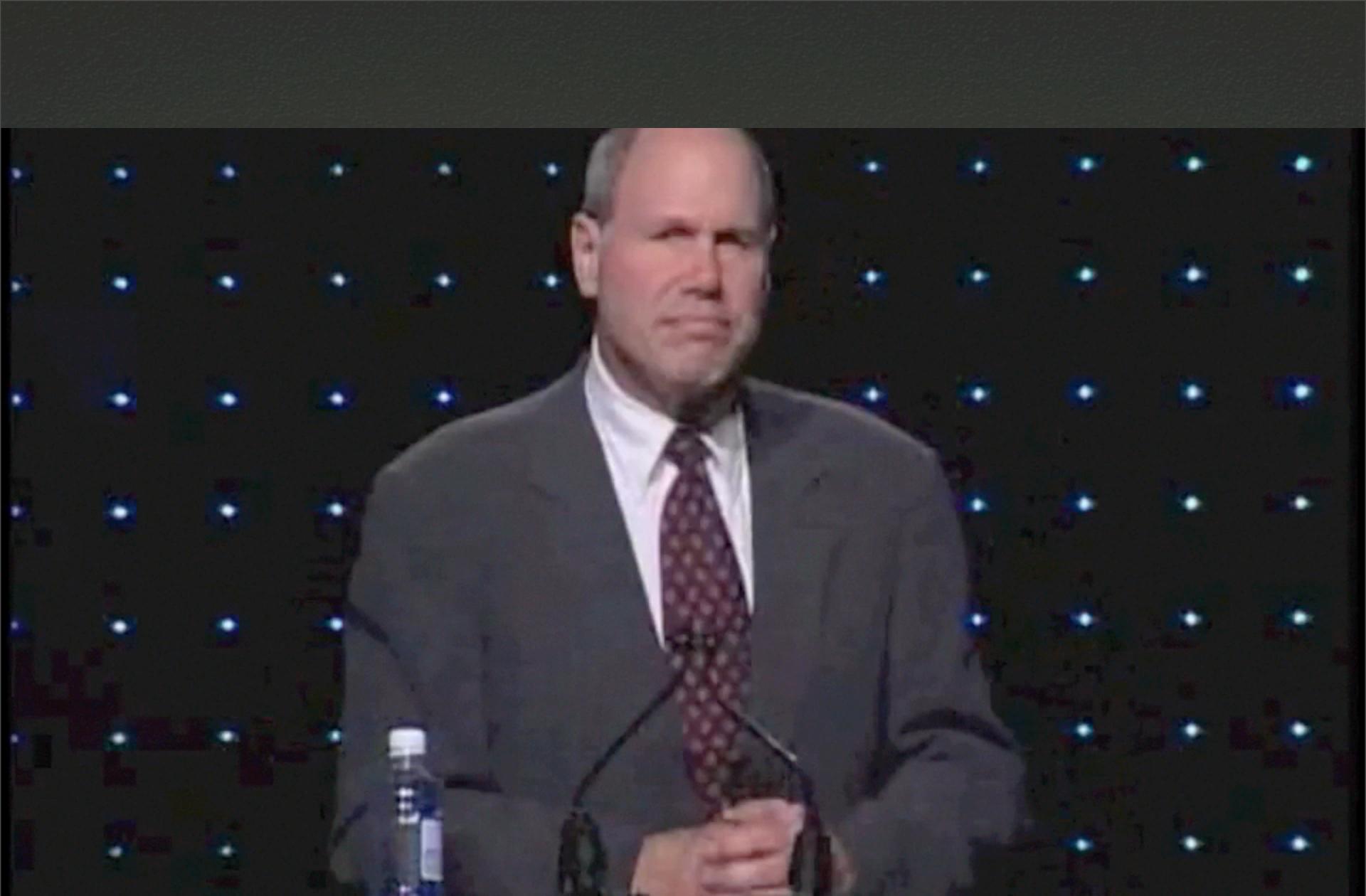


Creativity



Jared Howland





“Each pattern describes a problem which **occurs over and over** again in our environment, and then describes the **core of the solution** to that problem in such a way that you could use this solution a million times over **without doing it the same way twice.**”

Christopher Alexander

Design Patterns



❖ Name

❖ Conflict

❖ Resolution

❖ Use When

❖ Examples

❖ May Contain

“You Pick”



❖ Name

❖ Conflict

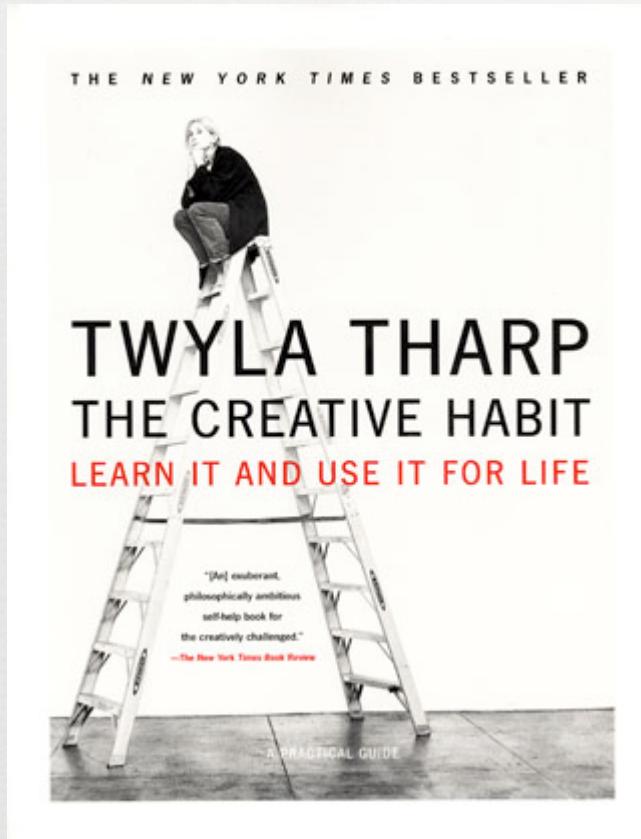
❖ Resolution

❖ Use When

❖ Examples

❖ May Contain

Über Patterns



- ❖ Want it
- ❖ Work
- ❖ Get better at this stuff
- ❖ Ubiquitous capture





Accept failure!