Notes on "Where Good Ideas Come From" by Steven Johnson

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The principles in the book:

- 1. The Adjacent Possible
- 2. Liquid Networks
- 3. The Slow Hunch
- 4. Serendipity
- 5. Error
- 6. Exaptation
- 7. Platforms

Johnson's recommendations:

Go for a walk, cultivate hunches; write everything down, but keep your folders messy; embrace serendipity; make generative mistakes; take on multiple hobbies; frequent coffeehouses and other liquid networks; follow the links; let others build on your ideas; borrow, recycle, reinvent. Build a tangled bank

He mostly built a theory, but didn't spend a long time trying to convince the reader of causality. That may or may not invalidate the recommendations to some degree.