Ten percent of thirty percent of the way to becoming a competent programmer is gone to the history books. This has been the longest, and the shortest week of my life. By that I mean that Monday seems a distant memory kept in the mind of another, but that time has flew by every day because of the amount of work and focus being put in.

The overall experience has been positive, in fact, maybe a little better than just positive. I have been really pleased with how things have been going so far. A lot of that comes from feeling confident and grasping all the material being thrown at me, so it may be a skewed bias. At the same time, there's nothing wrong with the staff wanting to build some confidence before the course gets more difficult.

The structure of the days keeps you moving, with facilitations, readings, challenges and other small meet-ups moving the day smoothly and giving a flow that keeps everyone from feeling bogged down. I have never felt bored, or felt I didn't know what I should be doing at any point during the day.

Launch Academy really focuses on the Dreyfus model of learning, which I was introduced to in Hunt's Pragmatic Thinking and Learning. It is apparent through this first week that they consciously try to teach to different learning types. I have always considered myself a kinesthetic learner, and that has pretty much but reinforced. The challenges are wehre I learn the most and have the most fun.

That being said, I am seeing the value in the reading and facilitations (facilitations is a Launch Academy word for lectures) in that I can recall things quicker after reading or hearing about it. In one mini - lecture, my Experience Engineer Adam was explaining git basics. The thing that stood out was that he was drawing these immaculate three-dimensional boxes on the whiteboard to show how git worked when you called commands. They were so good that I'll always remember them when I think of git, and by proxy, remember the lecture and the material presented.

The other big thing that has been a surprise is how much fun the challenges are. I rarely feel frustrated, and as someone who really likes puzzles it just seems like playing a game every day. We often get to work with a pair and that makes thing more fun as well.

That ultimately is the word. Fun. I have had some really enjoyable jobs in my life. I've been a tour guide in some of the world’s most beautiful places, I've tested video games and I’ve taught people how to snowboard. There's something that I like more in my, albeit, brief exposure to programming at Launch Academy. I always want the next challenge. I want to see what else I can build. If I’m away from a problem I want to go back and try something else rather than try to avoid it. The fear of not being able to do something, which I was really feeling before day one, has been easily crushed now by the fun in the challenge of trying.

Next week is supposed to be much more difficult, but as long as it’s a fun as this week, it’ll be great.