

Over the course of this lecture I've seen recurring themes of perseverance and determination. A large portion of the information is a rehash of the same info I've heard for the last 16 years or so. It seems that information gets reworded and redistributed every year BUT, this lecture actually had something that a significant number of schools do not employ, context. As an aspiring game developer I found the college lecture extremely interesting and highly motivating and more than a little inspiring. To hear the opinion and history from someone who literally paved the way for modern VR and simulation was a truly humbling experience and I intend to recommend that video to subreddits and other social media groups that I am a part of. I think that the part that resonated the most with me is his determination to go up in the vomit comet. To see his determination to accomplish his childhood dream in the most capacity that he could to the extent that he would be willing to leave his career to do it reminds me of playing sega genesis late into saturday nights at my friends house and my current dilemma of wanted to become a full time developer and struggling to balance work, school, and my own personal studies into that field. It is difficult for me to focus on anything but the most minor of inconveniences and I know myself well enough to know that I am very easily disheartened from passion projects but his experiences show that where there's a will there is definitely a way.

From the second lecture I found it interesting that when pushed, children tend to achieve more than when they are scolded or rewarded for minor effort but I feel that the description is very one sided. As I previously stated, I am very easily disheartened despite my own personal belief that there is always something new and cool to learn and my tendency to jump into an interest with both feet lends heavily to this belief. But when you place yourself or someone else places you under significant stress those stressors need to be controlled and monitored fiercely or you will end up getting burned out on a subject. Learning new things should be a fun and exciting experience and that brings me to something I actually disliked about her talks and that was her seeming obsession with test scores and percentiles. The only measure of success that she seemed to review was how well students did in a competitive context and I don't believe that that is what is important. I feel that allowing an individual to be challenged in new ways based on their specific interests or deficits is far more important than raising a class testing average. As a nation we spend entirely too much time on standardized testing and attempting to compete with each other like we were rival companies trying to turn a better profit than each other in a never ending escalation. While I do feel that she was correct in that we should be more challenging with kids and individuals in general and working to correct the "fixed" mindset I feel that this should speak more to the fact that each student is an individual and needs to be addressed as such based on their needs.

My mindset quiz results were a 48 which is in the growth category and this wasn't too surprising to me because I am almost constantly trying new hobbies and learning new things. As for the Learning Style I was already aware that I am a tactile learner but I was surprised to learn that I was 20% Auditory, 30% Visual, and only 50% Tactile. I think in general it was (at least when I was still in middle school) assumed that you were one of the three and not a mixture and that has been kind of ingrained into my mentality but it definitely makes sense and a few puzzle pieces fit into place now. Going forward I think the only thing to do is to actively do the exercises and projects and instead of backtracking to hunt for the answers I need to master my "Google Fu."