - Always know what is next
- Apps
  - Todoist







## **SLEEP**

#### Reference

- Humans in today's nutrient-rich environment need 8 hours of sleep to function optimally.
- Sleep has two general types -NREM and REM.
- Sleep deprivation shows consistently bad outcomes.
   Nothing is reported to be beneficial from sleep deprivation.

#### The International Bestseller

Startling, vital, a life raft' sources.

# WALKER WALKER Why We Sleep





#### **HOW**

- Reduce blue-light in the evening
- Put your phone away
- Reduce the room temperature
- Fresh air
- Reduce the lights
- Reduce the sounds / noises
- Follow a sleep schedule
- Don't use alarms

#### The International Bestseller

'Startling, vital, a life raft' sparous

## WALKER WALKER Why We Sleep







## **DRY**

- OHIO Principle
- Automate everything
- Tooling
  - Windows Tiling
  - Clip manager
  - Bash scripting
  - Short-keys
  - Browser plugins:
    - Grammarly
    - Form Filler

EVERYTHING THAT
HAPPENS ONCE CAN
NEVER HAPPEN AGAIN
BUT EVERYTHING THAT
HAPPENS TWICE WILL
SURELY HAPPEN
A THIRD TIME

Paulo Coelho



#### **ENVIRONMENT**





#### **THANK YOU**