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Creative Coding: Growth Mindset Reflection Paper

All things are possible. The inspiration and provision to dream is huge. When you are young you have tons of dreams. As you age your dreams becomes less in number and smaller in grandeur. Throughout the video Randy’s long list of dreams and his life-long pursuit to reach them gave me the kick-in the but to be more mindful and enthusiastic in living rather than going from day to day.

In his speech, Randy provides tangible lessons and morals concerning how to approach living your dreams. Have something to bring to the table. The reference to football and practice without the ball is a lesson on the importance of fundamentals. Experience is what you get when you didn’t get what you wanted. The brick walls are there for a reason, they are not there to keep you out but to give you a chance to show you how bad you want something. Two examples of how to say “I don’t know” – be pleasant to each other.

How to scale getting students to pursue their dreams. The excitement to put on the creative end of semester show for an audiene who were then excited about experiencing it; showing people how to make other people excited is a great gift. If the development teams were standing close to each other and had bonded the VR world would usually be good. A good gift is to teach people how to become self-reflective. Randy further scaled his goal through the launch of Alice.

My growth mindset has improved when I decided to go back to school and get a degree in application development. My previous degree was in liberal arts and I did use to say I wasn’t good at “computer things”. However, I have been slowly improving in a number of the domains of computers including programming, hardware, networking, databases, and design. I decided from the start to be kind to myself in the sense that I would continue with the application no matter how good or bad I do in the classes.