

# Show and Tell: Skill Acquisition

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# Skill Acquisition

- I have been re-learning a skill recently
- I tracked myself doing it
- This is the story...

## The Skill

- A puzzle for you...

Typing!



(not me)

# Motivation

- I'm a programmer - I have a lot of typing to do!
- Fear of RSI - both Mum and colleague have both been crippled by it
- Stat: "In the USA, carpal tunnel syndrome results in an average of \$30,000 in lifetime costs" (Wikipedia)

## To business!

- Just need to grab some typing programs
- Get down to learning QWERTY the *right* way!!

# Finger Placement

You type this key with the first (index) finger of your right hand.



Replay Placement

Next



Lesson

Report

Extra  
Practice

Safari  
Park

Brick  
Factory

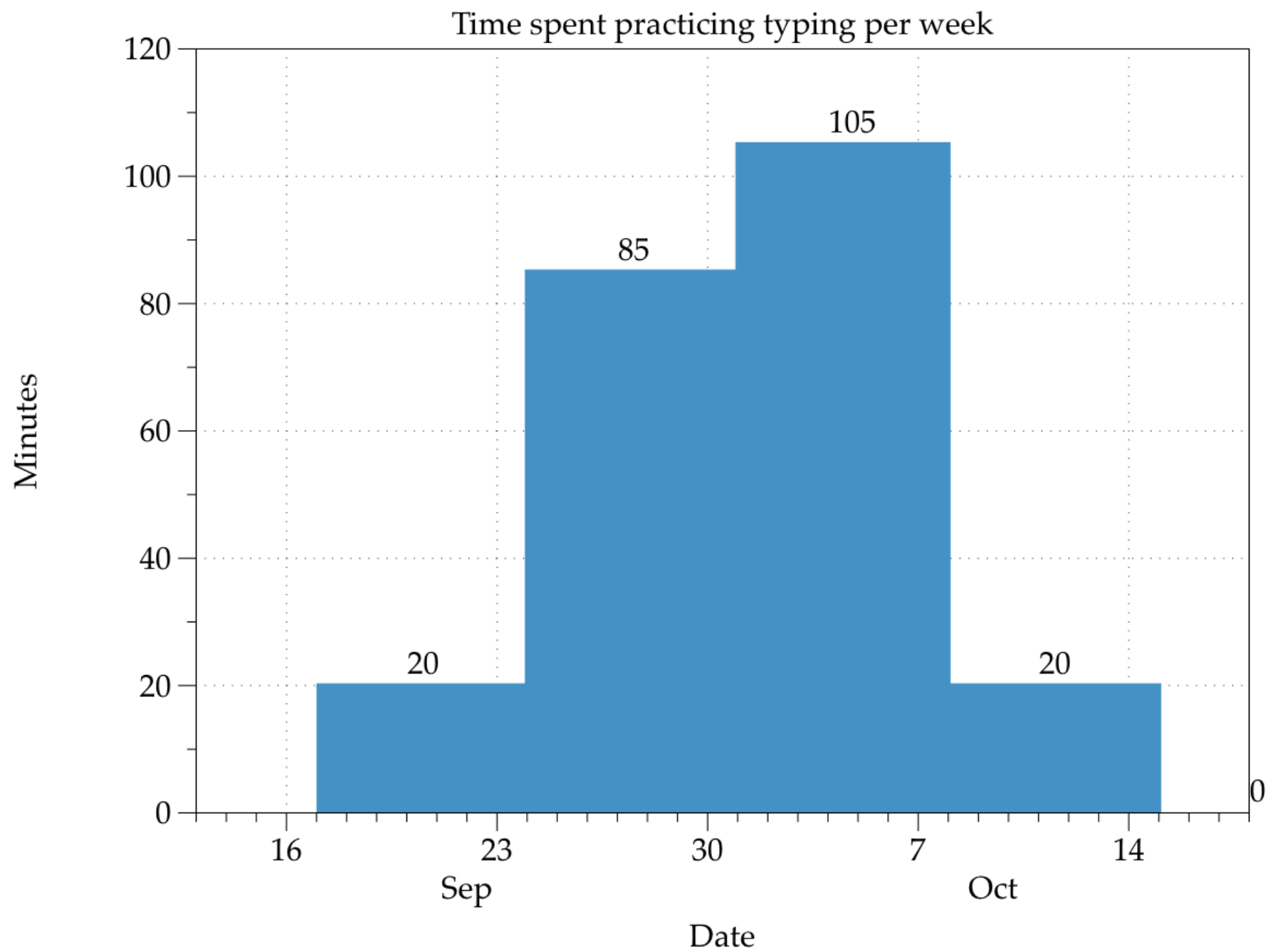
Options

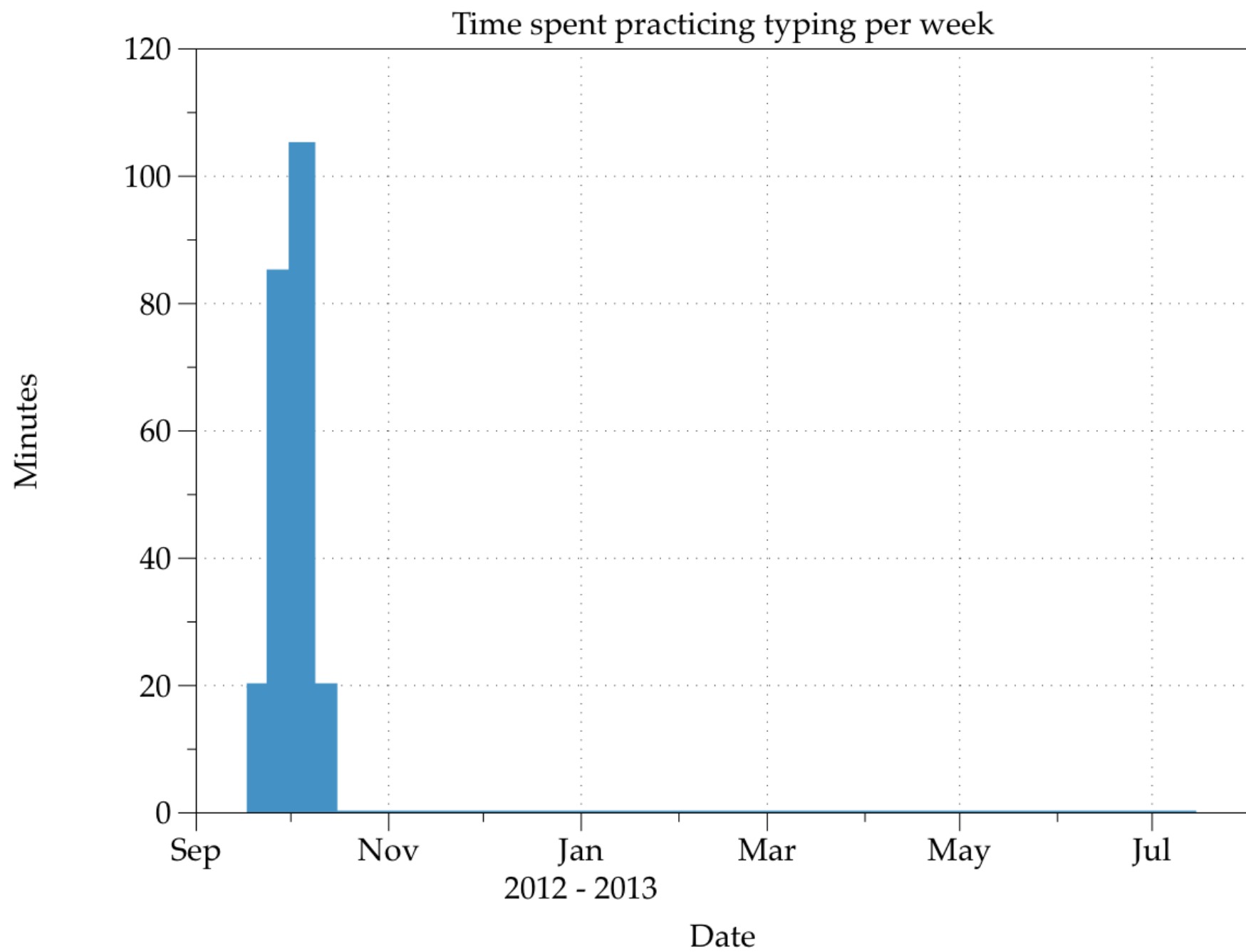
Help

Quit

Oh no....







## Under-motivation

- Didn't know how long it would take
- Relative size of advantage
- Hard practicing QWERTY *the right way* at night, then going back to old habits during the day

So what changed?

# The First 20 Hours

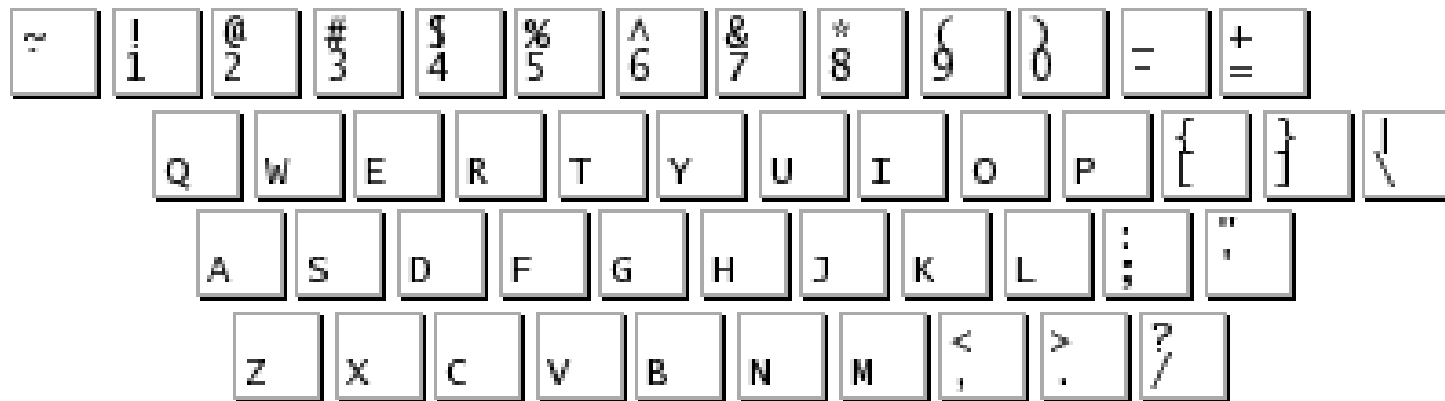


- Josh Kaufman, 2013
- <http://first20hours.com/>

## The First 20 Hours : Rapid Summary

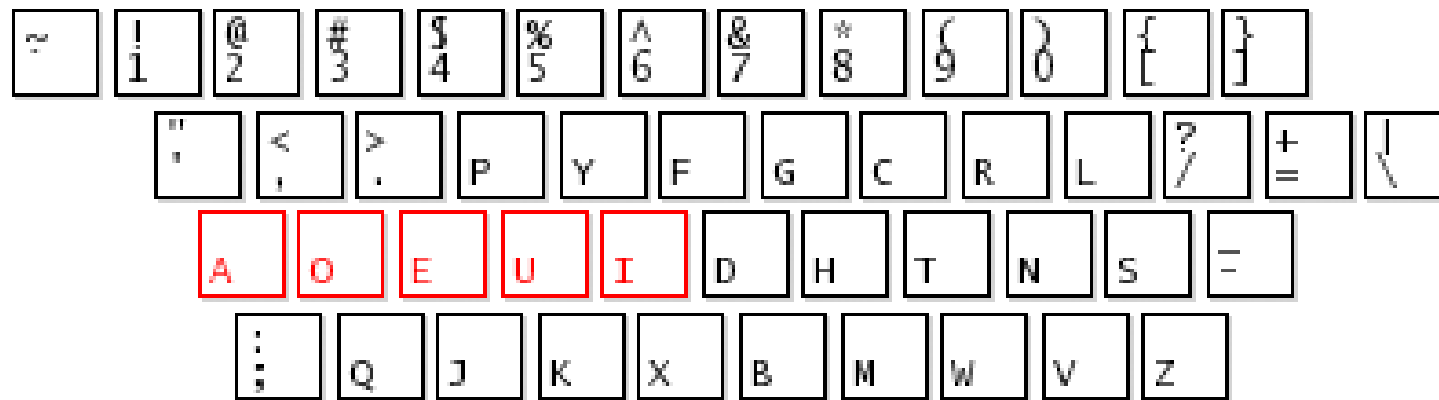
- Nearly any skill can be learnt to a useful degree in 20 hours
- A couple chapters of general how-to, then one chapter on each skill he learnt with his method
- One of these was on touchtyping... in 'Colemak'

# QWERTY



- “Slowly took over the world”, since 1872. Main design constraint: to stop typewriter key bars jamming.

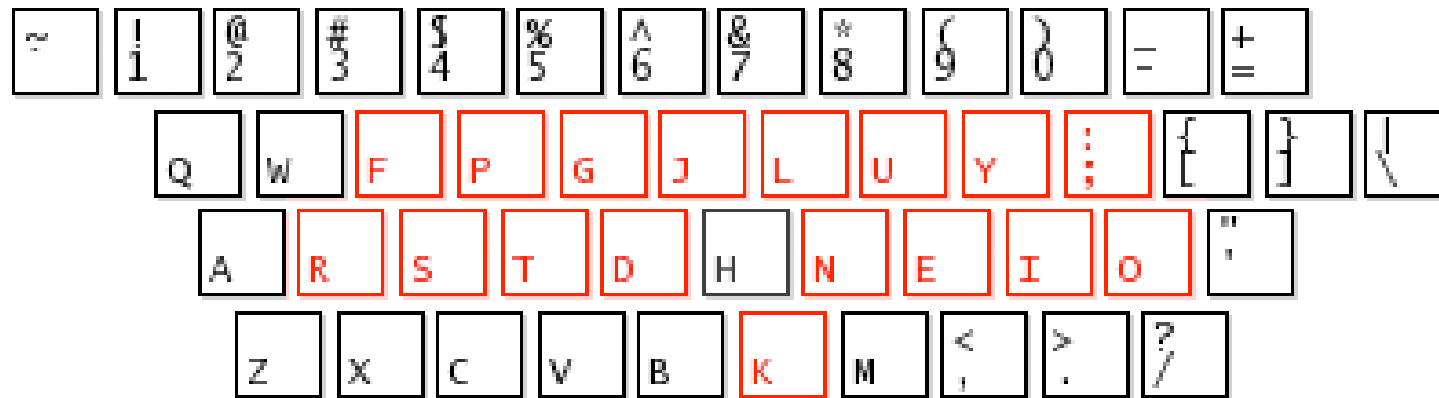
# DVORAK



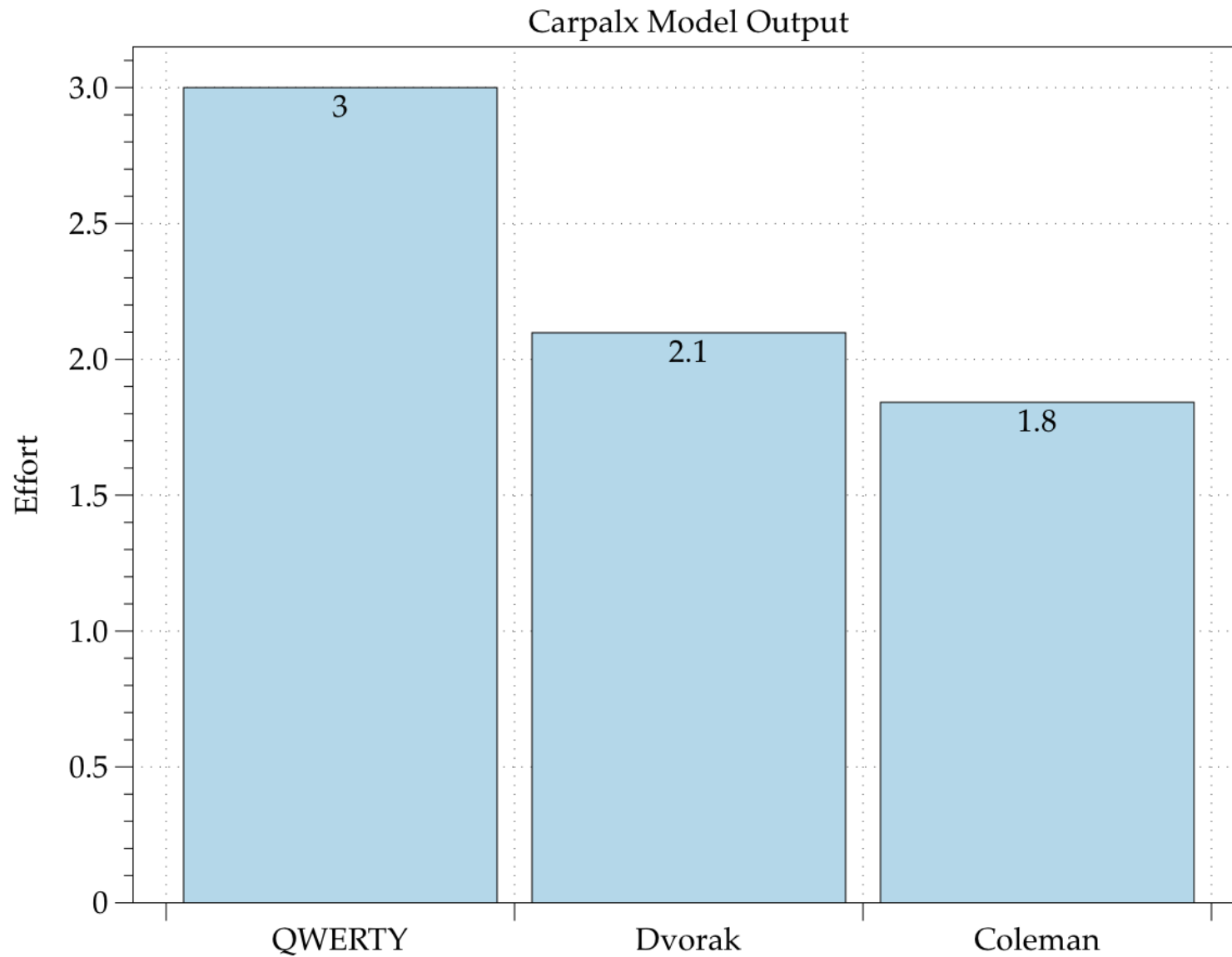
- 1932 attempt at optimisation. Relatively hard to learn.



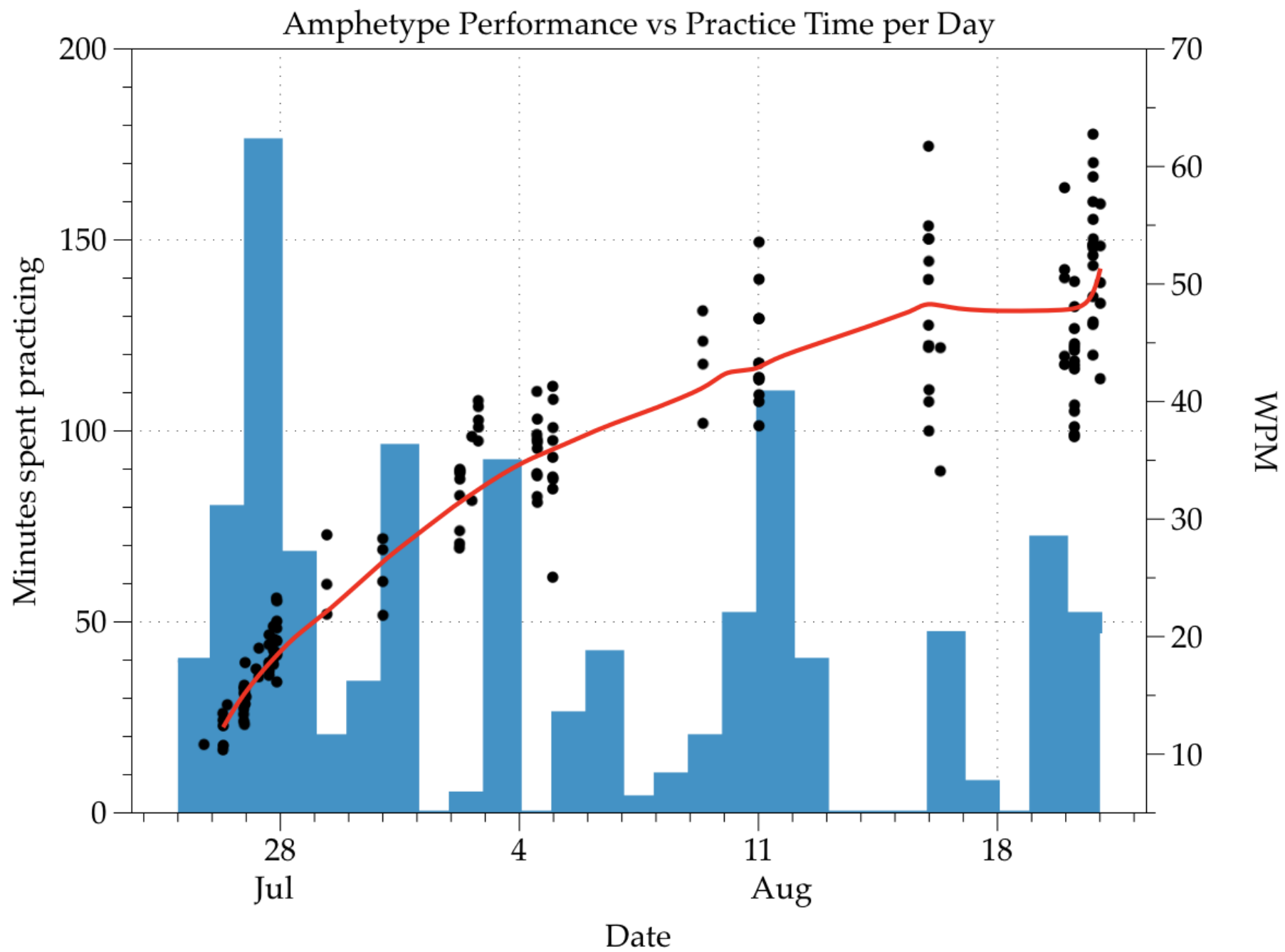
# Colemak



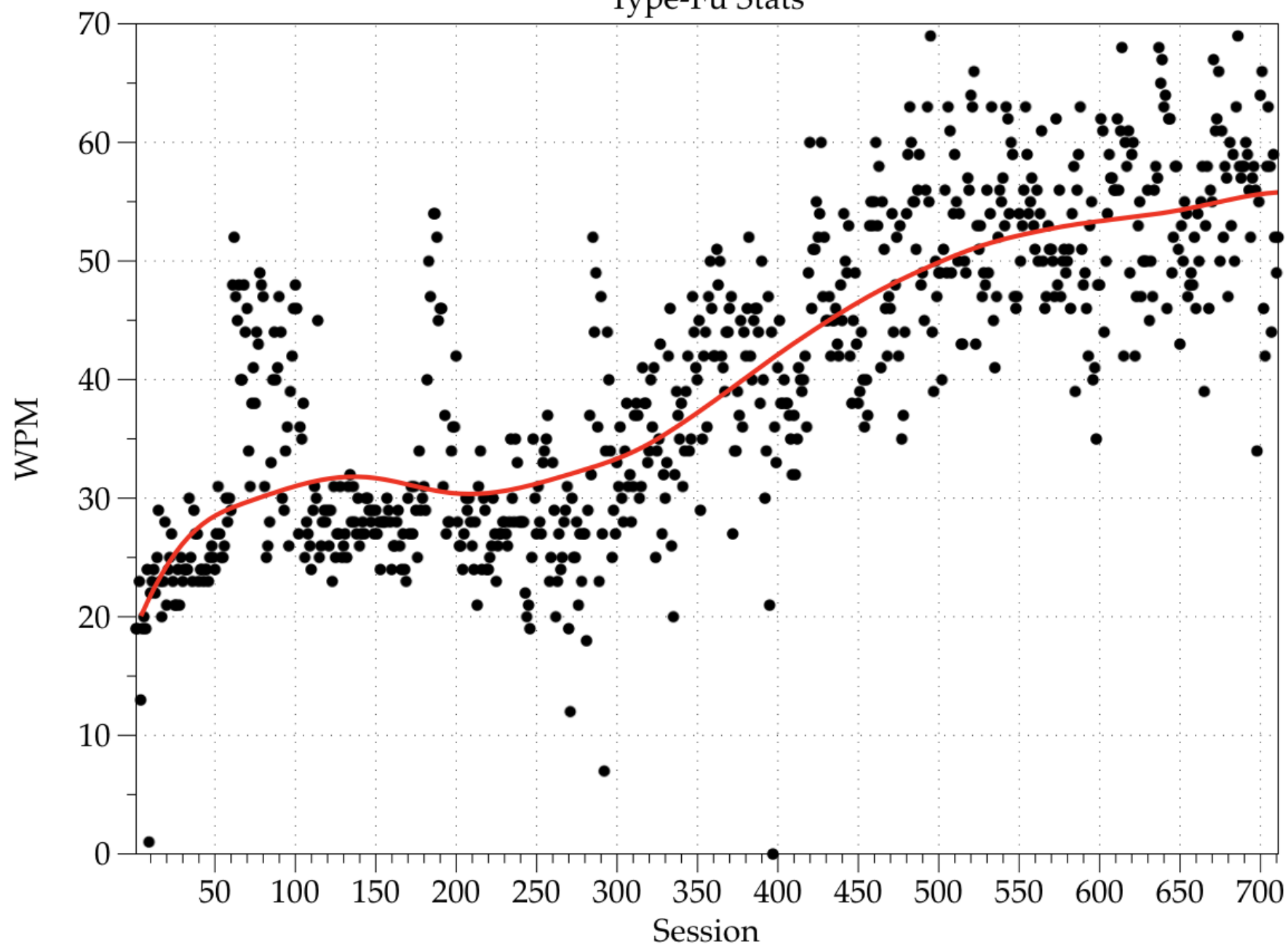
- Designed by a programmer with mathematical models. Split between ease of transition (Q,W,Z,X,C,V stay the same) and optimization.



Source: <http://mkweb.bcgsc.ca/carpalx/?colemak>



Type-Fu Stats



# Thank you

- Slides on GitHub - <http://is.gd/adamIsDaBomb>
- Email me - [me@adamj.eu](mailto:me@adamj.eu)