Fixing Tools Not Problems

AI Might Be the Helper We Need

Part 1 of 7: Remember How We Got

Here

User Experience vs Developer Reality

Nice Front Messy Back

⚙ We improved user interaction (touch > mouse).

⚙ Gen Z/Alpha expect **easy fast** experiences.

⚙ But the back part how we **actually build software** often stayed messy.

20+ Years Experience

Witnessing Recurring Problems

⚙ Decades building complex IoT AI Cloud & Autonomous tech.

⚙ Saw the **same problems** again and again.

Common Frustrations

Inefficiency Waste Complexity Confusion

⚙ We weren't **fast** or **efficient**.

⚙ We **wasted money**.

⚙ We made things **too complicated**.

⚙ Requirements were **confusing** from the start.

The High Cost

Failed Projects Lost Opportunities

⚙ Projects failed money was lost.

⚙ Jobs sometimes disappeared.

⚙ It was **deeply frustrating**.

A New Element Emerges

The AI Inflection Point

⚙ Now something new powerful AI (GenAI Agents maybe AGI).

⚙ This feels **fundamentally different**.

More Than Just a Tool

A Potential Catalyst for Change

⚙ It's not just another tool to add to the pile.

⚙ It could be a **real change** agent.

The Core Hope

Shifting Focus From Tools to Value

⚙ Can AI help us finally stop wasting time **fixing our tools**?

⚙ Can we focus instead on delivering what the **business and users need**?

The Series Purpose

Exploring the Journey and AI's Role

⚙ This series explores that journey of complexity.

⚙ And examines how AI might offer a **path forward**.

Looking Back To Look Forward

Understanding the Treadmill

⚙ To understand AI's potential we must first understand the past.

⚙ How did our tools evolve and create this friction?

Food For Thought

Introduction to the Treadmill Concept

⚙ Think about software development history as a treadmill.

⚙ Solving one problem often created another layer of complexity.

Next

Next The Treadmill Begins

⚙ Next up we'll detail the first steps on this 'Tool Treadmill'.

⚙ From raw control to libraries and managed languages.

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