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# 1. 2014

## 1.1 February

### **A Nothing Person, A Thursday Person, A Friday Person? (2014-02-10 05:55)**

Hello Everybody. So today I am going to talk about an unorthodox dream I saw that can be an insight to anyone. It fits very well in the software development career. However, it can go beyond any career that brings big impact to the world.

So what I saw and what I remember for the most part is just a CEO of a big IT company with no name, no face. I guess all my dreams either have an effect of prosopagnosia or my imagination does not like to shape details. Either way, it turns out that some of the modes of my brain are turned off when I dream, making the scene of my dreams look all abstract and full of mystery.

Seriously, I do not know if he works as CEO or just being a crazy nut unemployed saying random rants. I just generalized him to be an IT CEO based on his form and content of speech. What he is and what he works though is irrelevant to the main message of this dream. What matters is just the content of the speech.

For the scene, I can only talk about the inside of the building as I did not look outside. It was a double digit story building with windows that take place all over the wall and the floors being full of thin carpet. The rooms in the buildings were huge like entire halls and many tables made out of wood in the center. Many people sit on those tables problem solving stuff. The environment was quiet and each worker was focused on their tasks. Some would talk to their other worker that is on the other side of the same table quietly to discuss some of their problem solving ideas.

Most of the dream was focused about a guy giving a speech of wisdom. I generalized him to be a CEO of an IT industry. In the full length of the dream, I did not said anything out of my mouth. I was just an observer and always followed him listening to his speech.

I do not remember most of the content of the speech. I remember the most that struck me though through the end of the dream. Imagine the guy talking to me in the scene I described standing in front of me. Imagine this guy sitting in the end on a carpet floor with his back sitting on a wall, his papers lying on the floor on the side of him (I presume he was holding those papers on his hand when he was standing in front of me, but I never saw them as I was looking at him face to face), and the tables with workers being near him. And imagine he said these through the conversation I am just going to paraphrase (some of his talking was when he was standing and some was when he sat on the floor carpet at the end):

<While standing>

This work is very rewarding and challenging at the same time. But not all people can work on this type of job. Some people excel at what they do while some other do adequately fine. Some people are Thursdays, some people are Fridays. Either way, they are both useful, but its what Friday people make the most value at our company.

<When sitting down>

But you see, what does it need to take to become a Friday person or even a Thursday person to some degree? Well, you have a lot of other papers like these lying around: Your relatives, your other revolutionary ideas, meetings, and other stuff that seem important to you but at the sacrifice of your work performance. Well these papers

<Tears those papers>

Are a big distraction for becoming a Friday Person. Maybe not so much for a Thursday person, but definitely for a

Friday Person.  
<End of Dream>

Seriously, you do not need to have a dream like this to find an insight like this. Some people just do the minimum requirements of the job. Others just focus on bringing results to the table. While others devote most of their time on the work to bring faster results and become better at what they are. We all have a variation of those 3 at some point of our life, but most of us will usually have a tendency to stay more in one of those three points.

You can tell what path you are right now. You are already making a path to yourself right now with your actions today. However, a decision whether to stay this path or change this path is very hard to do. Notice, that if you do not change path, you will still contemplate yourself whether this path you currently are is the best out of you. For most of us, you will most likely be in a borderline path if you didn't plan from the scratch what path you want to be in. A borderline path is a path where you are somewhere in between two of the three points mentioned above. For your workforce, it will always look like you are on a transition going on the next ladder, but for you, you may also be thinking of going backwards too.

Like when making a decision for a project plan, you have to sacrifice something in the expense of another component: money, resources, time. For life, it can be applied the same: Job And Personal. How do Friday people exist then? They definitely place the personal part in their job. Does it work? Yes it works. But does it represents individuality? That is the problem, a main challenge working your whole dedication to a company is losing your individuality to some extent. If you are a Thursday person, then it is more easier to attain individuality. But for a Friday person, it is more harder.

Let me explain. If you do not want to read about individuality, you can skip this paragraph. The main objective of a job is satisfying customers. Your clients, the whole world on what it needs and wants come to attention and you have to solve them. If your responsibility is big and you are at stake of thousand people rendering the service at you, you cannot say this X is more important than Y because I like X more. Instead, you will always have to follow Y when people want Y more and X when people want X more. In other words, your individuality has been replaced to the external wants and needs of society. Acting upon the external wants and needs of society makes you a person of them subconsciously as you enact the same acts of their needs and wants repeatedly over and over again. I am more of a believer of what you do is what you are than what you think is what you are because an act has a more strong presence that your body will have hard time to deny. It is okay to share your own body to be an external part of society, but is the ultimate goal to not have an individuality to ourselves and be instead a part of the whole society? I can be sure that Friday people will have some individuality, but some of it will definitely be sacrificed at the expense of the job. So is really the choices Job and Personal? Or is it Job or Individuality? I think the latter makes more sense. You can always make your job personal, but only through personal external objective ways, but not to your personal internal feeling ways as most job cultures and stakeholders visions do not work that way. If you work less, you have more individuality, but less of value to society? If you work more, you have more value to society, but less individuality? I cannot think of anything else, there must be a sacrifice, the same way when you plan a project. Is there time component like when you plan a project? Our time is usually finite so we cannot expand it or shrink it so that is why it is out of our calculations. However, you can still use it if you want to think for a smaller scope of your life. You can say "for the next 5 years, I want to accomplish this and this and this, how much should I dedicate to my individuality and how much on my job". In any case, those papers on the dream are part of your individuality. It may be papers of what you really want to do which does not take place in the vision of most society will accept these days, it may be people that really want to contact you and have some personal experiences without any strings attached to business partnerships, business plans, sales. It is the individuality of you that makes unique that only few people will know and most society will not notice. But like my dream I saw, we place more emphasis to be part of a whole society than having our own individuality. The creativity today we have is not driven by our own personal desires, but always filtered and limited to the upbringing of society to a better place. It is a fact that if we did not have put so much attention to such creativity, we would never have achieved the society that we are now. We would have been

stuck today at the pace where only light bulbs exist and televisions have not come yet. Ideas right now are more of a "What if I invent X where I can make \$X amount of money" or "What if I invent X where I can help/save X amount of people". This is nothing terrible wrong, it is in fact, a personal success to our species to evolve our thinking in such way. However, although we bring a better place for our current generation and next generation, what do we feel for ourselves in the first place? Is it possible for humans to suppress those feelings we lived in childhood where we thought our whole world was just me and explore the world with a childhood erased? We spend so much of our time doing objective stuff than the subjective stuff. Subjective processing has a different language than the language objective processing has. When you do not speak a language for very long, you start to forget how to talk with it. And when you forget how to talk to it, you become dysfunctional communicating with it and you either talk on that language very little or nothing to it. Once we suppress our individuality for long, there will be no need to suppress it anymore. At that point, our individuality, even if it wants to talk, it won't express it correctly or will not know what it wants for itself. It will be a laughing stock. At that point, our individuality at its own will suppress itself from embarrassment. Of course, you can learn your individuality again the same way you learn a new language. But that needs time and environment where individuality is emphasized. In this world environment, that is almost impossible to find and the only times you can develop your individuality is through your childhood and early stages of your life.

Okay, so if you did not read that long paragraph about individuality, all you need to know is that those papers represent individuality. For most people, individuality is restricted and limited. For those that have individuality, I expect the people itself make less money, organizations that employ those people make less money, but individuality being retained. It is like that story where you can make an affordable life by having less of what you need (Do you need to be valued in society? Do you need that expensive house or car? Etc.)

Now the people who are Fridays. You have to give up most of your individuality. There is no real straight shortcuts to this. You can still be happy in your job, your personal self will be fulfilled, but that drive is driven by society itself, not by your own self. To be responsible to such position, you have to remove any distractions and devote most of the time to your job.

Why all people do not become Fridays?

- For safety, they like to diversify. If the job fails, at least have a backup plan. For instance, person X can make his hobby a part time job or his happiness can be fulfilled not only by his job, but through family, friends, relationships. So if he loses his job, he will not be depressed so much as that is not the only thing he invested his whole life for.
- They have other responsibilities besides their job. So they may have been a Friday person before. Or they may have been working contract jobs instead of a full time job always learning the new and fascinating. Now you have a family. Now there are children. Now there are health issues being old. Are you going to ignore those for the sake of the job or not? Most will not ignore it and will have to move on in a more easier position.
- Their individuality is important. Those people will never become Fridays. They will only become Fridays when their individuality matches with the society view, but when that match gets aligned off, they will be back being the Thursday person.
- Many other reasons.

So really, what are Thursday and what are Friday?

I tried to google Thursday and Friday and these is what I found

- This I did not know. There is a saying in the urban dictionary of the term "Thirsty Thursday". Usually, in universities, students do not have class on Friday. So the Thursday for them is like the last day of school. Then they have free time on Friday, Saturday, Sunday. You can assume that Thursday people just work until Thursday and party late night. But

Friday people work even on Fridays even when there is no school at that time while the Thursday people may be having a hangover on that day or something. It also refers that these people were not just committed after entering the work force, but also before entering the work force, such in the college/university environment.

- In workplace terms, Thursday people may take Thursday to work late at night as that is maybe the maximum peak of an employee after hitting the rubber from Monday to Wednesday. For Thursday people, maybe Friday is just a day to take it easy cause the weekends come soon? For Friday people, they work their best everyday , even on Friday? In any case, I guess you get the point.

What are people that are nothing?

Not all people can do a specific thing. Some talented are this and some talented on that. It is best to know that before it is too late as life is too short. I can't think someone being happy on a job they are treated as nothing. When I mean nothing, not the attitude of your co workers, but the real results of your work. Because as long as you bring some good results on the table, some one at least will be able to appreciate it, that appreciation may just not be in your work environment, but somewhere else there will always be. In any case, if you are nothing on a specific part of a job, it is good to find a job where you can be a Thursday person. In some sense, half of your life contributing to society, and another half to your individuality, will make you less dysfunction on your overall being.

Try to know the consequences of a Friday person. Know that a Friday person may look like you are better than a Thursday person, but in fact reality, only through one perspective side of view. There are so many dimensions to explore in life with that sometimes it is good to look on all of them.

Related to Software Development?

This is very related to software development as our career does a very big impact to the rest of the world. Before placing ourselves to the "who is who that advanced the technology of our world for a better place", know that you also have a life that it lives itself, and make wise decision with no regrets later on what you are going to express more? More to your individuality and less to society, more to society and less to your individuality, or being in equal terms. Note that in this society , especially capitalism and all developed nations have crated a society where each individual goal should strive more on the benefits of society than individuality for the most time hours of your life. Before when people lived in farms, where people had to co-exist with families in order to survive, individuality was more framed at that time. Of course, such focus that existed for a thousand or millions of years had little to no progression of innovation and better practices of lifestyle to the well being of whole society. However, now we are addicted and hyped to what the next big thing we will see in society, that we put ourselves with a lifestyle of depression and in denial of it, some not being able to cope with it and taking anti depressive drugs, divorce rates always high as usual (which did not happen so much in the past), and the list goes on.

I think for any software developer that has a career path ahead of their head and are a very early stage of their life, this is more important to think first before what size of company you will work at and what work culture you want to live in. More or less, these jobs require you to work all day, some of which can take up to 60 hours per week.

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### **Testing is for Supper (2014-02-10 13:13)**

Testing is for Supper.

What does it mean? Well, most books state, although this is theoretical and not very precise, that in order to complete an average project there is 10 % Requirements, 25 % Design, 40 % Development, 20 % Test, 5 % Deploy-



ment. A third chunk of the pie is analyzing, creating a design and documenting. That is the breakfast. The most important meal of your life. Without breakfast, where will your rest of your energy come from? More than a third chunk of the pie is development. Notice that development is almost the same time you create those designs. And last but not least, a quarter of the pie goes to testing and deploying your source code to live production.

Okay, so we got the gist of that. They have been written in books for a reason. To be followed. I have seen so many upper management broken this rule several times due to impatience and are only result oriented. The same drive where the big bubble in 2000 happened due to the people orientation of only short term than long term pursuits, it still exists today keeping many companies stagnant and frozen without being able to move up the ladder. It is more like they see an illusion they are moving up with the ladder but in reality all they do is running circles because they cannot think the long term value of the company.

The first thing that surprises me a lot is the amount of testing that have been done. Many managers think testing on projects that require maintenance should take more than 50 % of the time (So how much really? Around 70-80 % of the time). That will only happen if the previous parts failed horribly. What I like about Americans is how fool they are always. If it works, we say just patch it, instead of fixing the source of the issue. Why would we not fix the main issue? The reason is simple. It would take a lot amount of time. Nobody can stand up with time. So if a patch is 10 times faster than fixing the main issue, who cannot be tempted to get the same results for 90 % the price off? Little do they know they will have to do 50 fix patches in the next 10 years that they will never notice. The return of investment for a fixing the main issue is 5 times cheaper, yet people prefer to pay interest 5 times the original for faster results, because for now it almost feels like they are almost getting it for free. It is so tempting like a slice of ice cream chocolate cake if you have ever eaten one. Doing this once in a while is fine or if you have many resources then its not an issue either. But for middle companies or companies that do often, that is definitely a red flag.

Okay, so let us go in more detail to this.

How do testing become 70-80 %?

They do Design 1-5 %. Seriously, some can even have 0-1 %.

Then since the design is so simple, the implementation is so easy. Design does not have case scenarios of what else could go wrong if this code is added. Design does not have literally all the info the client wants because it was not looked thoroughly. Since the design is not so complicated and not full comprehensive, it is hard to check if your code really works to say in fact it is implemented well. So then the time it takes to implement is very fast , let us say 15 %. Then testing comes and it becomes 70-80 % because of the poor design.

Now a proper project will be like this.

They do Design 25-30 %. It is full comprehensive and all or most of the scenarios are pin pointed out. Note that the design can come in any other phases of the development life cycle, such as implementation , especially in the alignment of the implementation with the design requirements. New requirements can come from it and more time allocated to design and implementation will be required. After design is complete, you have 40 % implementation. Sometimes it can be 50 % if the requirements are too long or 30 % if the requirements are small. In any case, within the implementation you also do code review with the requirements. For some people, they call this "testing", but in fact is still implementation. There is a practice that many do not follow the code review and only implement without looking the requirements, which can create the opportunity of fixing bugs and issues and a more robust and comprehensive implemented design. If they trim that part within the implementation and make the implementation be 15-20 %, then of course testing will be 40 % but not likely numbers large as 70 %. If all is done correctly, testing will be 20 %. When is testing done? Testing is done only when you have a fresh mind, a fresh perspective. You cannot on the same day fix issues of your program you are too familiar and attached that you cannot be objective with it. Testing comes when a user finds an issue that does not require new features to be

added. That will be your 2nd or 3rd revision of your code and you will spend 20 % of your time fixing those bugs and making your code more comprehensible and clean. Some people think that immediately after implementation, there is testing. For me, I cannot think testing can be done without a pair of fresh eyes. For testing to be the most productive, it should bring results. As long there is not a lot of bugs in your program, it is okay to fix only the issues the user finds and do some special revisions as long it takes 20 % of the time of your overall project. If it starts to take more than 20 % of your time, it is time to redesign and restructure your program with a better design. Do not worry about it if that takes a long of time unless you think that the issue you just fixed will not come up again next time.

So what bad is it if 70-80 % of the time is testing? The reason is simple. Many say it is 70-80 % of the time. But most people say it takes forever. If it is forever, how much time is it compared to developing a normal project with proper design , implementation and testing? I assure you it will be 5 times less over the span of 10 years. It is very hard to notice for managers that have low temper and get tempted to instant gratification of results. If projects are of small scale then this will not be problem. Usually though, most projects have been of big scale, either because bartering with clients and customers are not done correctly, creating a surplus of requirements that may not be need it, or in fact the project is of big scale and its structure cannot be simplified without documenting and design and breaking it up in small pieces. Many people are in denial of their project of being in big scale and have wrong expectations.

Good managers for projects

- Will be very good at negotiating with clients about what the real requirements are and able to articulate them well. They will focus more about bringing more long term results to the customer than just short term satisfaction. Their priority will be more about the life of the program instead of how much they can monetize through its current assets.
- Will gain satisfaction from the long term effects from the company than the short term effects from the company. Will require patience, low temper and be able to have the vision and insight to act in the manner of scolding for people who bring short term results that are positive, but negative in the long term and praising the long term results that are positive, but can be negative in the short term.

So design is for breakfast, Implementation is for lunch, Testing is for supper.

Agile Development, Waterfall development, and other development methods, yes, they all have some differences. But in the end, they all are the same, just done in different amounts, done either simultaneously or linear, but the proportion ratio of each phase usually does not change by much.

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## 1.2 March

### When things go out of haywire in companies (2014-03-28 12:38)

All companies can lose in touch with how they started up as and follow in a direction that is different from the original. When a company becomes successful and it becomes a "hit", it can start up to be of moderate size and stable to sufficiently exist in the business environment in this world instead of being a failure and hitting off to the ditch. At that stage, a big importance is set, and rightfully so, to maintaining revenue in, getting new customers and retaining the relationships of customers to the ideals of making them loyal and full trust of the company. However, if too much priority and focus is set on those goals, it becomes not an X company or a Y company with its own amazing stuff and

innovations that made everyone hold interest, but instead just a money printing factory where the main purpose of people working there is only for getting their pay check. We know how that falls through. If the only motivation for rendering service or a product is money or gaining customers, then the freedom how to form a product and service rendered is set on a low priority if it conflicts with the current present cash flow (if it injects less money on the short term, then just forget it!).

This is one of the main problems a company can be out of touch with the main interest it was driven before. All companies did not started their motivation out of money. Instead, they did not know if they would be successful in the first place. At that point, main interest of the company was to create a product they liked and hopefully a customer to reach and like it too (when you start, most likely you have no connection to any client at all). However, if the company becomes stable, this motivation can be drifted off and be replaced with how to generate more money.

It has been referenced in many books, although I do not have the sources to provide here now, that if an employee main interest is money and not the job he is doing, most likely his persistence on his work will not keep up (as money is not a strong motivational tool). That is the main reason a person will look for another job or change his own perception of the job. However, we can turn this theory around. What if the main interest of the job is not money for the employee, but management or the cultural norm of the organization is money in the end? If management and cultural norm has a strong influence under the organization where the employee gets distracted, out of focus, disoriented to the interest of the job out of his job and not for the money, then the effects will be the same.

In other words, blame should be set to the cultural norm and management. If the cultural norm and management cannot be changed, it should not bring a lot of influence on it. However, since management and cultural norms are where all decisions are done in the end, it is hard to see how it can stop its influence. So whose blame is it? The employee or the management/cultural environment? That can be determined in what scale the effect takes in size. If the scale is small, then it must have been only one employee or two was not interested on the job and left the company to a job he really liked. If the scale is large, then you will not only see many people who resign the job, but projects that are not to the best standard quality due to the loss of motivation of doing the best project. In addition, many people who would resign the job will not and remain to the company loyal, either because they have hopes the cultural organization or management will give up space/privileges/incentives/compensation/encouragement to the better quality of the product and service instead of just the monetization and short term pursuits of keeping the customers happy. Others will still remain to the company if they have very high confidence where the influence of management and cultural environment does not affect them. That is to do what management asks them to do which is praised while doing some other stuff that improves the product and service which management will not notice. Unfortunately, this will not work effectively well as: A. This will need more allocation of time (working overtime). B. Not all people have high confidence and a mindset like that, so it may work for said employee A, but for the rest it will most likely will not work.

Because of the two reasons mentioned bellow, most people who work there will do tasks that are related only for the short term revenue of the company without giving some time to themselves occupied to the their main interest of the work due to not having enough time (people want leisure time or business with their family) and cannot retain confidence under strong influence.

We talked about confidence. Many think confidence as only the skills you have to make the job done. That is true. However, confidence is also aligning itself with your own persistence. Persistence is the main interest of the job. If persistence falls due to the influence of management and cultural environment, then confidence, no matter how strong it is, it will fall down. Think of persistence and confidence to go along together as pair and if one falls the other falls too (like a domino effect).

So in conclusion:

Money, sales, customers are very important! However, if the direction is only that, then there is no different than working on jobs with high turn over rate like supermarket stores. Looking at how the size of the effect is (is it big?) and its distinguished effects (is there a higher than the average rate where people work there even with low persistence?), you can tell if the blame is the management or the employee itself. You can ask these questions itself (if answered yes, it means there is low priority on the quality of the company's assets)

- Do most of the time on your organization, employees or management attitude is to have no time to talk the structure and the elements of the project due they have allocated all of their time on rendering services or implementing projects as they are as fast they can to the customer?
- Do most of the time on your organization, employees or management talk more about any topic related to the sales and revenue to the company instead of trying to find out how the project structure and behaviour should be by taking notes and documenting it somewhere in the end for a point of reference?
- When an issue arises, do focus comes more on how to handle the tasks and who was responsible for it with the only focus of fixing the problem (this may be okay if it only happens one time) instead of finding a "plan of action" how to prevent this issue by either a better method of code review and revising or a redesign of the structure of code.

There are more than those 3 points of course, but those are the essential ones I could think of.

Basically, point 1 should be a skill management has and should be communicated to technical people as much as it can. When there is initiative of technical people in asking questions regarding to the project, it shows a great persistence of the person itself, regardless if his confidence is low or high on whether it can implement the project or not. This is the right mindset and time should be allocated on understanding the structure of the project. If management does not know the structure of the project, it shows the focus and habits of the organization where more focused to the short term pursuits of fast customer service and monetization. This is bad in the long term and it is very hard to fix once those lines of communication with the client have been established that way. The client's expectations will want the service rendered the same way as before, rendering pain if it is not consistent. Those we call them as habits. And the only way to break habits is to endure pain for a long time until the habit gets destroyed. If you ever stopped smoking, you know how hard and how painful and how long it takes to break the habit. Customers having to endure pain for so long in actual life will not tolerate and immediately leave to buy the same product or service from another company. In these cases, the company has to make a dramatic change to its organizational culture. Otherwise, it is not management that does not want to really help others. It is the intolerance of clients if management does not render its services fast, they will leave to another company to get the same service. However, the source or the cause of how it all started may have been from the cultural organization itself by pleasing customers too much. On the other hand, the intolerance of customers can become so much, that even management itself will not have enough time to even understand how the structure of the project is. What can management provide to others if management itself does not have a full comprehension of it?

Point 2 can come because of the humiliation or shame of point 1. It can be to the point that the project has become so complex, nobody wants to talk about it as they will lose confidence if what they express is completely wrong. To counter that, discussion will be done on stuff that are easy to be confident to express. The lack of point 2 is very essential. There should be somewhere where everything is documented and written so not a lot of "Point 1" happens. Most of the stuff will be in the documentation and that documentation should be updated for every discussion being made so there is no need to have a lot of "Point 1". Those "Point 1" can be discussed also to be placed in documentation as well. Basically, fixing point 1 and 2 improves the persistence of the employee. Main interest becomes the product or service in all the cultural organization and management.

Point 3 is the last point. It is the confidence of the technical people. This is the stage where the technical people have to do their part to the management people. They have to tell all the technical details of how the project is implemented. They will also have to find better practices on making the software of better quality. If the employee who works there really works there for the love of the job, then this will not be an issue, and his technical skill will improve over time. However, this technical skill will become stagnant if persistence is frozen. If Point 1 and Point 2 is not met, then the persistence of people will become frozen. Ergo, their confidence will crumble from a domino effect. No matter how skilful the people are, mistakes and poor quality code and practices will exist due to the low interest of the project. It will look like the people there work like they want really another job, but in reality they hope the cultural organization will realize for giving too much restrictions on the ability to access and comprehend the full structure of the project. In addition, they will go to that "emergency mode". Because existing projects do not have any solid structure or management disinterest to provide a better and informative solid structure to implement, employees will try to persuade management for new projects which will force management to give some solid structure and employee's hope to make a better practice with the management to make it "right this time". Unfortunately, this is wishful thinking for the satisfaction of the short term and it will not work unless the management and cultural organization change the perception of setting better priorities and accommodations to the project. Otherwise, in the long term, it will turn out like the rest of the projects, and there will be more projects with the same issues.

The end of the story is?

Persistence is a very important thing and it comes first. Persistence out of money is a pursuit that will not satisfy the ego human itself and will turn in a mid life crisis. That is why employees change jobs if they don't like the current job if that current job they worked was out of money. They can get the same amount of money if they worked on another job or they could always get a low pay and get the same income as their last job as they improve their skills. Skills improve dramatically with high persistence where skills become stagnant with no persistence. Persistence can withdraw out of management and cultural organization. For example, an employee that "really likes" the job can retain in that organizational position with poor results in either performance or quality due to the cause of the organization creating an environment that withdraws persistence out of employees. Employee has less motivation to that result to improve the skills to the maximum extent. And without good skills, confidence of the employee will become low due to the future expectations of the employee knows his skills will not improve dramatically and its current skills are not the greatest of assets to the company's organization.

There are people with very strong confidence that can get away from this problem. One way is due to the cultural norm of the country, such as the united states and other developed nations, enforce people to embrace confidence. However, the real personality of the individual strongest asset may not be its confidence, yet still holds confidence because the culture learned him to embrace it, either from family backgrounds and the working environment. However, that shrinks the individuality of the person itself, to embrace a culture over his own identity. Some people where their culture do not match their identity seek other continents to move where their culture matches and so on. On the other hand, some already attain confidence from their own personality. They embrace so much confidence, that persistence will be driven without the influence of others. Either way, there is a problem if the only people who work in an organization only embrace confidence. There is a lack of diversity and that lack will limit the growth of the organization to new opportunities as they will not attain the whole big picture of their surroundings.

We also saw 3 points that can make a cultural organization diminish the persistence of employees to work the maximum extent possible to what they love to do. Point 1 is the critical one where the relationship with the client is so strong, so big, that it is too late to change the influence of the cultural organization to a different path even if the current path looks detrimental. We explained that client expectations are of consistent results. It always hurt for anyone to see something is not consistent, it is out of the expectations. Even if that path is wrong, if it is consistent, it does not hurt the client, cause it is consistent (Think consistency as an addiction to an expected result). The right path will definitely hurt the client. It is very good to have consistency on stuff that are not detrimental, but not good for stuff that are detrimental. Of those, they will require a transition, a "strategy change". But such strategy change is of drastic measures and it is not a task that can be solved within a day or week, but months to years depending of the strong relationships and expectations of the clients.

Those 3 points in effect, unless the employee has high confidence and can make some sacrifices, will make the employee feel as he does not like the job, when in fact he really does but is not endorsed or channelled through correctly.

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## 1.3 April

### Why writing is more important than speaking, especially in software development (2014-04-03 15:43)

Writing is so important in today's world, especially for long term projects in the software development industry. You may have been in presentations where people say to write short messages and communication to be done most in speaking instead of writing. In terms of good practices, all of those are lies, lies and just lies. I have to re-iterate for the importance of this fact. I stand ground to such position very firmly. Speaking most of the time is like a delicious ice cream chocolate cream cake and writing may be the veggies. Let us talk more about those indulges in detail. Although people prefer to watch a funny T.V. commercial instead of a dry research paper of a journal for the same company, think about it. Do you want to be controlled what you will spend or do you want to have your own control of what you will spend? I will try to point out how the excessive use of speaking as a communication tool can be of such detrimental effect not only to projects, but also to daily real life activities.

In today's world, I can see a lot of job positions with descriptions as "good communication skills". You never know what they mean "good communication skills". In general, you expect be good both in writing and speaking. But in reality, all they care is your speaking. Hell, they do not care your speaking at all realistically. To some degree, even if your speaking is poor, as long you speak with the "right attitude", they will praise you with "good communication skills". There are other work job terms that are out dated or really detrimental to be encouraged for the productivity of today's workforce. For example, the popular term "work hard play hard". Seriously? It should be more of "work smart play hard". **Instead of working hard for something you really are told to and must treat it as a game, people should think of their own what is best for the organization and play that with all efforts even with the opposition of the rest of the organization.** Why? Because, as with recent findings have found, diversity in the workforce is a key element for an organization. Therefore, each person should show its own individuality, because no matter how wrong the individual is, there must be a part of merit that the individual is right no one has found or can perceive or can focus much on it through the working environment. My main point in here is: Job descriptions do not describe well what the real communication skills are in the work place. In addition, a lot of the job descriptions express stuff so wrong, making them look as saying, "Yes, we are a bad organization and we are not afraid of it". Most of the time people use those words as buzz words because everybody uses it. Other times people use those words without understanding the complete meaning behind. Okay, so I made a point. Where do I take this point? I take this point to this direction: **Do not take job descriptions as a father-kid relationship.** Do not assume that whatever the job description says is "right" to the same proportions a kid treats everything a father does as "right" or "correct" thing to do. Why the kid feels that way most of the time? The kid feels that way because a parent's sheer power in competency both intelligence and physical size is beyond bound to himself. In other words, you should question the authority of everything you see and have a sense of doubt about the correctness of each statement. Human resource people or any other person with more duties or responsibilities are people just "like" you and me. They just had different experiences and learned different things which are little to moderate easy for any person to anyone to access or experience such events in their life. These people are not perfect, they definitely make mistakes, and may follow norms that are faulty, but have a marketing effect.

Okay, so let us talk about writing in general to our daily life. Some people believe that writing should be done in very limited ways and most of the stuff to be done in speaking. I aim to propose that it is totally wrong. For the long term, it can create detrimental effects, which I am going to mention right now. But before mentioning the

detrimental effects, let us see why people chose to speak instead of writing:

1. *Speaking is better for the purpose of a personal conversation within individuals or groups:* So in these terms, speaking creates relationships and to understand more about the other person. In those terms, the content of the speaking does not matter at all. In those terms, the attitude matters and the access of sharing and receiving input of their personal self and my personal self are important so we can know each other. Most of the time, it has no purpose to the project. Is this act recommended to do? Well, I guess it does not hurt. However, how many times I see people taking this conversation in the context of helping the progress of a project and position the discussion as being objectionable and professional? If the conversation did not had any other discussion besides the personal, I cannot see the transparency when it is "booked" as non-personal. Software development focuses most of the time on the non-personal. It is all about machines after all. However, it is the people and not the machines that uses or buys those machines. So it is essential to have a personal discussion of topics to some merits, but most of the focus should be about the cause and effect of the software. This communication style expresses bold statements to the client which if taken in a non-personal way may become offensive to the client. If most of the time the discussions are done in a personal way, then the client will have that "expectation" always to take any statement as personal. This is no good and I have explained in my previous post how this consistent discussions done repeatedly can create an addiction, an expectation to receive the same answer from the client. This is anticipated and hopefully (though I do not promise) to be discussed on a different blog post as "understanding communication styles"
2. *There is no need of writing cause I will remember it:* Some people really do remember about a past event very well. However, how very well do they remember it? Do they remember all the details they once knew a long time ago or just some of it? Some will answer and will say, "yes", they do, but in fact they do not. They may just be confident they remember everything, but in actuality, they may have forgotten a thing or two, that if it was written instead, they could have recollected that memory. Why do we really need to force to recollect every memory without jotting it down in paper? Does it guarantee that we will recollect every memory? This sounds more like creating mind games when it is easy to just prepare ahead that moment when it comes. It is not professional and it is very childish to expect others to remember stuff or making writing inferior to speaking. Instead, it is a better argument for people to check written references and updating written references if something gets forgotten often and it is not written within a reference.
3. *I am bombarded with too much information. My attitude should be only speaking instead of writing to avoid too much information* Which begs the question: Have you ever tried to count how many words you talk per day and how much writing you read per day? Let us say that the cultural organization norm is of writing brief statements. The result will be a lot of questions being asked through speaking, most of them that have already been answered before. There will also be a lot of speaking on going to one direction the one day and a different direction the other day. This happens often because the decisions are done is out of little information and of that, only some of it still collected through memory (through speaking instead of writing). This can result to poor decisions. This will result to changing decisions for the same subject several times instead of very few times if it was done in writing. Now let us see if there was less talk and more writing. The writing at first will be a lot. Compared to speaking that comes within small chunks, writing comes in big chunks (that is the form this communication naturally is unless you "chat or message online" which is not formal writing). At first, the writing will be a lot, but over time , it will be less and less. In the long term, you will be bombarded with less information if writing is emphasized instead of speaking. So although at first it "looks" like speaking makes the process faster, in the long term it does not. When you are used to speaking too much, of course you will see writing as too much information, because you are already bombarded with too much information with most of the time doing short talk! Speaking and *not* formal writing is the main cause we have too much information bombarded. Speaking however, as mentioned in previous post, is good to clarify things. However, the ratio of speaking and writing should be in levels where writing is more encouraged than speaking (writing also helps in clearing up thoughts and changing perceptions , resulting in your speaking to become more concise).

So let us focus why writing is so important. First of all, writing is encouraged in the education system. See in colleges and universities on how many classes that are focused in "writing" and how many in "speech". See how most of the assignments in class are writing assignments instead of presentations. See how presentations should include a power point with written words in it. How many presentations have you seen where they were only in the format of speech? Even the ones that are done with speech, most of them include some brief words in them within power points. You can see from education how much dedication it has set to writing. Many meetings you will hear how important is to write brief statements. In other words, to ignore what you learned in school. Those are really ridiculous statements. It is okay to have a brief statement and a long statement so the reader can read only the brief statement, but what you and others want to encourage is for people to see within references instead of wasting your productivity time answering questions that are already answered in a reference that is well organized and easy to access any information they want. Of course, writing/reading requires a learning curve, but it is of the same level as speaking is. It is not how hard or complicated it is, but how harnessed the habits of people are that they do not let explore themselves to other areas that can help the overall well being of an organization. Remember work smart play hard?

Writing is very important in the life of law and order. When you do contracts, which are the ones that will hold your verdict instead of theirs? If it is oral speaking, it has little to no ground unless there were many witnesses or it was pre recorded. If it was written with the signature in it, it holds a very strong ground and your claim is easier that way. For instance, you could say to an employee that they cannot work in another competitive company within the next 5 years. They can reply, "ok, I will not". After 3 years, they leave to a competitive company and all your information is within a rival company. Now they know all your weaknesses and can express to their new prospective customers why they should buy their product instead of their rival product. If you claim in court for damages in lost sales, it will not be a strong claim as much as if it was written in signature. You can see that writing contracts like that are very long. That is because they need to include small details like the example I mentioned. It is more easier to say those stuff to the new employee little by little at a time instead of big chunks, but it is more concrete to have something written in paper where it can be referenced later.

Which comes to the other end of law and order, people who do not want to write show they do not want to lose confidence when something they written in the past does not hold anymore for them on the present or for admitting a mistake. Writing has its disadvantages. For instance, in the terms of contract, once you state something, you cannot change anything in it after that, until the contract expires. So something you wish you wanted to add, cannot be expressed in any other form instead of orally or until the contract expires and requiring the individual to sign a new different contract. In addition, something you have written in a contract or in a formal writing paper may indicate something you do not hold of good value anymore. Compared to speaking, it is easy to others not look at your mistakes or things you do not hold of any value anymore. All you need to do is repeat more of what you hold of value so they can remember those stuff and less or none to the stuff you don't care or made mistakes of so they can forget it over time. In writing, these cannot be done, and for people that do not want to lose confidence or had a bad experience memory when they wrote something they feel regret, they will try to avoid it as much as they can. Of course, people try to be careful with writing and avoid writing pretty much, given that you can get in trouble on something that you have written in email with no intentions of having any hatred to the other. Just by giving constructive criticism to an individual on e-mail or public within social sites like Facebook and twitter, can result in mass media to change the face value of the original message or employees getting fired out of their job.

In conclusion, we saw 3 reasons why people would defend speaking that in the end proved to hold no ground. In addition, we saw how life incorporates writing: Education supports it very much. The power of law is more powerful within writing instead of speaking. And lastly, a person that shows a lack of writing may indicate a mechanism defense of supporting their confidence and living a definite environment where they will feel more confident. Analyzing all of them found us a lot of reasons to tell us that writing is indeed very important. We will summarize in brief the reasons for writing being important.



## Formal Writing

- Is less personal and can discuss cause and effect relationships. This can help in encouraging more to keep on track with the project requirements and structure and for discussions to be more non-personal (discussions with personal content are very important! But if you have a pen and paper and jot half the time down while you talk "all" about personal life events, individuals will start to less talk personally as I do not think most will want the other person to be their personal stalker).
- Writing creates references which nobody requires to remember. They can use "that memory space" instead for other more purposeful stuff.
- Formal writing, as counter to what many people think today, creates less bombardment of information.
- It is a skill we have more proficiency in technical abilities to use because it was taught to us at school. Of course, for most of us, we have more experience in speaking than in writing. However, if each of us gave enough attention to every class on our college, our technical abilities in writing will be better than our speaking. That is because most of our classes and assignments with feedback were of the nature of writing. Given that writing has so many advantages and we are more proficient on it, why not use it?
- Writing is more concrete than speaking. Speaking are echoes of words that after a few seconds they disappear in the thin air with the hopes that the people besides you grasped what you said, and can retain it in their heads for long. In contrast, writing is there and will live forever if stored properly. Anybody can read it if they can understand the language at any given time. They do not need to retain it in their memory. They can interpret the same message in different ways when they read it at different times giving new dimensions for the same message. The more concrete, the more support and credibility you will have in life, especially in the world of law and order.
- With writing, you will be more transparent to yourself and others. The individual becomes less egocentric and admits its own mistakes and moves on in life to improve and grow itself instead of holding itself with its weaknesses for the sake of keeping their confidence strong.

There are so much more that it can be said where writing is more important than speaking. One point I just want to make is that: Yes, writing is more important than speaking. However, I do not advocate for speaking to be limited of any form. Speaking is essential and required to make personal relationships with others and it is the best way to get "new" requirements. However, to not jot anything down when getting new requirements or especially to never write anything down will make an organization in brief to "lack foundation in order to hold itself".

Again, I must advocate, that "good communication skills" is indeed to have good writing and speaking skills. Many misinterpret it as having "good attitude" in speaking skills. This "good attitude" is not encouraged as a communicative style all the time, it is an impediment, especially for getting requirements for a project. Another misinterpret it as "speaking fluently". That is to some extent important, but as long as most people understand you and it is not a customer service job, it should not be misinterpreted like that. Many misinterpret it as just "speaking skills" or set more importance to speaking skills, which is the main reason I written this post.

## **Blog Analysis: Electronic Arts doesn't have to be sorry about making an April Fool's joke. (2014-04-03 23:56)**

One of the topics I discussed just very recently was about why writing is more important than speaking (**Blog Activity April 2014**). Taking an excerpt of the article I mention "*people who do not want to write show they do not want to lose confidence...(one of the reasons why)* had a bad experience memory when they wrote something they feel regret, they will try to avoid it as much as they can." This topic can be analysed and it happens very often on twitter.

Many people on twitter regret of something they said and they just delete it after that. For instance, just recently, on April's fool day, frostbite engine did an ironic joke that it can support the latest Nintendo console for the implementation of the next generation games. They added to the fact that a next generation game with frostbite will only be released to Nintendo alone (that expresses the console is so powerful, no other rival consoles can implement with their hardware limitations). The actual reality is the opposite where Nintendo cannot implement most of the next generation games due to its own limitations of hardware compared to other rival consoles. The ironic joke was very off track: It was too obvious that nobody would believe it, at least for the people that are game literate. As for those that are not game literate, it would influence them in a positive way. Whether for the non game literate was deceptive or not deceptive for them, does it matter when others tried to deceive others on April fool's day? Did the joke had a purpose besides being mean or bullying Nintendo? The answer is that, yes, it did had other purposes. After all, it is the perception of people how they interpret the message. In other words, the same message can be interpreted in a different way. The message could be "hey, Nintendo? You try so hard to rival with the next generation consoles by trying to create games of value. Let me poke you a little bit with your emotional buttons". That is all it did, it poked with its emotional buttons? Was it bad? Not really. This conversation style, to poke emotional buttons, is very common when an individual wants to talk to another person in a more objective rational way. Poking the emotional buttons to "stray them away" from emotional subjects "with pain" can bring conversations to the table that are more non personal and objectionable. This is done often when discussions lack non personal statements. Although my speculations may totally be wrong, it may be an attempt for Electronic Arts to hopefully seal the bond with the next generation (not the Wii U, the one after the Wii U) to support all upcoming frostbite engines by making the right moves (saying something offensively emotionally) to lead them in more rational talk (next generation to have the right hardware specs to implement upcoming frostbite engines). Otherwise, if Nintendo is stuck more emotionally, they will be more egocentric and focus on creating the hardware specs only for their game requirements Nintendo itself develops and not so much for the extension of third party games.

On the other hand, Google made an April fool's joke about the pokemon game Nintendo owns. Instead of being offensive emotionally to Nintendo like frostbite did, Google was positive emotional to Nintendo with its Google maps add on. The Google maps add on Google added allowed users to catch virtual pokemons. It was more of an adventure and went harmoniously well with the original game's goal that the pokemon series is.

Why do we scold for comments that are emotional offensive if there is good will in it? Because all conversations in social media or blog posts are taken in a personal way. Not all of it should be taken in a personal way. Sometimes it should be taken personal, sometimes it should not. The original intention of the April fool joke frostbite did was of good will and EA should not make claims of being wrong. EA has a poor reputation lately and is trying a lot to build bridges and being very personal with the rest of the public. This is good. However, deleting twitter posts and apologizing is a shame, as it shows that we should only accept one dimension of how the post can be perceived and not through other ways that can be seen as positive.

It is a shame Electronic arts chose this method. All this was to save public face and protect their stakeholders. That is one of the ugly things when companies are too big: They have a lot of weight on the shoulders that they start to have doubts if responsibilities can be done rightfully and ethically. These situations are very hard when you have to do everything, such as saving face, for the sake of the stakeholders that have invested a lot of money.

Besides limiting the perceptions to a singular dimension of reality, it made the original poster who posted on

twitter and a thousand individuals reading these news a **big fear** for people **to** ever **write** posts **with their own expressions**. If people are afraid to even write less than 140 characters (the current limit twitter contains), imagine how afraid they will be to write a formal letter or article? I hope many who read news like that or had similar experiences to the original poster who posted that April's fool joke to not be influenced by management and mass media.

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### **Most people are emotionally weak Part 1 (2014-04-06 23:40)**

In today's life, it is easy to be pre-occupied with many things in life. So occupied, that humans themselves forget the basic elementary stuff our own nature in part is driven. We are humans after all. Not machines. Compared to machines having no objection of what we command them to do for us, humans have the option to not listen or follow. However, this is not seen in today's world in the correct premises. First, humans do not show their emotions in all occasions. This is due to many factors. It can be due to society accepting all things with no constructive criticism (any criticism will be taken as not constructive). This happens often due to religion or cultural habits having flaws that they want to be in denial those flaws exist. Another factor is when a society or family background or norm wants people to be pleasing to others, to never or rarely use the word "no", to build a consensus with a social group (in other words, only a partial part of the personal demand will be met). On those occasions, the result will be a self gratifying social status in the external world, but ourselves will be poor internally as we will not be able to fulfil our own personal demands. That in effect is why many of us have psychological problems or poor behaviour in the personal life. This is all due to the negligence of the personal self in the external world.

The last and biggest factor for the detriments of our personal self is due to the structure and operation of most workplace environments. The policies, rules, promotions regulate and promote the behaviour of a person in the act of being objectionable and rational. On the other hand, any personal constructive criticism is taken as criticism that is not constructive. Furthermore, management will demoralize the individual. Anyone who expresses in the workforce more about their personal demands will be put in probation or be expelled. Many did that just to integrate their personal life with their workplace or their values and beliefs (that have some true merit which the rest of the workforce might be blind of it) with their work projects. Due to the habits of the workforce having a response to the above, people inherit a fear from acts of such personal nature and teach next generation to not act on personal matters within the workforce in order to not experience the same hardships they experienced itself (this is usually referred as to "being professional"). That is why many people take constructive criticism as a distraction or harsh criticism because acceptance will result learning how constructive criticism works. Thus, they will attain the ability for them to also express constructive criticism to others as well. Because of that, they will prefer instead to not learn constructive criticism at all costs so they can never express it in the work environment (once they learn it, it can become a habit that will be hard to suppress it). However, without constructive criticism, these individuals will make them most of the time as indecisive with themselves and will also receive usually indecisive responses from others. The reason the individual will get from others indecisive response from others is due not about the individual itself not knowing the direction of his decision, but due to the fact that it incorporates constructive criticism within his decision which the recipient detests. When an individual knows the reaction of constructive criticism of the other being of detest, the individual will have less motivation to fully express itself because his full expression will create huge detest to the recipient. In addition, it may or may not be, but there is high chances that social norms, cultural elements that were recently added are due to the shift of the workforce and workplace to be more demanding and competitive. Most friendships and how better you are marketing yourself to other people is by being yourself the most non-personal way you can. Of course, being non-personal, and not involving yourself at things, definitely helps dramatically to solve problems that in the past would not have been possible. However, the workplace and general lifestyle norms have focused too much on the non-personal (all for the goal of some objective which definitely will bring some good for the well being of the world, however...) that we can see the effects today with the rate of people having more psychological problems that are of complete different nature from the ones on the past. The problems

today is more about people not being able to express themselves, and when they do, their expression is in the wrong context. In the past, the problems were most of physical abuse and their limitations of what they could do in the external world (limited rights or no freedom). Now anybody can make a lot of money, but how much of their own individuality have these individuals explored? For most of them, it was not much. Let us see the symptoms of what most of these individuals contain:

**Issue Point 1: They take any criticism as non-constructive:** Instead, they take it as an offence and demoralize the individual. In the workforce, most of the time, criticism is avoided and following regulations and policies is all that matters. Correction of someone due to regulations and policies does not feel as a form of criticism as it is a rule all must follow whether right or not. It is not personal, it is effective, but it may not be the most effective in all situations. That is why most workplaces have a hard time to change their own cultural organization. That is because all changes require constructive criticism. I really get angry about policies and rules. Many people follow them even when sometimes it may not be the most effective way. The most that I get angry of it is how it made those workplaces more non-personal. Those rules and policies have been in "such a way" that nobody can give their opinion as everything is worded out in the rules and policies of the organization. That in result does not allow people in the workplace to be more personal to themselves! I love rules and policies, but only when they have the ability to be changed every day, every week, every month, by the opinions of all the people who work there who have ideas on how to improve those guidelines.

**Issue Point 2: They take any counter argument of constructive criticism as someone that does not accept criticism or they take the counter argument as offensive:** This is when people want their criticism to be as solid as "ice" even if it has flaws in it. However, the criticism they give, it is already accepted by the individual, as he finds it has a part with a right merit, but the other partial part of it may have flaws, which ensues the listener to bring a counter argument on that flaw. Rather than believing from your own self perception that the criticism was not accepted, see if the future actions of that individual follows a part of your criticism. Does it follow it? If yes, which part he does not follow? Can you think of any flaw on that part? Wrong perceptions and thinking they are offensive due to some counter argument on your criticism can translate that you have poor expression on personal matters. For people with poor expression on the personal self, they can lose easily confidence because they lack the skills of expressing themselves in a personal way. It may require you minutes or hours to create a structure of your personal flaws. It is very common in this world for people to lack the skill of expressing their personal self. That is because people find incomprehensible on any matters or subjects of points that have no solid ground in the non-personal world (what mainstream values is the non-personal usually and always changes on each generation). We are very proficient on expressing in non-personal ways, but very poor on the personal matter. On schools, most writings are out of a limited subjects you may or may not really want to write. The writing we learn these days is writing less words on pointing stuff and more words on backing up stuff from our main points. Backing up main points is regarded in academic levels more credible if it is expressed by sources of people with "credible" status or of "expertise" level. Those are essential, but it also shows how much in doubt we have on people when we read articles. The reason we are like that is because accepting words is always done in a personal level (when you read an article, you always will ask subconsciously "how does it apply to me?"). Since our personal level is of poor nature in skill, it will accept anything it reads. That is why, for this danger, people will read only sources that are of credible nature due to its incapability to filter out and organize them in the right place. If we try to back up our main points with personal experiences, it will be a huge length of effort. In addition, more personal experiences are required to make a point valid, since as we have mentioned, personal experiences have of less value compared to statistics and facts.

A person has so many points in his mind that he may not have the time to express and analyse them within a structured form. In addition, academic writing restricts the individual to think and write in only points he can easily back up. It seems that on average, the individual main points are most of the non-personal as they are the most easiest to back up. Schools are that way because they work hand in hand with the demands of the workforce. The schools are sometimes funded from companies with huge workforces. In addition, the main objective of schools is for students to get a job after they graduate (this is especially true with the current economy being a bottleneck). What

better lecture in writing should be given to students other than what the present workforce requires employees to ideally be (more in a non personal instead of a personal level). In order for a person to be able to express his own individuality better, the individual should either practice in his mind with his own imagination about what he, his own self, will make him more happy instead of how to blend well with society in order to feel good for being "part of something" (even at the sake of losing "me"). The other way is through writing. It is more concrete after all. Imagination is even more worse than speaking. If we see the article why writing is more important than speaking (**Blog Activity April 2014**), we can see how more effective writing is. However, if you do not have the time for it, you can use your imagination (at least) to explore your own individuality.

**Issue Point 3: Does not express his personal self in social groups, social organizations, workplace:** That is due to the social norms and workplace environments not encouraging such acts. This is not possible (to express the personal) for the individual because he does not know how to express it well due to the schools and childhood environments inhibiting such act. Once the person knows how to express himself, he has to bridge what he feels to express instead of repressing it in all the environments the individual lives. But since society in most part punishes this form of act, even if expressed in small forms relatively to the tasks that are non-personal, we can see that it is not possible to resolve this issue point in reality (except if your income is not based on a job).

**Issue Point 4: Expresses feelings in wrong context. Generalizes the feeling, exaggerates the feelings that it goes out of scope:** That is when feelings are not expressed well. Feelings become agitated due to repression from other environments where the persona of the individual is most of the time in a non-personal state. Due to "*Issue Point 3*", it can create the individual's reactions of "*Issue Point 1 & 2*" to be of detrimental nature. More specifically: Within an environment where the individual's feelings are not repressed to express itself, the individual can make its feelings invade on other parts beyond the personal self. This is done by the use of generalizations which can lead to the wrong direction. It usually goes to the wrong direction because the logic does not validate those generalizations any more. The feelings have taken control over the logic. Thus, generalizations can manifest up to the imagination of the individual (it will not be true, it will be fabricated, it will be to show "status"). There will be gossip, blame, and expectations on the wrong source of the problem. The original feelings, the original individuality the individual wanted to attain has no much importance as much as a materialistic gratification that they are right in all matters. It may sound crazy what I am describing right now, but that is how feelings work when they are suppressed for so long. That is how they express on those situations. Logic does not help to align the situation of their own feelings on the right context because it is absent.

I think all of us to some degree will feel that way due to the society we live has not set a correct balance to spend more time in some way, even on our job at least, with our own individuality. I can agree that some jobs and social groups promote individuality, but for the most part, the rest of the social groups and jobs have a huge negligence and detest for the environment to incorporate the individuality of the person (they will instead put plans on how to prevent that more from happening). The best way to control or express your feelings in the right way is to start using your imagination or writing on matters of your own individuality. This in result will have less suppression of the personal. It will also support your own will to accept the personal. That way, criticism will be accepted as constructive no matter how the form it is. First, your feelings will not be more controlling of the environment because it already expresses itself in some form. Furthermore, your determination on that effort will make yourself to be able to accept behaviour that relates on the personal (you will not be in denial and have withdrawal symptoms, such as blame, anger, depression and other psychological problems with it). You will not condemn criticism any more as immoral (no matter how the form is, you should perceive it as constructive) just because your workplace places it as immoral. With the practice of expressing your own feelings in some form, you are more fluent in debating others and to be more calm when you receive counter arguments of your constructive criticism. Lastly, although you cannot control how you express for most of the part on environments that influence on how you have to act, you will at least have more control of your personal feelings to not go out of haywire. In addition, you will be able to negotiate in some form on how your demands will meet those expectations of your personal self to become real in some form. This is how feelings should be and allowed to be expressed instead in a way that it feels hopeless

due to the assumption that there will never be an environment /society that will be different from the ones that are non-personal, or to the assumption that they will never learn how to express their feelings or have a balance with their feelings. This hopelessness may result either in an act of revenge or "creating noise" (wrong generalizations, lies) in order to protect itself (for some people, this is usually an automatic brain defence mechanism, and when triggered, it is hard to 'consciously' control it) from the humiliation and embarrassment of how naked and not skilful the individual's feelings are in terms of expression and enlightenment. This act is more prevalent in societies where people should show their own self with no weaknesses and to be competitive. In reality, we all have weaknesses that we have to deal them in some way or another.

In conclusion, most people are weak in feelings (some are even terrible at managing it). Problems and solutions have been discussed in this article. How we express our feelings is more important than tools that measure our emotional intelligence. Besides the causes already mentioned that detriment the individuality of an individual, there are other factors that detriment it with its huge influence, such as the habit of people being limited to reading, watching, listening to work of contributions of only 0.1 % or less of the whole population. Although mainstream is okay to follow, we should seek other forms of sources as input for a better general picture of how our life is. For instance, if you believe in the words of what mainstream expresses, compare it with a dozen of random samples that are not in the mainstream to validate its accuracy.

Lastly, it is up to the individual's determination and its own ability to grow expressing their own individuality. Researchers have found that the lack of childhood feelings can make the individual to not have the ability any more to express feelings correctly. Furthermore, if a kid does not learn a language, as an adult, he will not be able to learn any language no matter how much he wants. It seems that expressing feelings and learning a language are part of brain development. If they are left inactive at points of brain development, they will never activate themselves. Once the kid turns adult, the brain does not develop any more. Thus, there will never be a chance for the adult to learn expressions or a form of language. Compared to language, an adult with the disability to express feelings will find his life easier (due to how society is formed today). However, can you call it a full life with no individuality? If the person has hopefully the ability to express feelings, it is the best for him to develop his individuality. That is all for the hopes to become a better, transparent, calm person in order to have harmony with his own self and with others.

Since emotionally weak people are plenty in this world and because it is a huge problem, this is Part 1 of the essay. There will be more parts due to how serious, complex, and difficult this case problem is. Other essays I want to talk about which are relevant to this topic:

- Don't always spend/follow your time/dedication to mainstream
- Start to use more your imagination instead of just believing what you see in real life
- Understanding communication styles
- Most people are emotionally weak Part X

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**Twitter! (2014-04-06 23:50)**

For all blog readers of this blog, I update the activity of this blog through my twitter account. I guess that it is the easiest way to be up to date of my blog activity. In addition, I post on twitter upcoming blog posts (blogs that I hope to write).

Although it is easy to spot the twitter button on this blog site (I do not know if it shows within mobile devices), you can visit my twitter through this link:

[1]<https://twitter.com/SoftDevLife>

1. <https://twitter.com/SoftDevLife>

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## Most people are emotionally weak Part 2 (Problem Case) (2014-04-07 19:31)

We explored in Part 1, a general description of the main causes that promote people to be emotional weak, the effects from it, and a resolution for these effects to not show in great degree to the individual. Today, we are going to look on issue point 4 described in part 1 within more detail (Part 1 is in **Blog Activity April 2014**). Let us see a list of symptoms of issue point 4 and the right ways to resolve them:

**Symptom Point 1: The reaction is more evident in environments where people can express themselves personally:** Compared to work and social environments, people will react more boldly to the effects of issue point 4 when their presence is within their house or a defined "comfortable room" (relative house, club house, friend house with the appropriate people). In environments that they feel more restricted, they will still express themselves, but as expected, in a more constrictive way. However, you can assure, that their expectations are over exaggerated due to jumping too much to the wrong conclusions (wrong generalizations). From that, make no mistake, that they will act the most bold of their own self to the same reactions described on Issue Point 4. The reaction of course is not there due to the restricted environment, but the expectations and intentions of the individual are in a form that is unrealistic. That is for that reason **you should make the individual boldly express in the restricted environments as well** in order for the individual to be full transparent of his own self and to align his emotions in the right context (to be appropriate). In other words, the individual should express **in restricted environments** that do not allow him to express, but not so much boldly as within their environments they feel comfortable. All these is done for the result of the individual to balance its feelings out within the whole time frame (instead of being sporadic intense on only one segment of the time frame). Since workplace environments do not promote such act, resolving symptom 1 is not tangible within the present environment.

**Symptom Point 2: The individual takes "speaking words" as the ultimate concrete solution to their reactions of Issue Point 4:** The individual, in such case, expects an apology or a form of "correction of their own actions" within an oral communication. Even if it is written, they only want the expression of the individual's saying to be all about their side of view and none to the view of the opponent. If you have seen a match of sport, most of the time the scores between teams are very tight. For instance, in basketball, scores can end up as 78-83. Team B won by 5 points. Compared to matches like that, a correction of action or apology is expected by the recipient for the score to be 0-83. Something that is very unrealistic (that is what feelings do without logic!).

They never try to see the "gray" side of the world. They see only black and white. They are the white and the other person is black. When the other person tries to provide a gray area of what was wrong and correct, the individual will take it in the context that they are blamed to be black and the other as only white. It is like they speak a different language. Actually, they really do, cause the only way an individual will see things in black and white is when logic stops processing more information and takes whatever it holds as frozen immovable facts. Notice also how the communication response is expected to be. It is either most of the time done orally or on few occasions

written with their side of their view only. This is all so they can get away with their flaws. The flaws can be due to their own bad habits or their feelings cannot be expressed in the correct way. With speaking, it is easy for the individual to say an apology and a correction of their action and then later for the recipient and the sender to forget it (since speaking words vanish through thin air). The reason it is done that way is so the recipient really forgets the argument **because he really knows subconsciously there are flaws in his own argument**, but consciously wants to be in denial of it. The same if it is done in writing. The writing will be bias and have only one side of the view, not any of the view which includes the flaws of the recipient. For that part, when a person boldly expresses the other individual to the reactions described in issue point 4 with a wait of response in the form of an apology or of a correction of action, **write the details of the argument with yours and the individual's flaws and do not commit to an apology as that will reinforce the bad behaviors of the individual**. Make the statements as most detailed as possible, including all the flaws of the individual, no matter how much he is in denial of it.

**Symptom Point 3: People who are more inclined to take their life personal are more susceptible than people who are balanced or people that are more non-personal:** We are all susceptible to this behavior, but the most weak in this type of behavior are the ones who are the most emotional in life. You can see if the individual takes things personally by the way he approaches things. Is the individual more people oriented or task oriented? Questions like this can give you a direction what type a person is. The reason emotional people are more prone to this behavior is because they must be the least happy living in this universe. Compared to other personality types, people that live in the personal world are more demanding or expecting more opportunities to experience personal instead of non-personal events within their life. As mentioned before, the world, especially the working environment, is more focused on non-personal matters. In other words, these emotional individuals feel trapped, and is very hard for them to express their own individuality as most of the space they have to live for are "not reserved" for these aspirations. For people that are not too personal demanding with their life, it is much easier for them to live in this world with no strong symptoms of their feelings being imbalanced due to the short comings of the society being all non-personal. However, for the people who are more personal oriented, they are feeling they are living in a very cruel world. They have to put a mask in the external world which feels uncomfortable. They get their rest and freedom when they are contained in an environment that are more able to express themselves, such as their personal house, and so on. For these people, it is definite the occurrence of these symptoms described on issue point 4 to show often. For these people, it is a must (at least advised) to use their imagination or writing to express themselves, not for the sake for others to read it (although it can be a form of motivation), but just for making a better self reflection of their own individuality. If a person is emotional and shows symptoms of the ones mentioned in issue point 4, **the individual should plan their environment to have a dedicated allotment time invested on personal events**. This is one of the most challenging acts for the individual, as most society opposes to such plans and the individual itself may have not explored its own individuality yet in order to know what it really wants to do.

**Symptom Point 4: People who show symptoms described on "Issue Point 4" do not care their demands of fulfilling their personal self as much as winning, to the point of even doing immoral or unsanitary acts.** When you see events of issue point 4, do you see any real intention of these people end to bring harmony without themselves winning in all glory? The winning part is really important for them because the personal self is thirsty for gaining its own attention it did not deserve for the rest of the time that was spent on non-personal matters. This is a very dangerous shortcut and we know the effects. Let us compare it with an individual trying to learn a course as he needs to pass the exam. He finds out on the first day of his lecture course that a former student has all the answers of the exercises and final exams. What would you do? Study real hard or use the answers already from the former student? The latter gives an instant gratification of being worthy of something you did not integrate yourself while the former is a normal gratification (not so strong as the latter as you could have received through this way just a mediocre grade) which actually matches your skills of how good literate you are on that subject. For the person who shows symptoms of issue point 4, he describes perfectly the latter of the example with the school course. And since cheaters will never stop cheating due to how easy and rewarding it is, so is the same for the tactics people have in mind in relevance to issue point 4. Thus, it becomes such a bad habit that it must be destroyed. The only way to destroy such habit is to not let them accept to be winners from their own emotional game.



However, in order to destroy the habits incorporated of issue point 4, you must give them an alternative solution where they can cope up with their personal needs. In other words, **for people that expect winning through their emotional game, do not let them win as that will reinforce their instant self gratifying shortcut. Instead, provide alternative solutions, not about the current argument (as that is not what they really care), but how to fulfill their personal needs in the correct environments through planning.** This planning will not be solved overnight. It requires dedication and patience for the individual to create this plan that is expected to have a lifetime long term positive effect. At first, the plan will not be well orchestrated and will not fulfill most of the personal needs of the individual no matter how much effort and dedication was set into the plan. However, over time, it will try to fulfill more of the personal needs of the individual, so much, that the individual will stop on its habit to aim a winning plea from the others through their emotional game. It will take a lot of time until that transition happens though. It should be expected from the recipient that the individual will still retain its own bad habits, even if the alternative solutions are in front of him and work effectively for him. Because besides the benefits of the alternative solution provided to the individual, the individual itself will still be attached with the bad habits (this attachment becomes a personal matter after all). It will take time, determination, and willingness for the individual to make that transitional leap. Always consider the individual's reaction as a long term problem of the individual's personal needs which the individual itself must seek to fulfill. Do not perceive the problem the same way the individual perceives it. In other words, do not take it as a short term , recently/current problem. Promoting, encouraging, and advising the individual to a resolution of their long term problem is the best practice to do.

**Conclusion of Problem case:** To better understand what we described in this blog post, there will be another blog post with the same title, but with the solution case. The solution case will show a fictional example that demonstrates the problem case and an analysis of the fictional example in detail. Please understand that the solution case should be used only as a guide. It may not work for any situations. Even if the situation matches, it may not meet the anticipated expectations expressed in the solution case due to some unwillingness or desire of the individual to solve its own problem case. If anything you can learn from this problem case, it should be this: Always remember, that giving up to the determination of the individual with the symptoms of Issue Point 4, will allow them to use their shortcut of cheating. By apologizing them, there will be no opportunity for the individual to integrate their individuality within their personality. They will feel and be more as "empty shells" with no direction. In the long term, it will not help them, but hurt them.

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## **The separation of personal and non personal time is evident Part 1 (2014-04-11 17:21)**

*Note: Before starting, I want to define what is personal and non-personal. Personal is something that is more "personal" (it does not mean it has non-personal elements, but most of the stuff are indeed personal). The same is true for the non-personal (it may include personal stuff). How much personal or non-personal it is, I leave that up to your own perception with how the rest of the context I am implying with that word on it.*

Personal and non personal time has been split in to half. It is very evident and almost an innate ability of everyone, that it is very hard for most individuals to change their strategy of how they operate their daily life. This is the effect of the transformation of people in a state that I do not find it as ideal. For one, as long we have that split, people will try to "balance" stuff in terms of "time" instead in "wholeness". Instead of integrating stuff, operations are split up in their own divisions based on time. No wonder methods of software development life cycle, such as agile or extreme programming, are more effective than waterfall methods for most projects due to their nature of integrating all stuff at once. Although whether extreme programming practice is done correctly or not, even an attempt to it may be more productive than other methods. That is why I assure you that integrating the personal and non personal parts in a working environment are the most essential a person should do. Most of the time, the individual has to pull the strings correctly to make that certain happen. However, for most

people, that capability is not attainable due to the culture organization is more focused on the non-personal elements.

Just think about it. We live in a working environment that at least 10 hours of our daily life is spent there (including commute and lunch time). For most of us, we sleep 8 hours per day. Those 8 hours I refer to as "idle" state of the individual, where no personal and non-personal events are experienced. There are only 24 hours per day. That in result will give you  $24 - 10 - 8 = 6$  hours of free time. You will need at least 2 more hours doing non-personal stuff, such as doing shower, and eating your dinner. For some it is more, for some it is less time spent on those, but on average, let us say you spend 2 hours on those. That will leave you for 4 hours of free time to do whatever you want. Given that the individual already spent most of the time in an environment where almost all of the tasks where non-personal, he will definitely want to spend his own time on some personal stuff. Television, surfing the web, videos, and movies provide entertainment full of non-personal stuff. Have you seen movies or shows that have non-personal stuff talk "on the table"?

For most of those shows, and for the most amount most shows show, they avoid non-personal stuff or offer little content on non-personal stuff matters. After all, this is an entertainment business after all. Its goal is to make money with "personal-stuff", and boy how much personal stuff they have, so much that it does not have non-personal stuff at all (do you see how the split is right now?). The best example is kid animated movies. Those movies provide lessons about the right things to do to fulfil "your personal self" which only stands good as an "ideal", because you cannot implement that in the workforce. The producers of those kid animated movies are more in an ironic tragedy: Little do they know what they show to millions of people in the world through cinemas will never happen in adult life whose working environment is not to fulfil "your personal self", but to fulfil the non-personal stuff, to fulfil the needs of clients or how their mind operates (even when that mind that operates through these clients may not be the correct way!). Do these producers really know or are they just fooling with themselves? It is really disgusting these movies exist just for the people to place it as only a part of their figment of their imagination (as this will never be attainable in reality). Instead, they should ban these animation movies (I am not kidding) and replace them with animations that show the reality of this world instead of just making them "escape it". But you may say, we do not give them a solution to them on how to solve the problem. Then "make" them create the solutions is my response to that issue. Create more animation movies for kids that improves their critical thinking. Add some animation movies that depict real life with no twists in it and without an ending to it. Let the kid imagine the ending himself with its critical thinking. Instead of giving them the answer sheet with all the answers inside, give the content in a way that they will really integrate it in their individuality instead of having blind faith on it. Because blind faith, believe it or not, is not supported with a lot of confidence within the individual itself. It is more of a "trust" because "others" said it instead of a "belief" (where I invented it, I am attached to it).

However, why entertainment does not depict real life or non-personal stuff? That is because entertainment itself is absorbed to survive itself through money. It is not like the old days where art was really an art due to people making canvas paintings out of their own individuality, with their own expression, where they could starve to death and make no profit at all. Today, all the works in the entertainment industry are not for self-fulfilling the individual as it did in the past. It is all based on money. And since people are willing to pull out their pockets to get the most "personal" out of it due to the thirst the working environment made them go through each day, they have no option to create content that is all "personal" (in order to not go out of business due to a rival company that create great "personal" stuff). If you create a work of entertainment that includes a lot of non-personal stuff, guess what it will happen? A good example is: How much people watch autobiographies or documentaries compared to action packed movies? How much will people watch a movie that depicts more to real life without humour, plot twists, or for something unexpected? They will say it is boring! They will give poor reviews of it! People are just watching stuff only to have fun, not to see dry works of entertainment! You can see there is a trend where people will be on the offensive side for works that include non-personal stuff. And that arguably is comprehensible, given how most people are getting sick of doing non-personal stuff on the working environment.

However, do you really see this as a solution, to split up the non-personal and personal in such a way? Right

now, it is almost impossible for people to avoid content that is personal stuff in televisions and movies because they really need it. Otherwise, they will be full blown like steam of engines, out of how much restricted they were in the working environment to "play out their role" which composes of "ingredients" of non-personal objectivity. This is especially true for people who are more susceptible on that environment. Some people on the working environment will convert the non-personal stuff "look" like personal stuff by doing personal activities with them. You see, many people misguide personal as "talking with people", "making jokes", and "feeling empathetically for the other". However, for one, you will definitely see those 4 symptoms in my article "People are Emotionally Weak Part 1" (**Blog Activity April 2014**). And secondly, those acts will be usually out of the source of money which is a non-personal objectivity (see *When things go out of haywire in companies* within **Blog Activity March 2014**). Those acts are just acts, you will never know if they are personal or non personal, because "it is easy to act", if you know how to act. In addition, most people as far I experienced, are good actors (maybe many people watch too much movies these days?). To tell if a person involves in personal or non personal matters is by looking at the **direction of all those actions source** instead of just looking each action as a separate component. In the words in law and order, it is called as **motive**. Since most people look each action as a separate action, an individual can fool themselves they do personal stuff, when in fact reality, they do not. Most people cannot think intuitively how things are connected, they only see things only on how the external world operates and get annoyed if they see things beyond that. Those people are the most susceptible to be fooled by themselves or to misinterpret the actions of others, as they cannot connect all the pieces together of an individual to see his real motives.

The reason this split is bad is there is too much specialization. This environment will create people to be very specialized on something, but they will not be able to connect the dots with others because they will know little of other segments of life. For the whole system or the company itself, this is profitable. But for the individual itself, it is the worst. They will never have an enriching life in this universe where he can explore his individuality through more dimensions. Think about it. If the individual had a working environment which was balanced in non-personal and personal matters, then when they come back to their house, they will be "energetic" to learn non-personal stuff as much as personal stuff. They will not see dry subjects or topics boring or complicated, but interesting, curious, and fascinated. It is normal for the average individual (you the reader I guess), that this direction or perception of such subjects will rarely happen with the working environment most of us live today. But for the sake of it, let us assume, that this ideal world existed. If it existed, our free time could spend on non-personal stuff that is beyond the scope of our current job environment. Thus, over our life time, we will be not only specialized on our current job and be happy with our individuality which we can easily express it, but have some general knowledge of other subjects as well which we can easily communicate with others. If each individual has some general knowledge of each profession, our jobs would be easier, our demands would be easier to handle. That is because we will not expect when we buy a service or product to be perfect or treat the individual as a supernatural being that must help us no matter what. Instead, we will have real expectations due to our general knowledge of it. In return, our own jobs will be easier, as most of the clients we will work with will have a general knowledge of our own specialization. However, this will not happen in our current environment, as most of the people spend their free time on personal matters. So expect for clients to have exaggerated requirements, not only due to their lack of knowledge, but also to the symptoms of our environment being more non-personal.

Most educational system start with generalization instead of specialization. This is the correct way for an individual to attain that general knowledge it requires. However, it is useless, if the individual does not grow on it. One, if the individual does not exercise it after school, he or she will not be up to date of the general knowledge in the world we live in and two, the individual will forget them over time if he is always focused on his specialization skills through his work force. In other words, the general education learned in school will become useless if it is not practised after graduation. Schools now are becoming obsolete or more focused on giving classes that are specialized to the workforce. This is natural. After all, the general education in our current environment becomes useless to these people as they cannot practice it after all due to the split of the non-personal and personal environment we encounter every day. What matters , unfortunately, with the current unemployment rate and hard economic times is to be the most non-personal way to market yourself and to be specialized by having a set of "specific skills". Now

anybody can learn for free those "specific skills" on-line (and they are in great demand) just so they can get that non-personal job they want (most working organizational cultures **do not care** if the employee **really** likes what the company does, but whether they can use their **skills** to really implement it). In the same way I would ban those animation courses that do not depict real life, I would have banned those general education classes schools offer. Because in reality, they do not give a real taste of how the world is. They do not give time for the young adult to breathe and critically think whether the real world is correct or not correct. They learn the real world when it is too late (after graduation). At that time, you must have to live alone all by yourself. You will not have the "space" to object or critically think whether your work is the "correct" or the "wrong" thing to do. This is why I hate the method educational systems and animation kid movies incorporate. They are too soft! Giving an answer sheet of what an ideal world and just hoping one day people will be more responsible to themselves (many forget their own individuality) and others is only blind faith. They have to find it out of themselves, through their own reason and commitment, on the problems that we face in society everyday, which the young adult should be aware of it through its full transparency.

We explained already that people cannot live without some personal content. However, is it correct to have that split of the personal and non-personal in our world environment? And the answer is definitely no. They must be integrated. Why? First of all, people fight to balance their time. It seems that people in the end will want for the work norm to be 4-5 hours instead of 8 hours, in the same form a kid goes to school or an individual works a part time job. Is that solution? No. It still separates things. It will not solve the issue of specialization. People will be more demanding in their other half time for the personal stuff because they already did a lot of non-personal stuff. Secondly, this will be at the expense of the work productivity of the world. Even if this was the ideal solution, it will not be accepted unless it gave a lot of positive effects. In addition, there may be more symptoms of that split besides specialization, which will ensue. One of them is the hypocrisy of being two people you definitely not are. In half of the time, you will act more non-personal. In the other half of the time, you will act personal. Both do not fully depict your true personality of what you are involved when you separate things that way. I will have to think and discuss this and other issues more on another topic if I have the time.

Integrating the personal and non personal in both our working environment and free time is the ideal solution. You may think this is crazy and it is very hard to imagine how it is going to be, but it is the only way for our civilization to advance in a more happy and harmonious world where it can be more independent itself. Just like in the old times where slavery was a normal norm in the real world, now it is perceived as the most corrupted and immoral thing in the world. Do not believe and always question the authority of this world, as whether what they think now as immoral or moral may be a moral or immoral on the future. Whether you believe it or not, we still have challenges with ourselves, the same as the times when people had the issue with slavery. It is critical to solve them. Once we solve this issue, remember that there will always be more upcoming new issues and challenges in order to make our life better. The direction our whole current society is going right now is wrong. Due to the symptoms they are not aware of from the causes of our current environment, they are generalizing and blaming the problems at the wrong source. I am pretty sure the next revolution of the world will be in this one (but not in a way people expect it to be due to their exaggerated generalizations).

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### **People should not do vacations, but explorations (Effect of the splitting) (2014-04-11 20:49)**

Okay, so one of the thing people do is vacations from time to time to fulfill their personal life. Most people want to go to other places for a few days to no more than a week to explore a new place for its materialistic value, but not to observe people and their culture in there. It seems that most people want to go to a new place to take the wrong impressions, instead of seeing both the good and the ugly part of exploring a new continent. When exploring a new country or place, how do you want to treat it, if you considered it as a relationship? You only want to explore it for a night to get excited about it or you want to explore it for months to years (if possible) to understand the beauty

behind its complicated system that differs but performs competitively well (hopefully) within other countries. If you go for the primary reason, then it is no different than going on a day night stand with a stranger. You only will want to mesmerize and get excited about the looks of the stranger until you get bored of it. If your reason goes to the latter, then you will want to know also their personality, what they like and they do not like, and hopefully, always find something new and exciting, as you fill more and more pieces in your mind understanding the individual through new perspectives you would never wondered to explore. This aspect is only taken in relationships. However, it can be applied on other aspects like exploring new countries. Many people want to explore places as tourist, to have fun, to fulfill their personal life. As you can see, this is an effect of the main source of the split between personal and non-personal. **Our workplace or culture has focused so much on the non-personal, that our free time is forced to be spent on personal ways without any rationality on them. Instead of spending our free time wisely, we spend it in the most catastrophic way, enjoying stuff without building any relationships or understandings.** For the terms of exploring other places, people commit little time on specific place for destination. That is to avoid the confrontation of having to think rationally. Because after we are not more overwhelmed over the surface, the excitement it brought us to explore that new place, we have to face the cultures and the peoples' living in there. For most, this becomes a boring part for individuals to explore. They do not want to build bridges or understandings of those cultures, as much as the entertainment it has to offer. They will find it boring going to the same place more than once or twice due to they cannot explore it in a different way, in a different attitude, in a different direction from the previous time they explored it. They will instead think and be stuck on their heads, "Why am I in this place again? I prefer to explore a new place.". After all, exploring more places, satisfy the personal self more than staying in one place where the personal entertainment will end at one point to be very exciting, and will start to be mediocre and of less intensity as it combines non-personal input for the tourist to digest. For that reason, in order to maximize their vacation time, they will try to go into different places as much as possible, different countries, different cities, all for the sake of exploring new places "surface" at the sake of "understanding" them. However, this sacrifice, it is not out due to the main intention of the individual wanting to ignore other countries identities. It is because he got overwhelmed from his working environment or pressure to be all involved in non-personal tasks that pushed the individual to be very **thirsty** for exploring **as much** personal experiences **as possible**. What is the effects after doing such a trip or vacation? It will be a painful experience. Of course, you will definitely lie "that you enjoyed it", but deep inside you, you will not be satisfied, as they did not brought anything integral to make your life more successful or more of added value. All you did was look at the surface of a place and just idolize it. It will be an empty feeling as that feeling has already vanished, like your last meal you ate. Like after eating a meal, over time, you will be hungry for doing vacations again, due to your personal self getting thirsty for it again. And with no wonder, you will plan and do your vacations the same way you did it last time. In summary, people should do explorations instead of vacations. Trips that will have last meaningful experiences (this catchphrase travel agencies use does not apply to most people as they do trips only for exploring the surface of a country). However, in order to do that, they should take their trips not for their pursuit of satisfying their personal self, but to learn and understand the countries surrounding. You may say you do not have a lot of time. But if you already do trips for vacations, you can do them less often and each of bigger length. Most people I talked to people about vacations, they only talk about the surface, and not about the people and culture. It is really disgusting to hear how people are proud going so many places, when in fact it is no better than just going to one foreign place and experience that place for many years.

In conclusion, the main problem for people switching to be explorers instead of tourists is the environment they live most of the time: non-personal. That forces them to be thirsty seeking as much destinations as possible. There are so many benefits being an explorer. The most important one, the ability to learn and understand a country's culture, which can give you a different dimension on how to see and view things. Many people think looking at the surface of a country will be enough inspiration. As so much as that obvious as it seems, that is not the case of. You will not be able to create symbols or representations of other countries values and interests and their patterns of lifestyles without understanding their culture and its foundations. Instead, you will take those surfaces only to your own viewpoint, to your own upbringing, which is limited in originality and visibility to a bigger audience. Besides inspiration, it can become a component of your lifestyle, an integration of your values and beliefs, for a better growth of your own individuality.

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## Skills alone have no value anymore in software development (2014-04-15 15:45)

Skills have no value in software development. Why? Because there is too much competition involved with people trying to base their skills better than others. In addition, anyone can learn skills for free through online websites these days that are much better off than your education classes or traditional books. I do not really want to offend traditional books or educational classes because they both (especially schools) really guide you where to go, to have commitment (I must complete the book/education through the end), and learn a general background of everything which is helpful for the individual itself. However, since all jobs or tasks are specialized, what is best is to get your door open to opportunities other than to learn what is on the web? Once you learn a task on the web, and do it repeatedly, you will become a master of it over time. You cannot dedicate your life on all the stuff software development offers. However, you can specialize on something. Otherwise nobody will hire for your skills, nobody will go to your website, because guess what? Clients want the best goods and only the ones that are very specialized can bring the best. Is this really good? Well, of course, the rate of products being of better quality relates on how specialized an individual is.

However, there is too much competition within individuals, that even if your skills are almost the best, you will only get an average income out of it. You think that in this capitalist society demand and supply will make its own magic? But guess what? I do not see any magic at all! Instead, I see the illusion of living in a capitalist world where all people have to "stop" the forces of supply and demand with the power of what mainstream agrees. This, I call it "making consensus with mainstream". It has become a standard that all that matters is your performance with your skills (which become better the more specialized you are). However, it is no benefit for the individual because all your effort will go to waste as "there is already too much demand to it". That is right, I proclaim that the individual is the fool of the fool itself, for he selected a supply that is already in high demand that makes himself very cheap. Of course, the individual will not notice, because who knows, software development becomes too much of an attached feeling cause you develop creations of your own self or from derived products than buying creations from others (which management does know clearly and is more clear on the value of these products). So what skills should you go after? None. If you really want to, you can always try to learn the new technologies. That will definitely work. But that will only last for the short term. Those new technologies will become old. In other words, there is at least an opportunity you can become more demanding by updating your skills which no other occupation has so much flexibility due to its slow pace of its changing environment (some do too, but not so much). That is why you always hear to update your skills in software development every so often. It seems like that is the only solution most people discuss for selling yourself. Is there another solution? Yes, there is. Improve your critical thinking. Actually, supply is so low because nobody is aware of it due to all people following what mainstream follows. Actually, it is not even encouraged to push critical thinking to people because that will destroy the system we live in today. Have you seen the word "critical thinking" in work description offers often? Let me explain.

The system that we live today is of course a lot of non-personal tasks that you have to do everyday (which I discussed a lot in my previous posts). However, one of the most corrupted things this society, this not so "capitalist" society is this: It is very evident that we are not living in a "free capitalism" society but a "conditional capitalism" society. Why? It does not work. People have not created their ability to critical think and people are afraid or do not trust the critical thinking of people. What is critical thinking or termed as "critical thinking" in this world? Whatever "mainstream agrees on". Whatever new and challenging idea will not be claimed as critical thinking. That is not real critical thinking gentlemen and folks. However, what will critical thinking ensue? It will destroy the ability to make consensus or agreeing with mainstream. Why is that? Cause critical thinking will always challenge the current situation, analyse it, provide itself solutions, implement them, see the effects and alter perceptions. Being wrong is when you use critical thinking while being right is when you do not use critical thinking (usually that is how it is in the current system we live). Demand and supply is a theory that follows, follows perfectly! But the way people interpret demand and supply with our current society is wrong in so many ways. First of all, why do we allow demand and

supply to be controlled by the rules of a company or organization or of a government of such form. Why do we not have the ability to challenge some of the rules that may not be the most effective solution (at some times even for the company itself)? It is reasonable why. We all agree we should be in consensus with mainstream. Like I said on my previous posts, we do believe on everything others say to us because we are emotionally weak. For that reason, we only read credible articles so we do not input dangerous thoughts on our minds. Since our culture (at least most cultures) attached us to follow mainstream due to us being weak in our emotions and also for not grown our own critical thinking, this is what society proposed to us: Besides providing safety to your well being and other amenities in this society, **we will do all our critical thinking to you within our government rules and company policies and rules**, all you have to do is to comply to those rules (=you do not have critical thinking, blind faith on those rules sir). On a side note, yes, you are entitled to do whatever free you want to do in this world as long you harm no other. However, we will bias support organizations that follow what mainstream follows to avoid interruptions and disharmony (=better be consensus with what mainstream follows or you'll be left out on your own).

So you may be asking: Why would I grow my critical thinking if my government already does. Won't my critical thinking go out of what the government supports? Won't that leave me be all alone by myself? In some sense and degree, yes, that is true. That is why most people avoid critical thinking. But think about it, if this is really a capitalist world, for you, the individual, do you take advantage of the supply and demand model when you are not encouraged to use critical thinking? If you always follow the rules (the rules are made by the critical thinking of governments and companies) that were given to you, will you be in a position that is fair for you? What happens is this: Governments and companies do not trust individuals like you because you are emotionally weak and have not grown the ability to have critical thinking, and they rightfully make that decision right. For that case, government and companies have taken an advantage point (not a fair point) for the chart of demand and supply. As they create the rules, they will have most of the pie to themselves, sometimes it is greediness, but most of the time is to have them as a backup plan, because they already know, that most individuals living in this world are very sensitive and dangerous that catastrophic events can follow due to their limited critical thinking and attainability to keep on hold with their emotions. I can even add more reasons, but basically, that is the most critical or more worrisome the biggest thinkers stumble upon.

In other words, in terms of a real "capitalist" world, critical thinking and skills must both be combined so the individual builds not only skills, but to set them in the right context (in places where there is low supply instead of only places with a lot of supply). How much time you have to spend critical thinking? I am not pretty sure about that, but I think as much as time you spend on skills, as both are important (but not so important in our current society because the critical thinking is all pampered and ready for you to digest). Is this possible in our current society? Very hard so. Most people do not venture on "critical thinking" adventures and in order for this to work, there must be enough people to venture on "critical thinking". We are so afraid of critical thinking these days. It is evident and sad. The reason we are afraid is if we break a rule, we will sound as being criminals. That is why we never or rarely practice critical thinking due to the fear of that, and that is rightfully so. However, breaking some small rule, such as a policy in a workforce, that in real life does not make you a criminal literally, people are still taking it as serious as doing a murder. What I ask is to follow all the rules society enforces you to do, but remember that those rules that sound legal/illegal may be illegal/legal in the future. There is so much space and freedom in most countries, that you can use your ability by using your critical thinking. However, due to the fear people have out of rules (they made it a generality that I cannot create my own rules in my life. Who said you can't? As long as you don't conflict with the existing rules government really enforces you to follow, it is fine, I guess) and society itself having fear what a person can do with his own rules (maybe their rules will not follow the "right" or "moral" thing to do), most agreed to create mainstream as a form all people should follow within consensus, or else you be left out all alone.

So like I said skill alone is not enough. You also need critical thinking to sell yourself and to have more responsibilities. This will conflict to the next case: money. Once you have critical thinking, it can go two ways. And I can really imagine every one of you, you would have done it at one point of this time (or maybe not if you are too innocent): How can I make out of nothing a million dollars? You know, start up a business, and so on? Did you ever

had thoughts like that on your mind? Well, yes, that is gentlemen and folks, the power of critical thinking, but in the wrong wrong way. Maybe it happens to you because your emotions took over due to the non-personal environment you lived all day. Or maybe you have no other thoughts other than money because all you see people these days is absorbed money due to again, being controlled emotionally over their non-personal environment all day. That is why most governments and society are afraid of these people that will use their critical thinking in such way. Because most real companies, I think they were interested on money, but they were more interested on bringing a better good (though that is still questionable when these companies become too big). How to use your critical thinking? Use your critical thinking in a good way. How to? The only way to kill that bad habit of demanding money through your critical thinking is this way (a method psychologists often use): **Assume you have a billion dollars in your life already, what big thing you want to do in life where at the same time make a basic living with what you make?** This is more hard if you have to take care of family or have dependent individuals (that is why they always encourage young people to start up their own business because they can idealize with their critical thinking easier) , but what matters is to have at least a goal like that instead of "I have X amount of money, how can I double it?". Because the real model of demand and supply main goal is not to satisfy money, but all the needs of others and yourself (yes, it will satisfy your needs, but they don't always get delivered those needs in money as this capitalism society expresses so). The capitalism society is set to only satisfy half of the needs of the individual. It only satisfies the materialistic needs of the individual. If they need to satisfy the needs that are more of the personal, they have to do it "outside of the market". Hence, capitalism society creates the split of the personal and non personal instead of integrating them. The power of money goes in so many wrong ways. We agree to clients to what they want even if they are wrong because they are giving money to us to do a thing. Its such examples that demonstrate that if money is on control on everything, all things become non-personal, and all that matters is your skills. Who ever has the money can use their critical thinking, set their own rules. But you can say: Hey, they have the opportunity of their earned money to use it on investments where they can set their own critical thinking rules. Yes, that is true. However, using skills or critically thinking are most of the time within this system done as mutually exclusive. Goal is to integrate them, but if a society emphasizes one thing over the other so much (the capitalism system revolves only money and skill instead of critical thinking and personal), most people will have no aware of the other half. **People itself have to make their own distinction with their critical thinking how much money is enough and how much of their personal life should they devote more of to make their life ends meet.** However, since society has created a mainstream all must follow, all to dedicate themselves on the aspect of the non-personal world of making the most money (where sometimes it may beg for no reason if you never use or use it in bad ways), you can see how we ended up today. How many articles have you seen that talk about "How to make more money?" , "How to improve your performance of your business"? Can people follow their life on other aspects besides the non-personal? As we have seen in previous blogs, most of them do not have the time to follow or use that free time to build their skills only so they can "keep up". That is due to the culture we are living ("the consensus mainstream" society). Lastly, with all the rules set up for us, do we ever need to think critically? Critically enough to not be always influenced by money?

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## **Solution to a more personal life in software and other careers Part 1 (2014-04-16 15:38)**

I have discussed a lot about the problems and details of the issues those problems result in this counter productive life we live in more non-personal tasks instead of personal tasks. This is going to be a brief topic that I will discuss today which can go into more detail later on. **Each topic cannot advance to the next topic before the precedent topic is fulfilled.**

**The first thing you should do is to make your living income be of your general needs, that includes BOTH the personal and non-personal.** When people think about making up your life with your general needs, people think only about the food they eat and the rent they space out to sleep in their night. That is what even the



government thinks on what the minimum income level of an individual should be (only to satisfy the personal, not the non-personal). For that reason, working yourself on a supermarket or retail store that only gives you the minimum to live yourself out will not be enough. In that position, you will need to either make sacrifices or do very intelligent plans and a lot of luck to save most out of your living. An alternative is creating passive money. A lot of blame comes to the perception of governments and companies on how much money an individual should take. When they calculate the budget, they only consider the non-personal events of the individual, not the personal that the individual also needs. For low paying jobs like that, that is a serious problem. Those big corporations and governments that are to be taken as an example, show a bad example. However, it is not their fault, at least they are not the main ones that throw this effect (but the culture they incorporate, it does). The critical issue is this: It is the perception of the people themselves, how the people themselves are fooling themselves how the demand and supply system works. They think on their perception that only the non-personal is what they need, so they are willing to take the plunge of paying a rent that is so expensive that they can live without their personal life. Thanks to the people that have not a lot of critical thinking, their forces of supply and demand which only oriented to the non-personal made most of our living to be of non-personal nature, especially for those with low paying jobs (which the majority of people are, such as working in retail stores). The main point to get out of this is that you will need some extra money to fulfil your personal life. When I said on my previous post "If I had a billion dollars..how to make a living", this is what I meant: Enough that not only satisfies your non-personal things in life, but also the personal things in life too. That means do not spend all your money on non-personal things. Which comes to the second topic.

**The second thing you have to do in order to open your personal life is to save money.** Most people not only have no money in their bank, but they have accumulated so much debt through their credit cards. Even if they have perfect credit scores, its a matter of a laughable topic, cause you are more worse than the person with the lowest credit score that has no credit cards. Just imagine who has the most freedom? The individual with no credit cards and zero debt of course. The individual who has credit card debt will have less freedom not because he really does not, but because he wants to keep his credit scores high enough. If you have credit cards and all have no debt inside, that is a different topic. But for those who do, it just does not justify the reason to have them unless you had or used them for an emergency (which can happen unfortunately as people ignore the personal with the so much obsession we have with the non-personal world). The limit you can reach with the sum of credit cards on average is \$25,000, maybe \$50,000 or more if you are almost a tycoon individual. I think people can easily wrap up \$25,000 in saving in 2-3 years, but that is a different topic. So not only should you have no debts that give you or make you feel you have restriction in society, but also to have enough savings so you can do your personal things in life. And when I mean doing your personal things in life, I mean to spend it with time instead with objects. Which comes to the next topic.

**The third thing is to use your savings to take time off around 20 % or even more of your working hours on the job as unpaid.** Why? Well, obviously. You cannot change society directly itself to see the option of people requiring to fulfil their personal life. As it is now, it is impossible for the workforce to integrate them as they do "not see any problems from the individuals itself" (most likely the individuals hide it, suppress it, and show those symptom effects of point 4 discussed in my previous blog posts). Okay, for low paying jobs, this is not a problem to do, because after all, they pay the minimum (but hey, this is changing now that unemployment is high, even a minimum paying job is lucrative). However, for high paying jobs, it is another story. You are so responsible and critical to the organization that it is very hard to take time off even as unpaid, and many do not, because guess what? They did not did the second thing which is to save money. People have a lot of problems with their personal life. It can be health related issues, learn more of their own psychology of life, learn more things in general than what your specialized job does to be more integral to society, relationship issues, family issues, and so on. Those cannot be solved within hours or once every month. They may require a lot of appointments and a lot of days to be spent on, so do not care whether that time off will be paid or not paid. Take it as unpaid and use your own money **and especially time with your personal things.** The main issue is that most people will not do that because of the norms and the working environment attitude effects. If you do that, peoples' attitude will be more non-personal on the working environment. They may even fire you. Hell, there are so many people psyched to be non-personal, to sacrifice their flesh and blood to an organization, that you may be left out and be in misery. That gives us a dead

end. If society does not push the supply and demand chart to include the personal things in life, you cannot go against that tide all alone by yourself. The correct thing to do is that if that organization restricts your personal life, shows an attitude that does not respect the personal time of your personal life, **it is better to leave it and try to find on your free time another job with a better environment to fulfil this third goal** (you do not want to spend your rest of your half life in the most non-personal way, it will destroy you). Do not focus on responsibilities, experience, money, but an agreement to spend more of your money for your personal life. Those other perks are more to lock you in a non-personal secluded life while the perk they don't give is the one that will flourish your integrity for the person that is inside you that you have ignored so much. However, always have some patience with the attitude of an organization you are working for, because it is usually their perceptions that are wrong and not that they do not want to help the well being of society.

**Conclusion and the Transformation:** A lot of people just really have to understand the importance of the personal life before it is too late and take them apart. They should incorporate it in the supply and demand chart (because that chart is not what capitalist say as what it represents (it is not money), but money and perceptions). The first step is for your income to be of your standard needs of living with both your personal and non-personal life (the income depends on what country you live). Most people perception include only the non-personal life. In other words, most people sacrifice too much. The second thing is to save that money for your personal needs. Do not spend all that money on non-personal needs. Investing it on passive money or for your personal needs is the most critical thing to do (if you do not have any much personal life events then there will be a lot in the future, so investing it in passive money is not bad. Passive money though needs a lot of investment of time and dedication, something that is hard if you have a full time job). The third thing is to take out time of your job to do your personal things in life. It is evident that this split will and remain to exist as long people do not complain. However, it will be different if people try to change their perceptions on that type of working market. The working environment will evidently look at the account of that. It will be opposing at first on the forces of that working market. However, over time, they will see that these people will perform and feel better about their job. They will see that these people will think more critically to do what is best and not to do irrational behaviour due to their suppression of feelings. They will see the difference between the people who work with goals that are only non-personal between the people who work with goals that include the personal in their life and they will see better results for the working environment on the latter. They will then try to find a way to integrate on the working environment the non-personal and personal tasks in the life of each employee. This is a hard task to do because a lot of people are so attached and stuck with the non-personal tasks in life, it requires them to teach critical thinking in terms of the personal and not about how to make money (which is the only think we teach in critical thinking these days to people, on how to make money). In contrast, what we see in society these days is do the opposite. Encourage critical thinking on the money and the clients instead of the personal life of the individual. These will just bring the ultimate destruction or mostly dissatisfied experience of the individual (along with his relatives and his family).

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### **I have no political affiliation and this is why (2014-04-17 03:20)**

The libertarians create rules that do not allow the individual to use critical thinking and set their own rules themselves (they give an answer, they don't teach it, can you always trust them when they do not really know your situation?)

The conservatism believe people as they are now are fine and they can use their critical thinking (Some do but in non-personal ways only). Most don't know how to do critical thinking so you have to teach them. They are not doing their job to teach or promote people use critical thinking. Instead they say everything is perfect when it is not. They think babies can learn a language without a guidance. I guess they forgot a lot of elementary stuff.

Both poltical parties only focus on the non-personal and not on the personal accounts which is just the minimum for the boat to float on the sea. Yes, we are at peril, we are sensitive, and very dangerous, and the government

knows that very well. So even if they did their job right, it would still all be futile, if their concentration was only on the non-personal.

I am not worried so much about the political parties as much how people are influenced by the political parties. People blaming or caring only about money out of the government escalates the problem more than solving it. The sad truth is that 98 % of the force of the supply and demand is based on our perception and lifestyle of the people that produce most of the output and services in our country, regardless of the income on those individuals. I guess the effects of living most of their life in a non-personal environment made us all in some form schizophrenic, create overgeneralizations, and have wishful thinking that a government that in some sense tries to help these uncontrolled people we have in this civilization through albeitly wrong ways and directions becomes the blame of all the issues. It is hysterical and a real tragic irony.

Do they go to the wrong direction? Yeah. Do we have to idolize them? No government really asked for them to idolize them, why do you have to idolize them for freaking sake! Are they real the issue? They are not, it is us, the issue is us, for idolizing them. However, that is expected for most people who cannot use critical thinking and are emotional weak, leading them to only accept sources that are the most credible (the government, press). They have no other path other than just to put a blind faith and trust on them.

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### **Coursera is missing the learning style of reading / people are sensitive to emotional pressure (2014-04-18 18:17)**

I really got dissatisfied with Coursera lately. As far as I can see, Coursera tries to offer the most education out to people, but the system they have built so far is not so intelligent to accommodate all the needs of each individual. Here are the four things that coursera critical lacks (some of those points may overlap to each other):

- **Coursera does not offer an intelligent system:** The search engine of coursera is not optimized to bring the best experience to the user. For instance, there may be a student that wants to find courses that are more oriented to his learning style. In other words, he cannot filter in that website the learning style he is most interested at. Each individual has a different learning style. I have learned those three different learning styles from my University course when I was studying to be a teacher, but did not become one in the end. However, those three different learning styles really do exist. In other words, yes, that is true, it translates that each individual sees and thinks things differently. In other words, it is not that I or you are different and we can change later on to a different style of learning. These styles are usually permanent and do not change. I believe that is only just a start that what makes a person different. There can be many more and it has been discussed a lot in personality books and courses. For that reason alone, Coursera should have a search engine where user can filter the courses based on his learning style pattern. The three different learning style patterns are: reading, visual/audio, interactivity. If the user has the ability to search based on his learning style, he will have higher chances on understanding or integrating a course in his mind better. Coursera, I hope it is not that difficult. Just make all the courses that are submitted to have a drop down that has just this:
  - Main Lecture Primary Learning Instruction Mode
  - Reading
  - Presentations Slideshows with Audio
  - Video Lectures with not a lot of slideshows

- Interactive
  - Hybrid (Reading, Video/Audio, Interactive)
- Then the user can just search the courses based on the options mentioned above. It will not only make the life for the user easier, but it will also make Coursera have a better visibility to itself to see what courses are missing. For those courses that are lacking of a particular learning style, Coursera can aggressively more promote the need of those courses that are missing. Thus, it will fulfill better all the needs of all course students learning styles. At this moment of writing, Coursera did not have this feature. As a developer myself, I know from experience this is not very hard to implement, but depending on how complicated the structure the Coursera system is, it may take a long time to implement for the results of this added feature to be stable (in order to not interfere with the other fully functional components that make the whole system of Coursera's website).
  - **Most of my Coursera experience found that it lacks the learning style I am interested:** Like I said before, there are three learning styles: Reading, Video/Audio, Interactive. Mine is reading. I am best at getting information through reading and I am the most inferior when the communication style I receive is in the form of video/audio. People think that if they communicate to me through face to face I will learn more, but I become more critical and think more about things when I receive the context in words instead of voice. In other words, I can have my own train of thought to not only criticize the content in the context of others, but to myself as well. For me, learning should be more of a painful experience, not an enjoying experience, because you have to puzzle things out and integrate them together, something that is more harder when the lecture is done through a stream, such as a formal lecture and face to face communication. For me, I find face to face communication only useful on summarizing things, not to remember, learn, or memorize things. It should be done at the point where I have already enough confidence of the information provided and willing to dive in and see if any corrections of my perceptions of the lecture material should be changed or not, which at that point, I am more willing to do so, as I have exhausted all the information I could think of to extract how things work so far. In addition, I have discussed in my previous blog posts why writing is more important than speaking. For others though, they may feel more comfortable with a lecture that is more visual/auditory or interactive. Most of the majority of people take information that way. Most of the people also hate the way traditional schools teach their lectures (with books). They would say they only learn theory and does not apply to real life. After they graduate and go into the workforce, most of what they learned in school will not be applied in their real life and will perceive it as most or not less, a useless experience in terms of usefulness in the career (maybe not so useless, but they will consider always your experience most as what matters instead of your education or your interest of books and theories). It is really disgusting those people that say theory is not important (even some teachers ironically claim the same when they are forced to teach theories as that is how the educational system is). They really do not understand why the educational system teaches theory and how subconsciously theories affects in life to make generalizations of every thing we see in our life. Theory is so critical that learning a wrong theory can lead us to wrong generalizations. But that is enough of rant and can be discussed on as a different topic ("What are the destructive consequences ignoring theories and why are they blaming those destructive consequences on the wrong sources instead of the lack of implementing correct theories in an organization itself"). However, I cannot disagree with how they prefer to learn things. That is their learning style. Most of the majority are like that. And it seems that Coursera supports most of the majority audience instead of the minority audience. But that is not only Coursera doing this. Many educational products that are promoted, such as "learn a language very fast", are done through visual and audio formats. Why? Because traditional schools do not teach those courses in such way (they really do, they have a lot of interactivity, but a lot of the stuff done is in reading too). And since we know that most of the audience are visual/audio learning types, the entrepreneurs find an opportunity to make a lot of profit out from it (but in a good way, they help those type of people). However, little do you know that what they say is not true if you are a person that likes to read instead of listening stuff. It will probably not be so effective if you try that educational product as they much say. Back to topic. From my experience, as far as I have used Coursera, little did I found material that was in writing. For definite, a lot of the lectures that I have done online in my University, the content of the main lecture was mostly in writing instead

of audio and video presentations. Those were the times that I learned the most, had the most fun, and added more value to myself in terms of skills and experience. I guess that was the direction it was on those times because most users broadband internet bandwidth was not high enough to have the flexibility to see lectures online in the audio/video format. Now more and more of those lectures become visual and audio. Are there reading materials? Yes, they are, plenty of them. But most of those materials are supplemental readings. I have not found any Coursera course where its main lecture is done in raw writing (maybe I am not so lucky I guess). This could have not happened if their search engine was more "intelligent", in order to provide the learning style need I wanted.

- **Coursera does not offer any open official community to discuss such issues on public.** So Coursera has a problem and they were not aware of it. Is it like really a shame of them? Well, really, no, I guess it is fine, we all sometimes do mistakes we are not aware with. However, for Coursera to not have an open forum to post these issues, that is a real shame. Their support page is more of frequently asked questions and their suggested answer. You can send a question in private message, but that loses its purpose, as it is the participation of all audience that matters in order for all of us to see the visibility of these issues and apply importance on them. For Coursera to see the issues only from their own side of the view will not impact greatly to add it in their next step of implementation. Most likely they will put it in low priority and set more in priority fixing bugs and whatever it will generate the most profit, even at the cost of ignoring the minority needs (as you see this need is more or less likely to fulfill only the minority of users - the ones that emphasize reading as their learning style). But still, they can add it in an open forum. Why would they not? Which comes to the next topic.
- **Coursera tries to protect its brand image by getting only the positive attention from users feedback instead of the negative feedback required to make their website better at a faster pace.** Okay, this is arguably an opinion. But it seems like Coursera is very heavily marketed oriented on just bringing a positive image to consumers. And you know, being all positive and positive energy is a fall illusion of being happy. **Coursera needs to learn their mistakes. They will never grow in a fast pace if they do not receive any criticism.** Instead Coursera only cares to put testimonials about the positive feedback of students, not the needs that are lacking. In other words, Coursera does not want to have full transparency of its own self. It wants to be a hypocrite on the public image, trying to hide the negative effects in private and is expectant to provide those implementations either never or at a very slow pace. Look at this link of Coursera: <http://blog.coursera.org/student/stories>. At this moment of writing, if you see at the image banner, it says a welcoming message with a lot of dozen different happy individual faces in a miniature format. At the footer of that banner it says, "Please share your story so it can inspire others to learn without limits!". So what do you expect the feedback Coursera wants? It looks like they want a positive feedback. I haven't seen testimonials so far where one of them is negative. Testimonials are always the most fake thing in this world. The way the testimonials are structured are always only on one side of the view. If some are negative, they are definitely not published. Compare testimonials of Coursera being bias and testimonials in a court case and you can see the difference in transparency! I would love if Coursera could provide a negative testimonial on their website. I dare them. But I feel so confident that they will not to.

Given that Coursera does not have an option to communicate with them, I tried stack exchange to get an answer for my issue. I wanted to confirm whether Coursera offered courses with main lecture in the form reading as a learning style. I expressed briefly my current sentiments for Coursera and written my request in the most simplest words possible. Given that the link may be deleted (the link is: <http://academia.stackexchange.com/questions/19457/coursera-web-courses-that-teach-with-no-media>), this is what I wrote:

### **Coursera web courses that teach with no media**

*I am getting sick of these Coursera courses all being in videos and presentations of slideshows with audio ( they are ok but I prefer to have my own train of thought). So which universities which teachers or how to filter contents on*

*coursera the most effective way or already known trends to get courses where the main lecture is done not through media such as videos or audio but simple raw text.*

Okay, like I said in my previous blog posts, most people are emotionally weak and cannot use critical thinking. For that reason, they want most of their discussions to be objectionable as possible. That is fine, as questions and answers websites main purpose works more better if they are more objectionable, so the answer does not go off topic. But given that people are very sensitive to sentiment statements, they can go overboard with it. The first sentence was an expression of sentiment to Coursera. Its main purpose is to provide **how important it is to me** about the topic of Coursera not providing the learning style I really wanted to experience. Without a sentiment, you cannot tell the individual's priority of how important a topic is to him. The second sentence asks in the most simplest words a request for some specific examples (not absolute answers) to get the learning style I wanted. The response I got was to read a book. Well, book or simple raw text is the same thing, right? I did not know if the one who replied me was really confident that Coursera did not offer material the same as offered as books (but I wanted the main lecture to be in a book format, not about learning a general skill or general material most books offer as). So I replied back to him " *I am asking whether coursera offers the similar technology books offer? If you are confident that coursera mostly no offers such technology, I will want to rant some criticism of such feature that they felt negligent to be about it.*", which I arguably did in the end by writing this post. I am still in doubt whether point 2 is really true or not in regards to Coursera. That is because I did not got any answer without any reason from that individual. In addition, my experience can be a little bias, but I indeed spent enough time on Coursera. In addition, some other individual felt that my writing was unclear because I looked like I was ranting. Do you see here ladies and gentlemen about that? How most people are sensitive to sentiment statements? It is the effects I have discussed in my previous blog posts. Most people try to suppress them cause they cannot tackle them. When you express them, others feel confused or feel the statement is not clear. See the topic again if I do not have included my first sentence:

#### **Coursera web courses that teach with no media**

*So which universities which teachers or how to filter contents on coursera the most effective way or already known trends to get courses where the main lecture is done not through media such as videos or audio but simple raw text.*

Is it more simpler? Is it more clear to understand? What is the difference? Nothing. The only thing I removed was a sentiment. How disgusting that individuals cannot express themselves when society will tell them they are unclear. And if you feel this is still unclear, let me tell you this: Do you wanted to be in a form of a question instead of request? They both in some form are almost the same. It is an inquiry. It needs an answer. So it can be regarded as a question. I do not have question marks in my sentences, but its a request, and I think its valid as a question. In addition, I used the most simplest words, such as "media", "video", "audio", "raw text", and hints such as "teachers", "universities". If you do not understand this, then you are fooling yourself in some way or another. I just avoided to iterate. If I wanted to iterate, I would have written it in such way:

*Which universities or teachers **offer Coursera web courses with no media**? How to filter contents on coursera the most effective way **to get only the courses with no media**? Are there any know trends for finding courses **in Coursera with no media**?*

I provided several hints for the title of my question without wanting myself to iterate myself too much. I guess people could not grasp that connection and got confused too much. It is disappointing from their effort. And it is not like they could not connect things, because at least they tried, that they thought I was ranting. In addition, maybe the simple words, such as "media" did not work for them to understand what I was saying about. So I replied back to them and said "

*Yes if it was if I was looking for alternatives. So please do not go off topic and provide alternatives as that is what it will lead to. Is it me better to do this or that? I never asked which is better. Answer the question directly. Does coursera offer technology of books? Yes or No. If yes how to get the most out of it? thank you for your understanding*

".

I hoped that in the end they would not connect it as a rant. In the end they put my post in hold, and I guess many took it in the wrong direction with the flow of comments directing that way. So in the end, I replied "

*Please close this post. I do not want comments that ramble off topic due to some sentiment I said that made people be confused and got all unclear. I created a new question that will avoid ensuing this type of comments.*

"

And so I did. I ventured again and entered a new question on stack exchange. This time, I tried to use more complicated theoretical words the academia knows very well, such as "learning styles", "reading", "visual/audial", "interactive". It seems that using these words made it more clear. In addition, I did not provide any hints what I was looking for. Instead, I added my interests, as someone in the comments suggested. Someone in the comments told me that it was off topic, as "Stack Exchange Academia beta" does not support questions that are related to

MOOC (Massive Open Online Course, and yes, Coursera is one of them). I do not understand the reason why not as there is a high relevance between MOOC and traditional universities. A lot of teachers in traditional universities also contribute lectures in MOOC services, such as Coursera. In addition, that stack exchange is in beta state, so I do not know if that speculation in the end will be formed in the end true or not. From the people that moderate that stack exchange, it looks like it is, and I got word there is no area on the stack exchange variety forums so far to fit my question in which I think is very important as many users use Coursera so much often. **Shame on you stack exchange for not having a solution of providing an area for people to ask questions in relation to Coursera, when the negligent Coursera does not offer an open forum to provide a place to ask such questions.** It is not your responsibility stack exchange, but it would be good given you are open to other topics you can openly answer. It seems stack exchange only tries to aggregate questions and answers that were already answered before on other websites or that are very easy to answer from users. The reason to do that is so the user can find the answer as fast as possible instead of scrolling pages on a forum to find the real answer. However, on the other hand, stack exchange limits the questions to only the ones that they can answer, as guess what, I guess that is their main goal (just my speculation): **Stack exchange supports questions that are easy or already answered and to be collected in the stack exchange "exchange". It will not support to answer difficult questions or questions that have no answer and require research. They will use excuses as defense mechanisms.** Again, stack exchange format is in the form of "Gamification" (earning points and achievements), making users only intention to win as much points as possible. To win the most points you have to strive to the main or important goals stack exchange has (=to make most revenue and usefulness out of it). In some sense, stack exchange helps a lot for most users, but loses its touch when they take everything as a game. In any case, this is the question I asked which was commented as off topic (here is the link, but it may become dead later:

<http://academia.stackexchange.com/questions/19474/how-to-find-coursera-courses-for-people-with-learning-style-as-reading>)

:

*Does coursera offer main lecture in the learning style of reading instead of audial/visual, interactive? Yes or No. If yes how to find most of those courses in coursera where main lecture style is reading? Please be as much objectionable to this question. User who answers must have experience of the coursera courses offers. I do not have time to do research of what coursera offers extensively so if anybody has done in that type of research, please respond. thank you!* interests -machine learning, artificial intelligence, software engineering, best practices within a cultural organization and software development life cycle, the study of behavior, courses that talk about personality, courses with projects that contain milestones for developing any real life applications, such as web, windows application, games.

**In conclusion:** Coursera is not the best service experience for all users as it ignores the minority and is not helping the best in providing a hand to be better at its own faults. In addition, we seen that the stack exchange environment makes people write effectively objectionably, but are too critical over emotional pressure, making them oversensitive

and not good candidates to communicate effectively all around (especially for problems that you must face emotional pressure). We are all sensitive to emotional pressure due to the society we live every day being all non personal so I do not feel it is their fault for being that way. Last but not least, stack exchange Gamification system is not a system that can support answering all questions. It only answers the easy ones or already answered ones, only the ones that will drive the most traffic in from workers searching non-personal information (and hey I believe it works splendidly well for what it does, but I need to express its limitations too!).

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### **Ideal Critical Thinking briefly explained (2014-04-21 19:10)**

Today folks I am going to talk to you about the "ideal critical thinking" this world should have. It is a way of thinking most people will avoid to do because it is definitely not simple to implement. However, it is the only solution for people to get along together.

The solution of ideal critical thinking is as follows:

✖ System outputs  $Y_1$  which defines how to fulfill your desires. It cannot fulfill all desires as it also has to count the desires of others at the same time within  $Y_2$ .  $Y_1$  minimum desires must be met first, such as health and well being, before it starts compromising some of the individual desires to the global desires of the world.

So what does this mean? What is system X? System X is whatever we think how the world works. For instance, the rules you live within a society is system X. What happens is we want to have our perceptions and beliefs to the hands of the government (they will have control of system X). Well, if we do this, then the government will try to fulfill only the global desires, not the individual desires. Well, why so? Do you think the government has the ability to know the special situations of each individual? Unfortunately, a government is not a psychic entity that can tell the needs of each individual and prepare ahead for those situations. I mean they try their best, but do not expect to fulfill all the individual needs of the individual. And because how the system of the government works, many counter that system with their critical thinking, but not in the same way as how the government follows. No, they will not try to fulfill the ideal critical thinking, because that, in some sense, will mimic the government system. Secondly and most importantly,

will it lead to no post effects in our way we deal our life when we do not

have any participation in critical thinking? Yeah, it will have adverse effects. We will have no freedom anymore to fulfill our own individual desires. Instead, we will leave the government or other authorities tell what is the best for us, an entity that does not know our own situation.

✖

If we look again at the diagram, individual desires and global desires overlap to each other. Individual desires in some sense are compromised by the global desires depending on how more important are to fulfill. For instance,

let us say you have a health software that saves peoples' lives. W

hat would have been more important: Make another 100 thousand of dollars by spending your time advertising and commissions of your product or just make 500 dollars and contribute to an improved software that saves more peoples' lives? You can counter that the revenue is more important in order to keep people saving lives, but that is very well known that is not true. The software already saves peoples' lives. If the company goes bankrupt out of loss of revenue, do you think the software will not be of service anymore? It will still be of service one way or another because it is saving peoples' lives. On the other hand though, what I am saying is simply an exaggeration, but can be a solution depending how critical and important it is to society. The software itself should be realistic. It should



try to fulfill itself as much as it can, but also fulfill the goals of society as well. A company should not go bankrupt and should keep a stable revenue, but what most important after that is the achievements it contributes to society and not to itself. Expansions and more revenues and possibilities are not so important as its innovations that really helped society in some way. There are many innovative products that provided solutions to society that made their life better these years. However, **are we giving the solutions to society that are the most priority for them?** And do you think the peoples' voice, the voice that emit and echoes in our whole world, is that the voice of the people itself in their inner of their personal needs, when they do not have much critical thinking and follow what others tell them to? With the products and services we give to society, did the results of people made their life more happier? Do they have any complains, difficulties, or challenges in their life? Why there is so much study in the behavioral sciences and psychology of people? Are we still challenged with the turn of events in life? But most importantly, the products and technology we receive compliment in some way to our life, correct? But do these products or technology services aid us to our own individualism? No. They can be used as a tool to guide your individualism, but they do not teach you how to grow your individualism. If we only depend on receiving content, buying content and aiding on creating content not within our critical thinking or our own understanding, we will not feel integral to this part of society. That is why each individual should start to use critical thinking to do at least a partial part of what it wants. At this moment, the individual is controlled and limited on what to buy, receive, create. The people who use critical thinking take advantage of that and make these people live with their minimum requirements as possible. They feel it is better to have more control of the world because these people have arguably no critical thinking (and I agree on that aspect). However, do you think the best solution is to control them instead of teaching them to have critical thinking and to help find their real needs? At the other hand, the individual should also find what other individuals in general lack or need not based on what they express (especially with our present world where the voices of people are full of void and no meaning), but what do you think is best for their situation (and not for your situation).

I am not done with this ideal critical thinking system yet. You see I have placed "X" on system and "Y\_2" for global desire? Y\_2 is not only "one solution", it can be "many solutions". Also if you know mathematical formulas, Y is dependent on X and X changes. Yes, I am saying this correctly. You cannot attach yourself to a theory or system for long. Government and big organizations use this system, but only for the global needs. There are a lot of similarities with the ideal critical thinking. One is that the rules changes every few months or years. If you look at the history of each government, rules change and change again. Why?



Once rules come out to a government, it is not predictable if it will fulfill all the needs of each individual. **That is because what we believe in our imagination may be different of what we really expect out to be.** And that will happen in most cases. This process is recursive. However, will the government ever fulfill the personal needs of each individual? No, and I do not believe no matter how optimistic a government that wants to fulfill all the rules, it will not only not help all the needs of the individual, but will limit the individual critical thinking to the maximum of its own possibility, making a mass that will be self-destructive without being able to know how to control their life when the government cannot fulfill their needs anymore. In other words, the government system is a great system, but it can be destructive depending who holds that system. If the government only holds it and not the ability for people to hold it, then you can see its consequences. In truth respect, only the individual can hold this system, because only them, can distinct what is the personal and global needs they can fulfill within this society. The government should just do the minimum. That is why communist society have great ideals, but will never be effective the way they handle it while most capitalism systems are not really capitalism systems, and if they are, "the people are not ready to provide the right ideal critical thinking" (that is why we do not see many societies that are absolute capitalism, because the capitalism at this moment is interpreted in ways that is not the most ideal).

But let us see again the chart, lemme show you it again, and see it in a different perspective



Time is X and Y is the system. So over time, the Y is formulated. Does time influence us? Well, yes, it does. Because at each time interval, we have different facts and experiences of our world. And within those experiences and known

facts, we make different conclusions how the world works. If we lived in the 15th century and the 21st century, our perceptions of how the world works through each of those centuries would be different. In addition, like I said as before, when we implement something through our imagination or our ideals of how the system works, the results can be different from what we expect. Thus, the system should always be changing.

Okay, so let us move to the next critical thinking. We will call this critical thinking as "successful critical thinking". It is the critical thinking you learn in many self help books or other people have advised you to follow. Yes, all what society have taught you is no worse than those cult religions. Why would they have given these solutions? I do not know, maybe they lost hope that the world would change, so the only choice is to follow survival instincts. This critical thinking is how people think is the most ideal (in other words, they have never found my ideal critical thinking or is not so popular or widespread to be well known). I always felt this critical thinking to be catastrophic for the whole of society. Many people do not follow this critical thinking cause it ensues a lot of problems, especially ethical ones. Have you done an economic major ,financial major, or any other type of major that has a lot of relation to making money. Why the hell do they have courses, such as ethics? Do you think people will be unethical? It seems like in order to be successful through this critical thinking, there is no other choice other than to be unethical. This is what society is and many futurists expect how society reaction will be in the future based on the present situation. This does not have to be true. If people change their critical thinking out of this one, we will never have to meet any of the issues of such in the future. I want all people who look and see life to take the picture of life upside down. To not look as what it is as what it is, to think out of the box and see society through other ways other than what it is now and how its forecasts show to be. Unfortunately, we are more glued this to this every day, based on making decisions,choices, and facts of what we see from the decisions of the past people did. That will only reinforce a society based on how they are and not on what they can become if they had completely different perceptions of the world as they do now. Is it more worthwhile to predict how the people will go or how we can change the course of these people to a different better direction? I feel we will not still have a complete picture or full comprehension of how life works just by looking at only the side how people work with their set of perceptions. There should be new tools and models of thinking to extrapolate the perception set people do not have right now.

X

So as you can see in the diagram above, this system is the other way around (also called "successful critical thinking"). The desires control what the rules should be. Have you read those self help books? Can you imagine what catastrophic messages they give you? They tell you to imagine a thing, such as a picture, and put it in your mind very well thoroughly every day. And no matter what the rest of system casualties will cause that desire, just follow it. Many people freeze here. There are a lot of unethical issues that people freeze and cannot progress. Only the people that are daring, they have the survival instinct, and understand that they have to compromise other individuals, will go venture in that path, and hopefully make a lot of fortune and help the people "within their group". In order for the rest of their next generation to survive, this "jungle" people consider as, they teach this critical thinking. If they do not follow this critical thinking, then they may be not be anymore "member of this group", because they think this is the only critical thinking. Other type of critical thinking is not the best or is not considered critical thinking. And without critical thinking, the fortune of that money will disappear from the control of others, the ones that will take advantage to the non-critical thinking people, which I mentioned before. In some sense, you cannot go with the opposition of this society that follows this type of critical thinking. Many are already been used and are taken advantage, so why not use others anyways? The thing is not more of what others do, but do we want to be an example of it, to continue this on going process? Most people will prefer to be idle than to follow this critical thinking. That is why there are very few people who follow this type of critical thinking. Those seminars that teach on self development of the individual to have more freedom of their life is real bullshit. It follows the above path mentioned and the techniques they use are to fulfill the visualization of the desire to control everything. In some aspects, this can be helpful to achieve a goal in life. However, to place it as your general perspective of life, it is purely evil. So spending your money on self help books or courses of such nature are a waste of money unless you can go over to commit hard ethical decisions that you will have to get over and do often (you have to be very confident and think you are very right).

X

Desires are also influenced by time, but in a different way. Desires are usually done in a milestone. You may start saying I want to make \$10,000, so you set a specific strategy to achieve that. If you want to make \$100,000 as your next goal, you will have to change your strategy to be more aggressive of your personal desires at the sacrifice of the global desires. The main difference here is the desires control how our understanding of our world is instead of trying to understand life and being self fulfilling for yourself and to others. Remember when I said, "Do you want to make a product that makes \$x money" or "Do you want to make a product that you will be happy to do for you and for the rest of the society as long you make a basic living out of it?" Besides making your life integrate more with yourself and others, the reason I said that is there will be less conflict in fulfilling the desires of all individuals.



As you see, there are 2 individuals that follow the ideal critical thinking. If both individuals follow it, then their system will have global desire Y \_2, which incorporates Y \_1 of their own individual desire, but as well the Y \_1 of the other individual desire. This will create an environment of a nature that is more cooperative of fulfilling the needs of others instead of being competitive to only the personal needs of the individual.

Instead, the successful critical thinking usually only fulfills the individual desires. Our own self, it is programmed, based on survival instinct, to only concentrate our own self, so when we look within our desires, we will only see our own individual desires. We are selfish in nature and many psychologists have already noted that. However, if we look and detach ourselves from our desire and look through making an understanding of our whole world, we can place the appropriate desire amount we should fulfill for ourselves and the other amount for the rest of the world which we will have to speculate.



If we use the successful critical thinking, as we see in the diagram above, there will always be conflict and people will never agree with each other. There will be a lot of competition. That is seen in a lot in countries where nations have engraved capitalism the most. The individual desire of each individual will create a system that does not count the needs of other individuals. This is most of the system we are living today. So who wins when there is such competition? The desire that agrees with most mainstream. The one that makes the most money. The one that becomes more successful at it. The one that dares to do more tough decisions than the one that is not too daring to do.

I do not want to discuss much as this is just a brief overview of all of the types of critical thinking (and I think I talked too much). Let us go to the last critical thinking which is: the people that have no critical thinking. Most of the majority of people are like that.



People start with a desire. They usually do not have a system in their head. Critical thinking is the one that creates an understanding of how the world works. Without having a system of their own, they follow the government or other authority to give them the rules on how they can achieve their desires. The government is a very dirty tricky system. It makes the individual peoples' lives for the first 20 years to fulfill their desires with no effort. This is to create loyalty to the government. I understand there is a time where an individual develops their own mind within the first 20 years. However, I do not think the steps they have done are the perfect transition for an individual to work for the adult life. I am pretty sure they never intended to make that transition to make perfect anyways. They want for the young individuals to have loyalty to this system. If you experience your first 20 years, your whole time your brain develops and sets some things that are hard to change later on, to a government that treats you like a princess, do you think it will be easy to counter the authority system and create your own system? On the other hand, some have grasped this system in effect, and implemented the successful critical thinking. In countries, such as United States, where its capitalism society makes the government to have little or no power, people have more freedom to embrace their own critical thinking and people to work from the start they become 12, make contracts, and even drive a car from the age of 15 (as long parent consents to takes liability on all the misconducts of the minor). However, the type of critical thinking we have created is the one we are accustomed too much. We still start our critical thinking from our

personal desires instead from the other way around. Instead of looking money as the ultimate goal for the individual, an individual should do what is more self worth for his life to the point of making some sacrifices (just have a basic life, you do not need much luxuries, ideals, beliefs, fame, or status).

Another thing to mention is that these type of people are the most susceptible. They will follow what the authority says. They will tell them how to handle their desires. In a system like this that we live for, when we hear opposing voices of people around us, it is not the voices of them, but what the authorities told them to how things work, as they only care for their desires (which are nurtured by the authority. It is their mom, it is their idolatry) and not how the world works.

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## **"My" Software Idea A - Website Activity Log (2014-04-22 19:16)**

**Notes:** *I do not know if this idea has been implemented yet, but I cannot see it and it puzzles me that if it really does exist, it must be popular, and it is useful for so many users. I am going to see if I can implement this idea based on the browser's API capability. I will have to see if I can make this application universal to work for all browsers. If not, I will have to implement it through other ways.*

Okay, so this is a brief idea that can help society manage their time. You see, people only manage money money money. However, I never see software that manages time time time. I think time is more important than money and not all actions within a time is based all about money (but in this non-personal world, we really want to do everything to relate heavily with money). Do you see budget applications that creates a pie chart of what you will do based on time per year instead of your income per year? Money is a subset of time, not all our life is involved with money. Whoever made the definition "time is money", they are completely wrong. It is a wrong over generalization that does not describe how real life is.

So what is my idea? To incorporate a web activity log. No, I am not talking about web history. I am really talking about a real web activity log. What this web activity log will look like? It will look like this.

Thursday April 22

### **Summary**

Spent 2 hours on Website A

Spent 3 hours on Website B

Spent 4 hours on Website C

Amount of time spent on Typing: 3 hours

Amount of time spent on Reading: 6 hours

Total hours spent on Web: 9 hours

And that is just the summary version. The detail version will have a timeline like as follows.

### **Details of Thursday April 22**

8:00 AM- 9:00 AM on Website A reading

9:20 AM - 11:20 AM on Website B reading

11:20 AM - 12:20 PM on Website C reading

1:00 PM- 2:00 PM on Website A reading

2:00 PM- 3:00 PM on Website B reading

3:00 PM- 6:00 PM on Website C writing

Another thing is we can see labels instead of individual websites. Lets say we label website A and B for entertainment and website C for work.

### **Summary**

Spent 5 hours on Entertainment

- Spent 5 hours on Reading Entertainment

Spent 4 hours on Work

- Spent 1 hours on Reading Work
- Spent 3 hours on Writing Work

Amount of time spent on Typing: 3 hours

Amount of time spent on Reading: 6 hours

Total hours spent on Web: 9 hours

I assume you can imagine how the details will be if we use labels instead of individual websites.

Okay, in addition, we can include charts and graphs for a day, week, month based on all our activity, based on a specific website or based on labels, based on reading or writing. This can help us then to measure our productivity: where to spend more or less time, where to be more faster or slower, and so on. The charts can include other users as well (you can import them). That way you can compare the performance or lifestyle of other users. The imagination of this program can go into much much more details, but this is just the first prototype of the implemented design will be.

How to determine if a user is idle is pretty simple. The timer will count as long the browser is focused (if it is minimized or not in focus as the user is using another application besides his browser, then that specified time will not be counted). If the user is focused on the browser without moving anything for more than 10 minutes, then the timer will not count the last 10 minutes. Instead, it will count only 1 minute of those 10 minutes and will take the rest of the minutes as idle until the user "moves anything". I define "moves anything" as when the user scrolls a page, clicks a link or buttons on a website, or types anything in the form. The user can use a shortcut hot key that will be a switch to override this rule (I have not seen people staring a screen for more than 10 minutes, but it is not hard to imagine). When a user types something in a website, it will switch to writing instead of reading state. If there is no writing after 60 seconds, it will automatically switch to reading.

So we have 3 states we have to record

- Idle
- Reading
- Writing

We also have some rules how those states change. Those rules can be changed through the options of this application. However, changing the options will make it harder to compare your stats with other user stats that uses different options. That is okay though, since the options each user set for reading and writing should be honest. If they do not in order to use it as proof in the future (in court or in workplace), then we will have a different application that is

registered to not have the ability to alter these options. Also, your performance logs will have a genuine "universal trademark" where the one that allows you to change the options will not.

And that is basically the gist of it. Okay, no, we are not done yet. We missed an important aspect of this. Security of course. The data collected will be stored on the user's computer. It is up to the user whether he wants to upload that data to the server so he can sync his log on other devices as well. In terms of how easy to implement: It is easy to implement it in systems that are more open. For devices like the iPhone, that may be more challenging unless it is jail broken. In true essence, this application should not actually be a universal app, but an app that all browser companies will incorporate it in their browser. Do you see browser history on each browser? They all are similar in some way or another. They incorporated it because they know how important it is. However, I see many benefits making this as a universal app. Adding charts and so many options to it will make it more special than a simple browser incorporating it (it will have less features if the browser itself develops it alone). In addition, given that all companies collect the browser history of every user, they can create their own graphs and speculations already. In other words, this software is more oriented for the user instead of a website business organization. We will also have the option whether the stats of the web activity log of the user to be automatically deleted or not when the user deletes his cache history of the browser. There will always be the option for the user to delete manually his stats of his web activity log through the original application. There will always be options to set what data the application can collect (there will be a simple and advanced version user interface for the user to use when changing those options).

Okay, that is all. Some of those ideas may be possible or not possible to be implemented at this moment. However, if most are capable to be implemented for now, it can become a very useful application oriented for the average web user (especially for those individuals that crunch a lot of their time within social web sites. Sometimes, they will never believe they spent a lot of time in a social website unless you state it as a fact like this software will do). Most of the concerns for this software will be the privacy and security of their private stored information. There will be a lot of contract agreements they must read and agree to the extent of liability we will not hold accountable. However, on the other hand, we will do the most to collect the least personal, they will have the ability to choose whether the content will be uploaded on the servers, and so on. We will give them their freedom what to choose. As the software becomes more and more sophisticated and more secure, then we can collect more personal data of the user where we can be responsible for it. For now, it is realistic to not collect a lot of personal data from the user (or to not implement those features that collects data for now) if we cannot maintain or securely keep safe the data within a good sense of faith. That is the best we can do. **The main goal of the software is to make society more of a better place, not to ruin it.**

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## Does your job description represent the traditional boring market? Part 1 (2014-04-22 20:36)

This is brief and hopefully it is going to be a series. I am going to extract a few key words from various job descriptions and interpret them. These key words are related only to software development.

**Hands on environment:** Or any similar word of that is a really a "no-no" to work in a foolish company like that. Most of implementations are of poor quality with an emphasis of on hands-on work experience. Most likely that happens for not getting the requirements of the customers right (they are always hands-on, they never think of "what if?" questions). This will result a lot of feedback from the customer saying "oh, you forgot this "what if" condition that you never thought about it, fix it!" a dozen times. Then, in order to correspond to multiple dozen of fixes, the programmers also must be "hands-on" to able to keep up with the pace of the customer demands. They do not have time to ask "what-if", but only "lets do it as fast as we can, cause you know...our design will change anyways again from the client". I have discussed this in a different perspective on the issue behind the client relationships a

company works with. In few words, the hands-on work environment is an alarm that management does not care about the big picture of the software so much. Management environment will have a domino effect for programmers to do the same (after all, it is a chain more or less). Which programmer wants to work in an environment like that? Not the ideal one. It feels like you are one of the outsourced guys.

**Be productive without others being over your shoulder:** What does this mean? No really, why are they very indirect? If you have not guessed what that means, it means most of the tasks are operational based instead of implementation based. Most tasks that relate on implementing a new design or a feature that is complicated of nature will need the consent of others. For tasks that are quick fixes, they do not need the consent of others (it is a request from the user). In other words, what does it mean? This is what it means: "We are not forcing you, but we want you to be very heavy oriented to customers fixing their problems as fast as you can. Figure out how to help the most customers possible. Yes, we are embarrassed this job is not so rad, but you will join us no?". I think it is better for those job positions to be honest as possible instead of finding the traits of an individual. The individual may feel regret and work for the sake of the money. That is not cool.

**Work hard & be motivated to provide the best performance:** Again, this seems like I am working in a manufacturing company where output is all that matters. Seriously, human resource and company culture, what the hell are you thinking of!? These working environments are the choices a programmer will go for last resort (and there are plenty of those in such form). Programmers will not be satisfied on output and working hard. They will only be satisfied if the design works as expected. They care if the future output of work will be less based on the work they do now. That they make the software more effective and efficient. To have a smart design that does not create a lot of loops between the client and the company (this will result in less changes, less work for the programmer). If the mentality is work hard and performance, they only care they can satisfy the customer with the most results possible. To charge the customer a lot of money with a dozen of changes instead of a single or two changes (that can be 50 % off or more of the original charge). Is that the society we want to create? Shame on you human resource!

It is ironic that this was posted on a job board filling the requirements of Joel test. To see the honesty of a working environment, see if they use key words correctly or understand the key words they use. These key words translate what type of workers with a specific mentality that they want. Again, these jobs are not bad as a last resort. If I worked on those jobs, I would have tried to change the company culture. For some cases, this environment is appropriate. Also, as I have mentioned in previous blogs, changing this type of environment is very very hard, but possible and is for the best. And last but not least, do not let the keywords tell you what is right for you, **but you choose for yourself (with ideal critical thinking) on what is right and wrong**. I promise that in a hundred years and on, things that look correct right now will obviously be very very wrong in the future (and history has showed that to us repeatedly).

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## Ranking Company Traits in Software Environments (2014-04-26 04:00)

I got asked which of those would be on my top 5 list for a working environment.

- Challenging work
- Ability to make an impact
- Strong career path

- Good relationship with your superiors
- A place I would be proud to work
- Internal transfer opportunities
- Values employees contributions
- A company with a long-term strategic vision
- Flexible work arrangements
- Excellent compensation & benefits
- Strong employee development
- Job security
- Good work/life balance
- Good relationship with your colleagues
- Culture that fits my personality

The traits are so interesting, we can even put them in a simulation game for fun! For that reason, I complimentary dedicated my time in responding to this question.

One interesting thing to notice is that there are 15 traits. In other words, you can only pick 33 percent of those elements. I would not only go and tell which is my top 5. I will also tell which are my middle 5. I will also tell which are the bottom 5. I am going to rank all of them alright! The way I rank them will be based on the importance of our present situation with our working environment.

Top 5 in the following order (This emphasizes on making the individual to emphasize on their personal life, to be individualistic, creative, original, and be a more integral part of society)

1. **Good work/life balance:** This is unquestionable. Yes, it says we should still have a good split of the personal and non personal. That is not the ideal solution (for things to be split). However, it is better to have a good work/life balance than one only focused with work. I have mentioned in my previous blog posts, the effects of an individual living all his life in non-personal events. Maybe you can see that blog post for more details? It basically answers why this is top 1.
2. **A company with a long-term strategic vision:** This is the second most important one. How can you implement an engine that sucks the liquid of oil nonchalantly like a maniac hungry pig in the next 10 or 20 years in your organization? I may now be acting silly or too poetic, but I have already explained on my blog article "when things go out of haywire in companies" and on other blog posts in this site the following: Do you expect a company's chain of good work from the client to the developer's end be in good faith when there is no vision and the only focus is how to make the most money? There should be a very deep interest of what path the product or service will be in the next 5-10 years.
3. **Internal transfer opportunities:** This is a very important thing. A person should work in a role where the specific role is best fit. If it does not exist in the working organization, it is better to create it. This supplements the good work/life balance. The employee will have more interest on a work that he feels is more personal for him. If there are too many workers that work in that specific field, you have no choice but to let him work in that



field. Of course, before the company organization amends this need to make the job more rad, fulfilling the previous requirements 1 and 2 are more important. I am going to say that this is very closely related with "good work/life balance". If the worker works on a job that dislikes to do and he quits the job, can you imagine the consequences of him? Nobody will hire him for the same wage he already gets for something he likes. The thing he likes is not what he is experienced at. The thing that he does not like is the only thing he is experienced at. That will make him more prone to get the same job for the existence of his experience. Things may be better for him if he works in another company, but it will not be the most ideal for him as much as working on something he really liked. Can you imagine working with co-workers that do not like their job too much? Can you see the big picture scale effect of companies not having internal transfer opportunities. Even if it does not affect you, it will affect your environment with the co-workers you are working with. **The idealistic transfer opportunity is for companies to transfer individuals to another company** (this acts can even help improve public relations).

4. **Strong Employee Development:** This probably was the most hard to understand of the 15 elements shown (not that it is unclear). Employee development means to gain skills. However, did I said in a blog post that skills are useless in this working environment as much as critical thinking? Yes, that is correct. Then why do I suggest that? Because in some sense, it is "required to get the job done faster and better" for the aspirations of management short term goals. You may be asking, "wait wait wait, you are doing circles with me, are you?". Of course I am not. I am just saying that **skills should be learned on the working environment instead on your free personal time**. Your free personal time is so valuable to explore your critical thinking skills. Let us say your work makes your non-personal work to be done faster and efficient with training. In return, the need amount of work will become less over time. This will bring plenty of space to explore critical thinking. Skills should be an easy task, something that you not need to be focused so much, to be like an "easy guide", such as reading a magazine. Work environment should provide that method so you do not waste your time. **In addition, work environment should bring skills that only aid in making your current tasks faster**. That in return will give you more time to explore your critical thinking which will guide which skills to get (only the ones you really need) for accomplishing your innovations and goals. Do not focus learning everything and whatever is new and demanding if that is not what you really want and where critical thinking did not guide you there (unless money is really critical or urgent that you have to aspire a non-personal life for the sake of it). What you need to focus more is to solve complicated problems that require critical thinking. If the work really does not leave any space for you to explore your critical thinking and does not have this trait, then yes, you are forced to find some time (your free personal time) to make the tasks more efficient. For that reason, if the work environment does not provide this trait, the work environment gets a big negative mark for it.
5. **Challenging work:** This is probably so important, yet I put it as last. Why? Because like I said, the system we live in, is not the best. We have to have a balance with our life, so all of the other 4 previous traits will facilitate to that goal. But besides facilitating the goal of a better system for our life (especially for our current time that is critical), the next important thing is how to get the most out inside our "current working environment". What is better than challenging work? Too challenging work will make the employee performance to not be the best as it is his first or second try (hence, the term challenging). However, for the employee perspective, it may be the best moments the employee learned something even if that project in the end failed and debunked to smithereens. In that popular article that talks about mastering your profession within 10 years, that is true only if you try do the most challenging tasks every day. However, this has been explained and is known very well. It has been discussed so much in books, and I cannot argue, that it is an opening door to critical thinking, because challenging problems cannot be solved the same way as your average project does with your current assets of skills in the same method. You will need to combine your skills in a different way or incorporate new skills along the way. However, this aspect of challenging work, it is not the best road, if that is all you will drive for. First, the achievements of mastering your work will make society to progress at a slower pace than a faster pace. Improving stuff to better is one goal. But being original and bringing new innovations goes to another dimension. Beyond that being original incorporates within challenging work, it is much best for being personal and have the correct motivation to explore things in a way you can face and surpass the opposition of others with no fear (because you really know that is the only way to leap big changes that will transform society for a

better place). This is not possible or easy at this moment. If you want to face challenging work, you will have to devote too much time, to even sacrifice your personal life. Workforce only looks at performance, so if you aim to do challenging work, you will not be able to implement them with the allocated time. One reason usually is because it does not contain the 4th top trait I set. Another reason is that some people can only achieve challenging work by sacrificing their personal free time to build up their skills. With that in effect, they will not have time to have too much space to spend critical thinking (maybe enough originality, but not enough originality to bring big leaps to our future). Because of the lack of critical thinking which is required to build understanding, they will not oppose the system and follow the system normal current flow.

Here goes the medium top 5 (relevant, but not critical). This emphasizes on helping the working environment to be a better place, especially for the employer, and for the employee being happy working there.

1. **Flexible working arrangements:** That means to work at any point of time (remote, relocate, only night, work 14 days non-stop including weekends with X days break, etc.). This is really good. But notice, **it is an effect, not a cause**. Unlike the good work/life balance, it does not mean here people will balance your life for flexible working environment (though it can be a method to balance your life, not always). Maybe for the extra flexibility they give you, such as working at night or remotely, they will expect you to work more than you would inside an office. You may think it is a trust issue, but it is a compromise you are willing to give for the flexibility they allow you. In other words, if this was the top 1 trait, most employers would use it in a way to make the employee work/life balance to be shattered in pieces. **With only this, the perception of the employer will not be in the goal of making the employee have a balanced good work/life balance which I think it is more important.** For that reason, no commutes and able to spend your day with your family or in foreign nations anyways may be nice, but if it does not mix with trait "good work/life balance", that you are in risk of losing your job or your reputation for not following a task your employer details you to do, then this trait is not promising as it expects to be. If the company does not have any of the top 5 traits or does not have them, this is the best mediocre trait a company can have to mix or help the employee in some but not critical way. How would it be if employee had good work life balance with no flexible working arrangement? He could take days off as unpaid as mentioned on previous blog posts. In addition, employer could integrate the personal and non-personal in the working environment (though this is too idealistic to happen all alone by itself).
2. **A place I would be proud to work:** There are two ways to be proud: In a cynical and in a non-cynical way. You can be proud and be cynical if you are attained your life all in non-personal objectives. Or it can be the other way around. You can be non-cynical about it if you really know you are making a difference. This trait is more a supporting role. Being proud reinforces that image of yourself (it either reinforces successful or idealistic critical thinking). It boosts confidence. Compared to flexible working arrangements allows you an opportunity to be personal to yourself both physically and intuitively, being proud reinforces (and much more than any other task) to your intuition having a sense of being correct. It is committing a duty, and whether it is correct or wrong, there is no better good sense of feeling than being proud. This is the gift we give to soldiers: give them the much pride they can have as that is the only joy they can have. What do I mean as the only joy they can have? Well, soldiers, most of them, will have physical injuries or lose their life. What other gift can we give them that will impact more better for them than to give pride for their work and for the families that have lost their sons? Most can be handicapped or have physical disabilities. It is a fact that is more hard to achieve your imagination where reality denies you the opposite with your limitations. For those cases, more meditating and more support on the intuition is required to balance our psychology. But besides soldiers, we all become stitched like soldiers in one way or another. We can get a serious chronic illness or a physical injury from an accident. In some sense, this trait is very important on periods where you will never know if those physical limitations will ever be lifted out or not.

3. **Values employees contributions:** If the employer values the contributions of others, then it opens the door for employees to take the pieces they placed so far in a better structure for their future projects. Regardless if it was praised or constructive criticism provided, as long as it is seen that their efforts are valued for what they did and have a deep understanding of what the employee did, the employee will be more encouraged to step up the ladder of where he left off instead of being lost by management vision looking only on performance.
4. **Good relationship with superiors:** Like the previous trait mentioned, this is a good thing, but not so good as 3. It opens doors of course. And that is the main reason it is here. Good relationship provides patience to understand each other. It can help the ability for the employer to value employees better. This trait is expected to come more from the employer, not the employee.
5. **Ability to make an impact:** So far, all the top 7 we mentioned so far allowed you to do a better personal life and integrate yourself to a better person. In addition, you can do an impact in your free personal time (a lot of impacts with big leaps can be done out of work). However, won't it be nice if you can do big leaps within your working environment? Again, this is a supportive role, and it can be more contributing to the person when the company attains the top 5 traits. However, this would mix much and much better if the 8th and 9th goal already exist. Not only can you do impacts in your work, but they will be aligned with the upper management (the people that do the whole vision to the rest of the company). That is why the 8th and 9th trait is more important, because it is so critical for the impact to be achieved. Because as long as the 8th and 9th trait exists, even if they don't allow you to do a specific impact, they will not feel regret for you violate their rule and still do it. Isn't that much better than allowing you only and only having the ability to do a specific impact you do not think is so important as something else?

Worst 5. These are the worst 5. This either do not make a huge difference or are the worst for an employee to aspire for in a working environment. These traits are called the "escape path".

1. **Good relationship with colleagues:** This is probably the least worst of all. What is bad with having good relationship with colleagues? They can help you make your work life better. They can help you when you are lost. However, this thing is usually not hard to get from a colleague, as your group is all "in the same boat". However, in the aspect of doing an impact to a working environment, management and the upper people are the ones that will control the ability to make an impact. Colleagues can one day become upper management, so it is not bad to make good relationships with them. However, let's be realistic, the biggest impact will be with management. Again, doing an impact to your work is not so important as doing an impact to yourself and your life (the top 5 traits mentioned). However, for that achievement, to impact the working environment, see the middle 5 traits mentioned above. I cannot see colleagues have good relationship with each other when only this trait exists in a company. They will be unhappy with their life and working environment, so what is to be happy about living in those constraints (it may even reinforce a negative image of the working environment instead of a positive one). Don't force to make good relationship with colleagues if you don't feel like it (you don't want to be a slave of reinforcing a working environment they lived and attest to be the only pathway to be successful). This is a sensitive topic. It may be seen it can help in a lot of ways, but at the other way it will not if the company lacks a lot of the other traits mentioned above. Thus, it is neutral on average.
2. **Strong Career:** This sounds similar to job security. However, instead of saying you will always work, it means you will be able to work on another job if you ever get fired cause the things you learned will make your career "strong" and "demanding". The only reason it is not worst is because it gives you opportunities to go to another job that may be better with the "strong career" trait the company provided. To meet your ends (to have enough money to live a life that is "satisfactory"), this trait is not so bad to hop to another career. But if this is all you've got, then you know you are on the wrong fence of the road. If you picked this trait, put a small alarm on your head.

3. **Job security:** What is worse when you have no strong career and instead have job security? Imagine. You. Being. Locked. On. A. Job. You. Do. Not. Like. Yep, exactly. Like those words that were locked from each other. If job security is all you attain to, to give up the rest of your amenities of your personal life, for the sake of job security, what can I say? If you picked this trait, put a small alarm on your head.
4. **Excellent compensation & benefits:** Oh god! Do I have to say anything? You want to get on the bait and switch? To work for trading your soul? Good luck, you are more fool than you think, cause you will not have time to spend that money, or if you ever do, you will not spend it wisely or on the way you want. I have explained in my previous blog post that you should not fall on that trick (especially if its the only thing the company is positive about). If you picked this trait, then put a big alarm in your head.
5. **Culture that fits my personality:** Wait, what am I seeing!?! Successful Critical Thinking? Yes, it can help somehow? What will you do with people that think alike you? Why do companies now found diversity being important? You may say, "hey, you do not want to be a culture with people that think the same way in your visions? To think critically idealistically, to integrate work and life?" No, no, you do not understand sir. Culture is one thing. Personality is a completely different thing. Have you tried to explore your individuality first? Because most people cannot complete their individualism with the working environment nowadays. For that reason, most people are in a state blank state. Second, like professions, each giving a different need to make your life integral, personalities do the same for making your work a better place. Find a work where others can compliment your weaknesses and where your strengths can compliment the weakness of an organization. If this would have said "a culture that enforces diversity", then I would have placed it in the middle 5. In any case, in any case, this is the worst to strive and I do not know why to follow that? Job descriptions try to find people that are similar to what they have already dozen in their office? And then they ask why they still have the same problems? If you picked this trait, then , wait, do not put a big alarm in your head, but an extra large alarm in your head.

Again, this rank is opinionated, but I think it would be nice if all strive this rank in a similar way or in a similar positive interpretation as I do? If you are going to see job descriptions, what they will offer you is "peanuts" (the bottom 5). So please do a research of a company you want to work, because you also have a privilege what your standards are, not the employer just because they pay you.

If I have to give points of the 15 traits to get the best job?

- +5 points for rank 1-5
- +3 points for rank 6-10
- +1 points for rank 11-14
- - 2 points for rank 15

That is all folks.

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### Dell DVD Store Analysis (2014-04-28 04:50)

Today I am going to analyze a database. For most people, the database will look very normal. However, there can always be a lot of constructive criticism for a database. I definitely know that my opinions may not be the best as it all relates to the situation needs of the project itself (in other words, we all have different visions). In addition, more improvements that can not be seen now, may be seen more clear later on.

Okay, so I have seen some organizations value the [1]Dell DVD Store for benchmarks. It is very simple in its form (very simple I must say), so it is easy to grasp what this Dell DVD Store is all about within a day or two. I only looked at the

database structure and not the website structure. The thing is the database structure is all you need. The database has a lot of power. This database in summary has a lot limitations for the future flexibility of the website, but has some key advantages within its current structure. The DELL DVD Store project is open source, so you can do anything you want with it, as long you do not directly derive money out of it. I've downloaded "[2]ds21 \_mysql.tar.gz" and looked at the files of the "build" folder. Let us see more in detail a general picture of the database tables below:



Okay, so it is pretty much a lot of stuff to cover. Let us overview the first half then.



## **CUSTOMERS TABLE**

The first table that we are going to look (and most likely the most important one) is the Customers table. Before looking details of the customer, let us notice that the "build" folder has set a procedure that tells us when it is allowed and when it is not allowed to input a record inside the customer table (filename "mysqlds2 \_create \_stp.sql"). The stored procedure has one output parameter, the customer \_id. This is probably used on the web server to determine if the account was created successfully or not (If it returns 0, it will say "sorry, username is already used"). Username? I never mentioned about username. Well, yes, yes, the determination of whether a customer account can be inserted in the customers table is based if the login is already used. What does that mean? Based on the current behavior, it means the user name must be unique in the customers table (only one record). This translates that the table is normalized, but has a lot of limitations. Let me explain:

- ADDRESS INFO ( **FIRSTNAME, LASTNAME, ADDRESS1, ADDRESS2, CITY, STATE, ZIP, COUNTRY, REGION** ): One user can only have one address. Is this normal for a DVD online store? Definitely not. What if I am trying to send a gift to a stranger? Is it possible? Can I use the same address for billing address and shipping address? I do not recall having my billing address to that stranger's house. My billing address will most likely be my primary residence. Some people can even have their primary residence different from their billing address if they move a lot or just relocated in a new place. If I use my billing address, it will send it to me, not to the stranger's house. If I use my shipping address, the transaction will not go through as the address does not matches with my billing address. Ergo, the best implementation is to create a filtered address entry record with:
- Table **CustomerAddress**:
- CUSTOMER \_ID As Foreign Key
- CUSTOMERADDRESS \_ID As Auto Increment Identity Primary Key
- FIRSTNAME
- LASTNAME
- ADDRESS1
- ADDRESS2
- CITY
- STATE \_ID Foreign Key
- ZIP

- COUNTRY \_ID Foreign Key
- REGION \_ID Foreign Key
- Table **STATELIST**:
- STATE \_ID As Auto Increment Identity Primary Key
- STATE \_VALUE
- Table **REGIONLIST**:
- REGION \_ID As Auto Increment Identity Primary Key
- REGION \_VALUE
- Table **COUNTRYLIST**:
- COUNTRY \_ID As Auto Increment Identity Primary Key
- COUNTRY \_VALUE

The original Customers table can also have additional columns, such as foreign keys "Preferred Shipping Address" (**CustomerAddress.CUSTOMERADDRESS \_ID**), "Preferred Payment Address" (**CustomerPayment.PAYMENT \_ID**) where the website service can use it.

An alternative way is the Customers table to have shipping \_address1 (shipping info) and billing \_address1 (billing info) columns. This will solve the most critical issue, but will still limit the user to have only one shipping and one billing address.

[3]

#### **CUSTOMER ADDRESS INFO Critical Importance: 9**

- PAYMENT INFO ( **CREDITCARDTYPE,CREDITCARD,CREDITCARDEXPIRATION**): User should be able to enter more than one credit card. Ergo, normalizing with the following is required. Otherwise, user cannot pay an order with multiple formats of payments. This is not popular and a big need from the user's need at this moment. If this is not implemented, user will have to change the payment info every time he wants to use a different payment.:
- Table **CustomerPayment**
- PAYMENT \_ID As Auto Increment Primary Key
- CREDITCARD \_ID As Foreign Key
- CUSTOMERADDRESS \_ID As Foreign Key

#### **Table CustomerCreditCard:**

- CREDITCARD \_ID As Auto Increment Primary Key

- CREDITCARD \_NUMBER
- CREDITCARDTYPE \_ID As Foreign Key
- CREDITCARDEXPIRATION DATETIME (DATETIME is more convenient)

- Table **CreditCardType:**

- CREDITCARDTYPE \_ID As Auto Increment Primary Key
- CREDITCARDTYPE \_NAME

### **CUSTOMER PAYMENT INFO Critical Importance: 5**

- PHONE INFO (PHONE): If customer can or will in the future enter more than one phone number, such as home phone, work phone, mobile phone, even fax phone, then (and I think it is ideal for a DVD store. Let us say you forgot to deliver back your dvd lease or the DVD store wants to send you marketing sms text messages?):

- Table **CustomerPhone:**

- CUSTOMERPHONE \_ID As Auto Increment Primary Key
    - CUSTOMER \_ID As Foreign Key
    - PHONE \_NAME
    - PHONETYPE \_ID As Foreign Key

- Table **PhoneType:**

- PHONETYPE \_ID As Auto Increment Primary Key
- PHONETYPE \_NAME (=HOME, WORK, MOBILE, FAX, ETC.)

### **CUSTOMER PHONE INFO Critical Importance: 3**

EMAIL INFO (EMAIL): If alternative email is used for recovery of password in the present/future, then:

- Table **CustomerEmail**

- CUSTOMEREMAIL \_ID As Auto Increment Primary Key
- CUSTOMER \_ID As Foreign Key
- EMAIL \_VALUE
- EMAILTYPE \_ID As Foreign Key

- Table **EmailType**

- EMAILTYPE \_ID As Auto Increment Primary Key

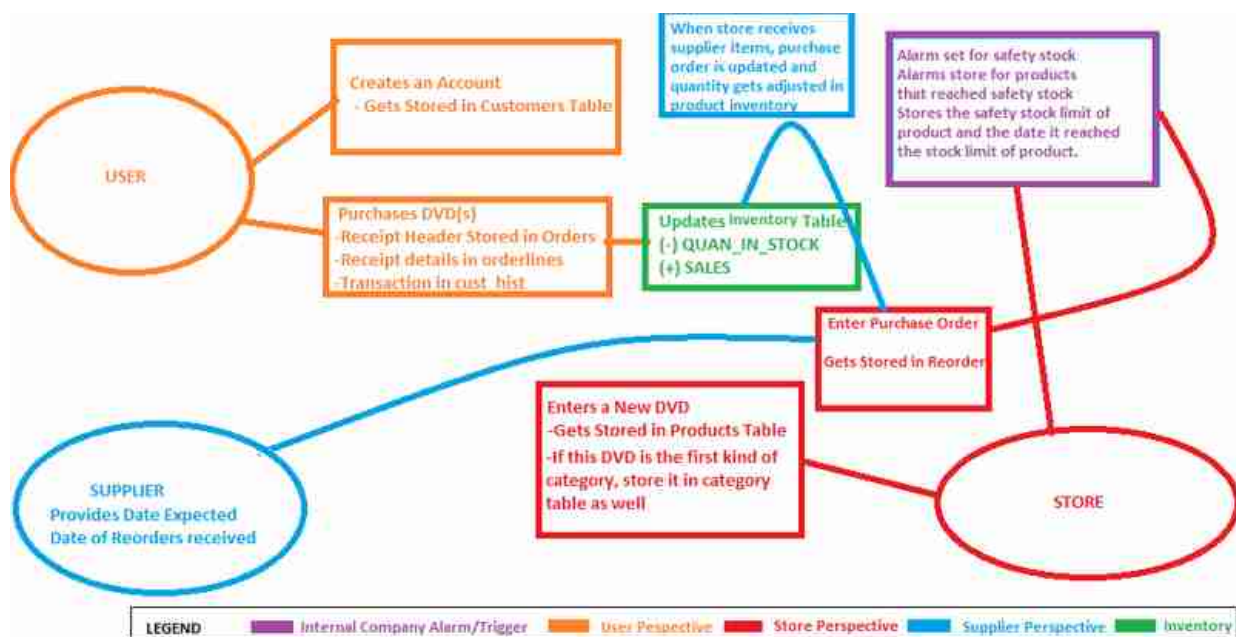
- EMAILTYPE \_VALUE

**CUSTOMER EMAIL INFO Critical Importance: 2** If we created this as a diagram it would have been the following

X

## ORDERS TABLE, ORDERLINES, CUST \_HIST

Unlike creating an account which involves the involvement of inputting stuff in customers table (which we split it up into 12 tables in the end), creating an order involves the affection of many tables (this is all speculation because I have not tried the web version of DELL DVD Store). Here is a summary of my speculation how the flow of actions incorporate to the affection of database tables.



So when we purchase dvds, we input new records in the orders, orderlines, cust\_hist table. In addition, we update a specific product in the inventory table for every order line.

X

For the Orders table, one of the annoying thing is there is no receipt #. If we want to print an invoice for the customer, do you expect we are going to use the ORDER\_ID? If we need to delete this order and need to recreate it, is it good to use ORDER\_ID? It should be a static value. When the customer asks us for a refund 60 days later and gives us the ORDER\_ID which we deleted and recreated with a new record, do you think we will find it?

[4]

## ORDERS TABLE Critical Importance: 5

[5]

For the orderlines table, there is one thing that bothers me a lot. There is no unit price. A second thing is that the orderdate repeats again (its already on the orders table). Unless, there is a distinct difference between those two due to my lack of business logic understanding, I think it should not be there. Again, I have to re iterate the issue with the orderline having no unit price. We cannot rely on the



product table field "PRICE" (general info). What if the price of the dvd has a price cut after 2 years? What if the price of dvd has a sale on some certain periods of the year? If we want to print a receipt with the price details of each dvd, we cannot do it as the products table information is not reliable.

### ORDERLINES TABLE Critical Importance: 8

For the cust\_hist table, I am trying to make some conclusions with it. It looks like you cannot put the same product more than once like many websites do not let you (instead, if you add it again, it will just increase the already in cart item order quantity by 1). This most likely used for the user to see the history of orders more faster by using this table as the start of the query. I just would not have used the prod\_id to go to the product to get the product price. There are many ways this table can be used beneficially. I cannot say much though, as it is not a "main core table".

### CUST\_HIST TABLE Critical Importance: 0

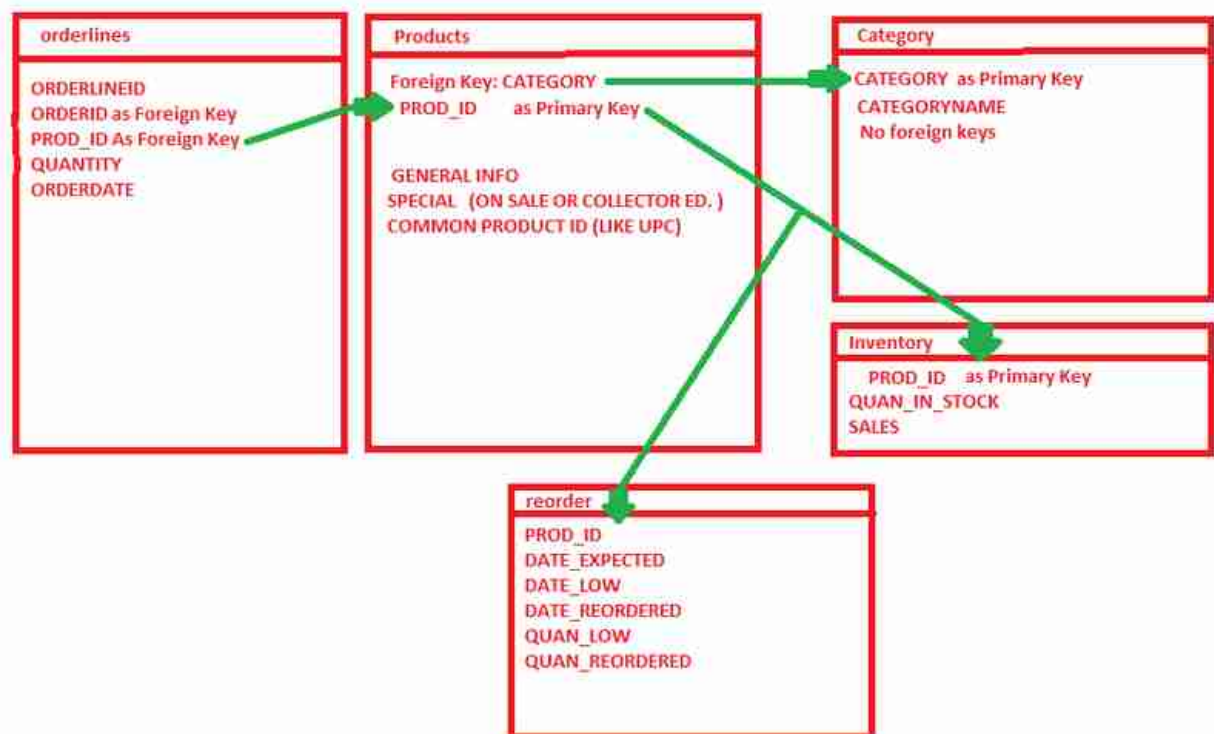
In summary, these are the changes in effect:

✕

[6]

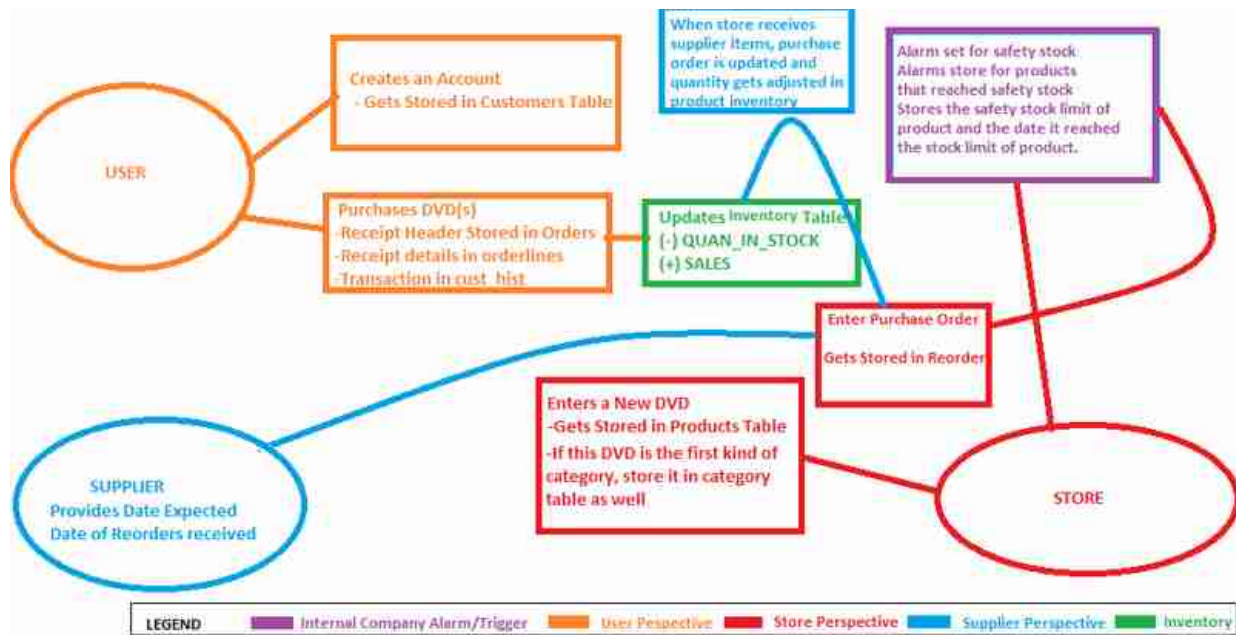
We have 4 tables left (Products, Category, Inventory, reorder) to talk about.

The products table is okay. I cannot find anything wrong about it. GENERAL INFO represents Price, Title, Actor. The same feelings I have for the category table.



## INVENTORY AND REORDER TABLE

Inventory is a summary table. Maybe we could have an Inventory \_history table? Yep, that would be critical to actually tell the truth. The reason we need an inventory history table is because this table gets updated often by multiple entities.



[7] User purchased an order? Update inventory and sales. User refunded an order or cancelled? Update inventory and sales. Received supplier products? Update inventory. Do a physical inventory check up? Update Inventory. For that reason, an inventory \_history table is required. The inventory history will insert records as "events". For instance, based on my speculations how the database works, it will have the following events:

- **CustomerCreatesOrder** (-) ON QUAN\_IN\_STOCK, (+) ON SALES
- **CustomerCancelsOrder** (+) ON QUAN\_IN\_STOCK, (-) ON SALES
- **ReceivedSupplierPackage** (+) ON QUAN\_IN\_STOCK
- **PhysicalInventoryCheck** (+ or -) ON QUAN\_IN\_STOCK

So the new table will be:

- Table **Inventory \_History**

[8][9][10][11][12][13][14] INVENTORYHISTORY\_ID as Primary Key EVENTDATE EVENTNAME CHANGE\_QUAN\_IN\_STOCK CHANGE\_SALES

What is the purpose of this table? Simply put, it is a table that helps for data integrity. What if the quantity (all orders for all customers) from orderlines table does not match with the inventory table sales column? We can split this issue by regression (thats what inventory \_history table is all about). It can also be used for reports which otherwise

would be impossible. For instance, the file name `mysqls2_create_ind.sql` in the "builds" folder, has the following code.

```
ALTER TABLE ORDERLINES
ADD CONSTRAINT FK_ORDERID FOREIGN KEY (ORDERID)
REFERENCES ORDERS (ORDERID)
ON DELETE CASCADE
;
```

What does that mean? If an order gets deleted, the order lines gets deleted? Can we count the sales or inventory of purchased or cancelled orders on that case? No, so if the company wants to keep track of such statistics and database administration does not want to remove such constraints, then the best solution is to create an `Inventory_History` table.

### **INVENTORY TABLE Critical Importance:7**

For the reorder table, I think it is okay as it is. A nice thing is if it had a state of the reorder. There is no event that deletes the reorder once we receive the

item. To avoid duplicate records, we should add a column that takes 4 states:

New field column for reorder: **reorder\_state** with the following values

- **ALERT:** The internal system alarm (trigger) detects a specific product is bellow the stock level. Inserts a record with the following fields: `PROD_ID`, `DATE_LOW`, `QUAN_LOW`
- **REORDERED:** Store reorders any alerts. This will update the existing record the following fields: `DATE_REORDERED`, `QUAN_REORDERED`
- **PENDING:** Supplier receives reorder and starts shipping it. The supplier will update the following field: `DATE_EXPECTED`
- **RECEIVED:** Store receives the order. Store does not need to update `DATE_EXPECTED` field because `Inventory_History` table will store a record with event "ReceivedSupplierPackage".

### **REORDER TABLE Critical Importance: 6**

If we look a new diagram of the reorder and inventory table, we get the following:



### **Summary of Enhancements Sorted by Level Of Priority**

- CUSTOMER ADDRESS INFO Critical Importance: 9
- ORDERLINES TABLE Critical Importance: 8
- INVENTORY TABLE Critical Importance:7
- REORDER TABLE Critical Importance: 6

- ORDERS TABLE Critical Importance: 5
- CUSTOMER PAYMENT INFO Critical Importance: 5
- CUSTOMER PHONE INFO Critical Importance: 3
- CUSTOMER EMAIL INFO Critical Importance: 2
- CUST\_HIST TABLE Critical Importance: 0

**Note:** Within the analysis, it was determined no analysis was required for Product and Category Table

```
1. http://linux.dell.com/dvdstore/
2. http://linux.dell.com/dvdstore/ds21_mysql.tar.gz
3. https://www.blogger.com/blogger.g?blogID=665776599712732198
4. https://www.blogger.com/blogger.g?blogID=665776599712732198
5. https://www.blogger.com/blogger.g?blogID=665776599712732198
6. https://www.blogger.com/blogger.g?blogID=665776599712732198
7. https://www.blogger.com/blogger.g?blogID=665776599712732198
8. https://www.blogger.com/blogger.g?blogID=665776599712732198
9. https://www.blogger.com/blogger.g?blogID=665776599712732198
10. https://www.blogger.com/blogger.g?blogID=665776599712732198
11. https://www.blogger.com/blogger.g?blogID=665776599712732198
12. https://www.blogger.com/blogger.g?blogID=665776599712732198
13. https://www.blogger.com/blogger.g?blogID=665776599712732198
14. https://www.blogger.com/blogger.g?blogID=665776599712732198
```

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## 1.4 May

### Time Scheduling Learning Series- Draft Understanding Phase (Series 1/10) (2014-05-02 03:59)

#### Introduction

**Warning:** Reading the following and implementing it in the aid of participating in Quintiq's contest ([1]<http://www.quintiqcareers.com/puzzle.html>) will make your results "void".

This is a learning series that I wanted to experiment and start with. I have figured out that this project can take a lot of time and it cannot be implemented without breaking it up into multiple simpler steps. In addition, this learning series will be more of a solution sheet instead of an exercise sheet. For simplicity's sake, we are going to use the Dev C++ environment, which we will not need it this time. In addition, we will see how our design will change multiple times as we progress more within our implementation. The goal of the following series is to implement a partial part of the project and not all of it at once. Once this series is done within my blog posts, I may have considerations to reformat it in a lecture format. The inspiration to create a series of such form is out of a lecturer that handed projects in such format (only one project with multiple milestones).

The problem we are going to tackle is time scheduling. Time scheduling is one of the most challenging problems in the business world. There are two components in these days a software operation can be classified as:

- Creating a platform to input data (also referred as Enterprise Resource Planning systems)

- Creating an entity that can interact with the platform to input the best optimal solution within the system (also referred as Decision Support or Autonomous systems).

Time scheduling incorporates the above two. We are going to discuss only the first bullet point for this learning series. But why discuss time scheduling? Time scheduling is everywhere. From booking hotels, airplane tickets, employee shift times, and so on.

The platform we are going to create is based on Quintiq's puzzle. Before going on, if you plan to play the Quintiq's puzzle at any point of time, please read the following from the terms and conditions: *"We trust that all attempts and submissions to this competition are the genuine effort of the participant alone."* I never participated in this contest based on those terms and agreements. When it means "alone", it really means "alone", to not do it with the help of a computer. So **reading the following and implementing it in the aid of participating in Quintiq's contest will make your results "void"**. There is a real reason why there is "1 hour for each attempt" and only "3 tries". This is to test your brain. There are people that can optimize their brain in solving these puzzles. This all depends on your innate abilities of processing things, the extent of practicing puzzles, and using the combination solution of other puzzles you already solved in this problem. The funny thing for me is that I cannot imagine someone to not able to replicate their "system" when they can solve this puzzle with score of 85 % or more. I guess it is just my perception. In any case, the puzzle of Quintiq is nice for looking its complexity. By posting this type of series, I am currently not violating their "terms and conditions". However, you know how the "invisible law" works, right? I am in some sense giving an opportunity for someone else to violate the terms and conditions of the puzzle. However, Quintiq, I hope you understand to look at it through "other means for fair usage of educational purposes". Removing my post will only make me recreate the puzzle in a different format that does not touch your original copyrighting of your ideas, but will still be about time scheduling, and it will still be easy for someone else to change the puzzle in the format of yours to violate your terms (it will just have different rules and it will be about nurse time scheduling). I have already warned users that further reading this article will violate the term agreements of your prize contest. So think about it and hope people in faith to able to distinct these things themselves instead of aggregating the problem and imposing rules.

### Rule Comments

First of all, we have to look at the main puzzle article: [2]<http://www.quintiqcareers.com/puzzle.html>

Here are my comments for the rules of the game:

1. There are three bus lines: Line 1, Line 2, Line 3

Basically there are 3 bus lines and what they provide is also the name of each bus line (1,2,3). For our program, we will allow to have unlimited lines.

2. You must allocate two drivers per line per day.

One for the morning shift and one for the late shift.

Although you must allocate two drivers per line per day, it doesn't seem that it is mandatory.

If we look at the point system of the main article, we see that for each unassigned shift, you get -20 points. In other words,

it is a policy, not a rule

. It is those rules "where you can get away with". So confusing that it uses the word "must". If we take also the following excerpt

, “you take on the challenge of creating an optimum working schedule for Big Blue Buses’ drivers to cover the next 14 days.

”, we can deduct that the maximum negative points you can get for this is  $-20 \times 28 = -560$  points and the least negative points you can get is 0 points (all 28 shifts are scheduled). We will see later there is some randomness in this puzzle. For instance, the workers can pick days off. Although this is very unrealistic for a manager to do, all the workers working in this company can take a day off, maybe for a strike or something. In that essence we will get -16 points on that day no matter what. For our program, we will allow to have unlimited days. As for each line constraints (only 2 shifts, one morning and one late), we will have them.

3. A driver can only do one shift per day;

early

or late.

Just to note, morning **is** early. Other than that, we take note the driver can only drive 0-14 for the next 2 weeks and he can drive the maximum one shift for one day. Our program will have those constraints.

4. There are eleven bus drivers: A, B, C, D, E, F, G, H, I, J, and K. Some are only qualified to drive on Line 1, 2 or 3, while some are qualified to drive on a combination of two of those lines. Find the qualifications under each driver name in the Shift Planning form.

This is where the randomness starts to begin. The first randomness of the puzzle is that a driver can have either one to two licenses. The second randomness is the driver’s line will be random. What if all drivers are on line 3? Then obviously, you should ensue the negative points out of it for the unassigned lines of line 1 and 2. Our program will have unlimited drivers. For this project, we will handle first to create things first only manually. Later on, we can automate the process by making the program express randomness in the scope of the statements provided in the puzzle.

5. Every driver is entitled to days off. Days off are indicated with dark gray nodes in the Shift Planning form.

You can’t assign shifts on days off.

Okay, so here we have a third randomness. The number of days a driver can take days off are 0-14 and will be colored in dark gray. Those cannot be used no matter what. In other words,

it is a rule

.

6. Some drivers prefer to take particular days of the week off. This is indicated by light gray nodes in the Shift Planning form.

These are preferences

, rather than rules.

So this is the fourth randomness. The drivers can have preferences which days he prefers to have his days off. The preference of days a driver can take a day off is 0-14 days. So if you respect one of the driver’s slot, you get 4 points.

7. Drivers may prefer to work an early or late shift on particular days. The yellow nodes in Shift Planning form indicate shift preferences.

So this just accommodates preferences to work on a particular shift (fifth randomness).

8. Most drivers dislike working too many late shifts. Therefore, the late shifts should be distributed as fairly as possible among the drivers.

You should aim to assign exactly 4 late shifts to each driver over the two-week planning period.

This sound confusing, but it is true. You must assign 4 night shifts for each driver. On the "How to play" section tab, see the text "Deviation target late shifts" within an image of the actual application. In addition, see on the main article points system table that says, "For every late shift assigned that is not equal to 4, you get -8 points". What does that mean? The negative points you will get is based on the number of late shifts the driver has. The formula is  $|4-X| * (-8)$  where  $| |$  represents absolute value and X the number of late shifts. So in the same way we learned in algebra, the formula will change on the condition of  $4-x > 0$  to  $(4-x)*-8$  and  $(-4+x)*-8$  on the condition of  $4-x < 0$ . So in programming terms, the calculation result of  $4-x$  must be determined for each driver to determine what the second formula will be.

9. According to an agreement with the Transport Workers Union, a driver must not be assigned a late shift followed by an early shift the next day.

This is pretty self explanatory. How to avoid that? Well, put a different driver that had no shift the previous day or his previous shift was on day time. For each late shift followed immediately by an early shift in a single driver's schedule, you get -30 points.

10. According to a second agreement with the Transport Workers Union, a driver can only work no more than three consecutive late shifts.

For every after the third consecutive late shift assigned to a single driver you get -10 points.

There is one thing that was not mentioned in relation to points:

- For each driver allocated a long rest (3 or more consecutive days off) + 5 points

### **Creation System**

Okay, like I said in one of my comment rules, the creation system we will create will be done all manually by the user. After that, the creation system can be done automatically with some randomness (it will just be an extra option on the main menu).

For me, Quintiq exercise is one of the most complex problems in the category of "small bursts". In real life, most of the problems in "overall" are difficult in the essence there are a lot of steps going from point A to point B. The difficulties in real life problems most of the time is maintaining and inspecting all the blocks going in the correct flow. You will rarely encounter problems in such form. However, this type of problems teach you a lot about design while seeing the results directly (while real life problems, their response of results is slow, such as the symptoms of high blood pressure). Most real life solutions biggest impact of its company value is the return of investment in the next 5-10 years instead of its short term results that accomplished for the current needs of the customer and client. For that reason, I have appreciated and respected the role of a system analyst. Most people have not concluded that the source of the problem in most software is the design of the software and less on the implementation of the program. However, I am going off topic now, and it can be discussed on another time.

After looking at the problem in Quintiq's website, we can conclude the following:

The worker has the ability to set **only one** of the following **per day** before his schedule is scheduled:

- NORMAL (N)
- PREFERDAYSHIFT (PD)
- PREFERNIGHTSHIFT (PN)
- PREFERABSENT (PA)
- ABSENT (A)

Can a worker prefer to work both day and night?

If yes, would it not made more sense if it was called "respect a day preference", instead of "single shift preference"? Also note that a driver can only do one shift per day: early or late. Also note from the excerpt "Drivers may prefer to work an early **or** late shift on particular days". Regardless, this is a good question to ask client or system analyst/designer about.

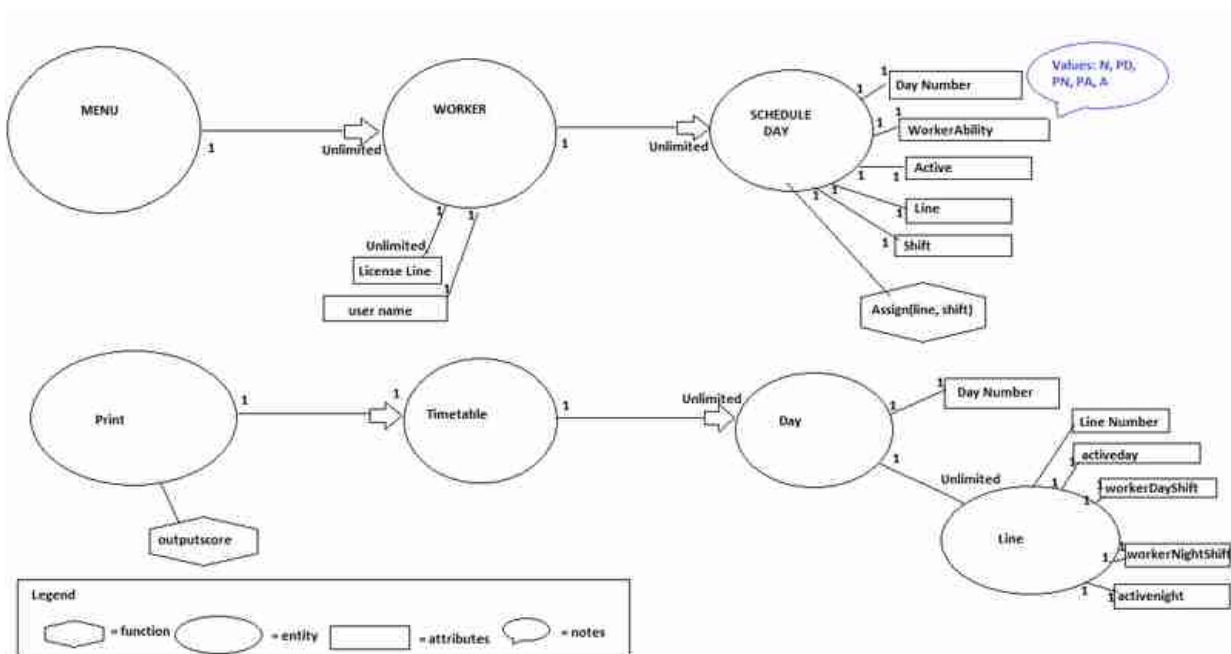
What are the "Prefer" codes?

They are a derived product of Normal. In other words, besides having the ability to work on that day, following their preferences (which are self explanatory by their status names), you get additional +3 points for PREFER(DAY/NIGHT)SHIFT and +4 points for PREFERABSENT.

What is "Absent" code?

Unlike the "Normal" code and its derived products (with prefix "PREFER"), you cannot set a work shift to that worker on that day no matter what.

With the Rule comments and the previous conclusion we made, we result in our first simple draft diagram



## Program Flow



### Command Prompt

How many days on Timetable? Input variable <days>

How many lines? Input variable <lines>

Program will show X tables (One table for each **line**). On each table, there will be 2Y columns (Two columns for each **day**- early and late shift). There will be no rows at start (One row represents one **worker**). The worker will only be shown only on the tables that match his license line (Worker's Array License Line).

### Operation

- Program will create Entity **<Timetable>**.
- On Entity **<Timetable>**, it will create <days> **<Day>** (<days> came from user input previously). Each **<Day>** will also assign on its constructor the attribute **<Day>.<Day Number>** which will be passed as a parameter (parameter will be a counter that gets increased within the timetable constructor).
- On each entity **<Day>** created, it will create <lines> **<Line>** (<lines> came from input previously).
- Each line on its constructor will have attributes **<Line>.<activeday>**, **<Line>.<activenight>** (both boolean values) as false. Why do I have those? Oh, well, it is unreliable to say if the worker is active on day or night on attributes **<Line>.<workerDayShift>** and **<Line>.<workerNightShift>**. We can validate them whether they are empty or not. However, what if in the future we want to use those variables and put some meaning to them when it is displayed on our program. For instance, instead of saying nothing, it can say a word, such as "unreserved". In that case, we will have to change the code in our program. In order to avoid that, I added those 2 boolean variables.

### Command Prompt

#### Menu

- **CreateWorker**
- **Set Work For A Worker**

User chooses <CreateWorker:>

Worker's user code? Input variable <worker>

### Operation

- Go to the menu and loop through all worker's user name and try to find a match with input variable <worker>. If no match, continue. If match, warn user that user name already exists.
- Get the count of days from the Entity **<TimeTable>**. Do a loop based on the number of days with the following question:

### **Command Prompt**

Set the worker's Ability for Day X? Input variable array <WorkerAbility>

End Loop

How many licenses the worker has? Input variable <LicenseLoop>

Start Loop in the length of variable <LicenseLoop>

Pick a License from the list bellow for worker <worker>:

(Show List of Lines the worker does not still have) Input variable array <Licenses>

End Loop

### **Operation**

- Menu will create a new **<Worker>** entity.
- In its constructor it will pass the input variable array <Licenses> to be assigned to attribute **<Worker>.<License Line>**.
- In its constructor, We will pass the input variable <worker> to be assigned to attribute **<Worker>.<username>**.
- In its constructor, we will create X number of **<ScheduleDay>** (where X represents the input <WorkerAbility>.Length()).
- For each **<ScheduleDay>**, we assign the attribute **<ScheduleDay>.<workerability>** based on the input <WorkerAbility> array, **<ScheduleDay>.<active>** as false (=which represents whether the worker really works or not on that day or not), **<ScheduleDay>.<daynumber>** which will be passed as a parameter (parameter will be a counter that gets increased within the Worker constructor).

### **Command Prompt**

**Worker created**

**Menu**

- **Create Worker**
- **Set Work For A Worker**

User chooses <Set Work For A Worker:>

- Shows a list of available workers. User can pick one of the workers.
- Shows a list of Days. User can pick one of the days. (List of days shown will be only the ones where Worker's Schedule Day attribute Active is false AND Worker's Schedule Day attribute Ability is NOT 'A' (Absent) )
- Shows a list of Lines. User can pick a line. (List of lines shown will be only the ones in the Worker's Attribute LicenseLine array)

- What Shift? Input Day or Night (Based on the user input of Day, pick the correct Entity <Day> that contains the DayNumber. Do the same for picking the correct Line entity within that <Day> entity (based on user input, to match with <Line>.<LineNumber>). If user chose "Day", and <Line>.<activeday> is true, then tell user which worker already uses that shift. If user chose "Night", and <Line>.<activenight> is true, then tell user which worker already uses that shift. If not and all is fine, continue and set that <Line>.<active(day/night)> to true and the worker's user name on attribute <Line>.<worker(day/night)shift>.

## **Operation**

- Find the correct Worker's Schedule Day based on user input worker and day. Run the function assign(line,shift) to set the worker's schedule day line and shift attributes (parameters come from user input line and shift).

There may be other menu options that we may have missed, such as deleting a shift. However, the main purpose of the command prompt and operation samples above was to have the ability to have a general understanding how the diagram works. It is not to follow exactly what the actual code or best design is, but it is more of a guide.

1. <http://www.quintiqcareers.com/puzzle.html>

2. <http://www.quintiqcareers.com/puzzle.html>

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## **Blog's Base Foundation (2014-05-08 18:17)**

### ***Foundation in general***

A lot of my form of expressions come from great articles, great findings, great people that I am sure will drive the world all together into a new "order".

The reason I created this blog was to delve seriously into the "second stage" of learning. This is complicated to express, but to put it in simple terms, I need to re-evaluate my thoughts that I have collected so far. For that reason I express them through blog posts (which those form of expressions may or may not be the most accurate of all in terms of expressing the truth). Each blog post will be assessed at a later time for the possibility of adding new ideas, concepts, interpretations, or different findings from my original posts.

Again, I have to re-iterate that I collected a lot of raw information "actively" for almost a decade, but I have not organized them in the most precise way as they should be. For that reason, I encourage everyone to also express their findings, because no matter what, there will be at least some certainty of truth in it (no matter what form this truth comes out from). I encourage urgently everyone to always be in an open environment to express in some form because that is the only way to access your "critical thinking". In this society, we get a lot of information as "input" and most of our responses are not scientific and individualistic, but more to what is more "appropriate". Instead, our response should be the other way around. I do not encourage though to just "immediately" delve and express yourself until you have a strong conscience and direction. However, make sure you do at one point, as what I have figured out and been "dosed" out of it without noticing was this: This society will hardly encourage critical thinking or remind you about that.

Each of you will probably have some foundation about what life is. Or maybe not, but that is okay (you can start creating one, it is required to trigger critical thinking). I think all of you will have some source foundation: Religion, Science, Politics, Economics, and so on. From my childhood, I always felt each of those foundations lacked

something (sorry, but I do not have any offense to any of those foundations, and for that reason, to not offend anyone, I just speak it in general terms): In religion, I liked the atmosphere and the kindness of all people that are formed by a "belief" or something, but I always felt "empty" having to stand every Sunday for a mass praying that no one wants to "understand" or "interpret" it. There is a saying in religious folks, to "always read the right sources or right books", to not read other sources that have the "wrong interpretations". However, how can I really believe a religion when nobody will try to interpret anything because they will be afraid of saying something wrong or goes against the "practices" of their religion? Although there is a good reason to not not alter the content of the origin (that saying can go well for scientific view points too). But how can someone learn something if the individual does not put a thing in their own context? I never really liked religions the way they were due to how "shallow" the practices were. I have figured though quite recently why all people love religions in the way "they are" (because most people take and live things in life concretely). Politics was always a laughing stock to me. Why do "big people" control the life of millions of people? Well, I guess it is obvious, because "everybody" believes they do. If everybody believes they do, then it makes sense, to admit they do not have much control of their life and that most has been taken away from political parties. In some sense this is true in concrete ways, but to influence their whole life, their whole reflection upon them (if you think they are a problem, why do you act on depending them more to do "better"?). I really do not get it, as the only thing this perception does is aggravating the problem instead of solving it. This has to do more with the "habits" of people and do not have the tolerance to "remove it", especially since it gets triggered everyday in the media. Politics, although realistically represents what society is constructed out of, the way unfortunately it is presented by the people and the press is toxic. If anything, most political discussion or topics are nice to watch like a "horse racing game" instead of taking any constructive content out from it. Economics and Science were probably the most interesting things in life. At least it tried to explain the world through an "external means". At least of all systems, science was the one through its cause and effects that gave us a "tangible" product that we cannot deny out of its service.

### ***My foundation***

However, I found a decade ago, that things in life are more deep than what science does not tell us. Although science tells a lot about humans in general, they are afraid to make connections with other subjects of their fields (they are starting to do it, but they are not so committed to it). Two "crazy" (or I can say "sane" cause the rest live "crazy"?) individuals tried to integrate all of those things and discuss what the "next phase of civilization of life" hopefully will be. The research is so extensive and the biggest of all life in earth (because what is more extensive to discuss than "life" itself?) that you may have to take "years" to first collect "data" in a different way (maybe less if you have a lot and a lot of time, passion and dedication). I found this foundation to be the best of the best so far in this existence to our galaxy. If you really wanted to know what life is about, then this researcher is all about it. It is almost the real deal. It has the least gimmicks.

However, I have to conclude, that understanding life is not so pleasant and maybe not understanding it at all may be "better" than understanding it. In addition, it is better to not start it if you leave it half way through. If we want to take it in a metaphorical context, assume you have a computer virus that does automated tasks you do not know and the antivirus is the foundation we are talking about. However, unlike other foundation "packages", this one you "have to code the antivirus" yourself. Let us say you have coded the antivirus software and was able to identify that you indeed have a virus in your computer. If you stop there and do not add features to your antivirus, such as eradicating a virus, what is the point of it? Would it not make you feel better you never knew you had a virus than knowing you have a virus? At least you would perform better that way. In addition, it is better to have a virus running in your computer than not running it, because if it does not run, you have to manually control it or code it. If you don't know how to code it, then it is better to let it run automatically by the virus (it is better to have something instead of nothing). For that reason, this foundation, if it is taken seriously and integrated within individuality, there is a very huge "risk" taken. Unlike a "strong virus" running a pattern that will keep you self preserved, this one is created all from scratch. In addition, unlike computers requiring no effort to "recode" a program from its flaws, a human requires much effort to "recode" itself, leading humans to live a life with full of flaws for a lot of years. Fortunately, most humans have self defense mechanisms, thankfully from society, to be "objective" and not integrate stuff within

the individual itself (that is why we have fields like "anthropology" that talk things in term about "population" instead of the "individual"). However, if you do integrate it yourself, expect a huge "war" within your body (fighting the virus), a lot of "freezing" within your mind (who codes a thing and expects it will not freeze out of a bug or a "missing piece"?), and many more that will make you avoid this theory.

When I saw this research about a decade ago, a lot of concepts you will see within this foundation were not linked together. This theory or foundation is evolving. It is a "living" thing. In addition, compared to other theories and research which most are done for the sake of "making money" or making a "simple discovery and that is it", this one tries to "test the water" with other theories and books. It has "passion" inside it and is more than a "means to an end". Going a decade back, this research did not emphasize much on the aspects of religion. However, this researcher tried to be as non-bias as much as he could. For that reason, he could not "object" to religion based on premises of what is "appropriate" or not. However, if I read this research today instead of 10 years ago, I would have not read or taken a glimpse of this research at all (because it discusses the topic of religion). For that reason only, I would encourage for everyone who is willing to read this and be liable of the risks ahead the following: Read things in a non-religious manner and then to make your own doubts about the rest of the concepts the researcher specifies. Or on the other hand, if you are a religious person, you could presumably read things the other way around?

As I have said in one of my blog posts, "If we only depend on receiving content, buying content and aiding on creating content not within our critical thinking or our own understanding, we will not feel integral to this part of society." The researcher says almost the same with the following words: "We will suggest that effective education should begin with rote learning and blind faith but that it must lead to critical thinking and rational understanding" (Friesen, Lorin (2012-02-10). God, Theology & Cognitive Modules (p. 14).) .

Lastly, I have to add that this researchers are very "professional" in the usage of English. So if you do not understand something or feel it is too complicated, the issue is more on understanding the "extent of the context" and "its practices" instead of its "saying" and "meaning".

Most of the time, this blog will discuss topics about this foundation. I feel shame if anybody reads this and does not know the direction my blog posts are taking. Hence, the reason I am making this post. In order for not everyone to get lost, I have provided links in the menu section "[1]sources of life".

1. <http://softwaredeveloperlife.blogspot.com/p/references.html>

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## Direction of this blog site (2014-05-11 03:27)

### Update

[1]The direction of the blog addressed on creating mental maps before is already complete.

[2]Now the blog's direction has steer its own wheel to my own personal adventures.

### Original Post[3]

The reason why I sailed to this direction?

My next blog post next month will be titled "Create a Foundation and test its waters" (and hopefully, the theory mechanism of the "[4]broken window") . That means that yes, I will not post any more blog posts this month. The next blog post will discuss the importance of having a foundation. Lack of creating a foundation will make

the individual to "create a foundation" even if he doesn't believe he has a foundation "subconsciously". Those foundations can be considered "dangerous" as they can consist huge sweeping over generalizations and assumptions (reaction of the effects targets wrong sources). It is better to have a foundation that has some generalizations than one that is "out of control", driven subconsciously. The second step is to "test the waters" of the foundation (see if the foundation you have allows you to explore any of its realms). If it does not, then the foundation can be less used as an "application", and it becomes more as a "faith" to be respected. This blog post mission is:

- To justify the advantages of having a foundation (any foundation)
- The different effects whether this foundation can be tested or not .
- To "try" (but we cannot promise!) to be as "neutral" as possible to all foundations, as this topic is on the premises of looking at all foundations (only for "this" blog post, not for the rest of my blog posts)
- Taken the above 3 bullet points: how they fit with "my foundation"

The rest of my blog posts will consist of "my foundation". Compared to other foundations, it can have to some extent, a lot of applications to real life while following all the rules, policies, and cultures in our whole world while making the world a better place (it all depends on how you "tackle" them). In addition, this foundation, is not my foundation, but some great [5]researchers that tried to merge information from many great people (philosophers, scientists, psychologists, etc.). Last but not least, all learned theories start from over generalizations at first, so please don't take all my points literally. Take note that all science is composed of "experimentation" of ideas with a lot of "failures" in the process. But here we are experimenting our "human body", huh? Not a "rock" or a "mice". Through history, many have tried to interpret the "human body" and it led to many repercussions with "fail" results in all or most experiments (i.e. Roman civilization "religion" and its "Colosseum", the annihilation of the American native and the slavery of black with "religion"). But I have to say, just "ignoring" the personal because how we dealt it before and instead "leave it to be" in an immature stage as the same way our "external" world was "before" where no "science" existed is a real real shame. If we disregard the mistakes of the past, it is not anymore whether learning human life is "right" or "wrong", but how to do it in the most safest environment possible, how to be based only by the free will of people (instead of controlled), where they can contribute and test the ropes of several foundations that discuss about the individual itself. I understand many people have different opinions of how things should be and can find this topic controversial. However, I chose this direction is necessary to have more visibility of our own individuality. I have chosen that this will be some or most of the direction my blog posts will go. I have to say that a lot of the topics will have a lot of relevance with software and some even to the "software of our own human brain". I think software developers or computer scientists that try to delve on artificial intelligence and other systems will be the most open minded in those subjects of topics (hence the name of the blog). And no matter what others are telling you that "automated software" or "cyborgs" will control your life and make the world evil, ignore it. These things will need to come sooner or later and we have to be prepared to use these tools "correctly" and "effectively". If readers do not like the opinions of my blog posts, you can always have the choice to make some reasoning out of it and debate about it or respect it (as I will respect your foundation too - respect: I may express here on my blog posts the flaws of other foundations, but I will not invade your "space"- and we can have each our own space to express what we think the world is composed of without any coercion).

1. <http://softwaredeveloperlife.blogspot.sg/2016/07/short-snapshot-9-from-nothing-to-driven.html>
2. <http://softwaredeveloperlife.blogspot.sg/2016/07/back-to-where-all-begun-just-this-time.html>
3. <http://softwaredeveloperlife.blogspot.sg/2014/05/blogs-base-foundation.html>
4. <http://pragprog.com/the-pragmatic-programmer/extracts/software-entropy>
5. <http://softwaredeveloperlife.blogspot.com/p/references.html>

## Internal Problems with my existing current job (2014-05-30 20:05)

I am transitioning on leaving my current job to a new one in order to gain new perspectives and opportunities. I have not much enough time to discuss about things right now as I am planning to return back to my old workplace within the next days. Leaving a job should not be done randomly. I feel I have good reasons for leaving my job. It is more like a rite of passage. Graduations are not so important as rite of passage because there is not much of any critical thinking. But leaving a job, I feel there is a lot of critical thinking and is more important to it and I wonder why many people do not do a proper rite of passage.

Here is the reason, or my end means for leaving my job. It is more theoretical but it has a lot of ground and applications to real life. If you don't understand some of the words I use, you should look at the "sources of life" within my main blog page.

The statements are very brief and do not have a lot of explanation as I have not a lot of time to discuss. I just note them down here so I can have a clear thought why I am going to leave my current job.

### Causes

1. The mental networks created with customers for "new needs" were to satisfy all their needs in a timely manner instead of assisting only the most critical needs through a slow paced but effective well designed system. This is for the sake of the company revenue to be in the short term profitable. **In summary, customer's mental networks are created simply by their own desires instead of how their desire can fit in a well designed system.**
2. In effect of point 1, that path of mental networks created with the following customers allowed the development of software to be directly related to the satisfaction of customers instead of a well designed system. While the original intentions of the company was to create a well designed system, it ends up under the control of the mental networks that customers are used to and company has no other choice to comply in order to keep those customers loyal. Company complies with that as all looks as "the optimal" solution so far and no issues exist "yet". **In summary, the existing mental networks of customers allowed from point 1 become stronger and stronger to the point of being more "critical" than they should.**
3. That in result changes management direction under the influence of emotional pressure (with the help of strong mental networks from customers) to take customers statements as "facts" when they are not proven statistically or proven to be the best design decisions (also referred to as "emotional status facts"). The system will add too many features where they are not tested properly or not known if that will create future design problems. The pace of implementing stuff are fast and without direction instead of slow and with a clear direction (all changes must be done not too fast or else it proves how much less you spend time on understanding how the system works). **In summary, management gets influenced by the strong customer mental networks created from point 2.**
4. The last chain is when the detrimental effects show up. At that time, management has already changed its mental networks to the same as the customer because they cannot distinct emotional status facts and facts that are based out of patterns (it is hard to believe, but they all look the "same" to the brain, a form of illusion the brain does indeed, but it is required, and I can explain it in another blog post). The program already has a lot of problems because a lot of decisions were made out of facts based on emotional status instead of facts based out of patterns. The generalizations or speculations are made out of "emotional status facts" that look right to them. So instead of blaming what is obviously "right" to them (when in fact it is not), they will blame anything besides what is "right" to them. They will blame obviously the effects, and think the effects are the original cause, but those effects are derived from those emotional status facts that they are not aware that they are wrong. Even if there is some awareness, they know that the right thing to do will only mean to make the customers adapt to new changes, and that may mean losing more than half of your current customer base. Maybe management have

mental networks that hesitate to do drastic changes because they remember the time they lost a lot of money where the events were painful and generalize it as an action that will bring the same events as before. The reason management attacks the effects instead of the original cause is because they are not aware of those mental networks and its mechanisms behind (they are encapsulated - that is what I hate encapsulation sometimes, encapsulation is good to some "level", but not to the extent of not being aware on some critical stuff that can be a positive guide for the user or an average individual's end. The world becomes more and more encapsulated and an individual does a thing because of faith the abstract information behind is "right" no matter what). This last chain will create an effect of patching and fixing with trial and error while working hard instead of an orientation creating new and better designs with trial and error while creating an environment to learn the system and use smart thinking. **In summary, management have no awareness what is going on and try to fix the issues by patching up the "effects".**

5. The last chain is the conclusion. There is a conclusion once these causes come: a dead end. And it really is a dead end if its not the real optimal path. It will be an environment that it will be stuck like that forever. Will this path make a lot of money? Yes, as long the customers use those "emotional status" facts with a lot of money or are big enough or wise enough to use it as a form of "successful critical thinking" in order to take a "competitive advantage" over others through means that is not beneficial to the "overall system". Is it fair? Of course not. Do people believe this world can be fair? Of course not. That is the problem. It can be fair, it is difficult, but it is possible. However, since societies are constructed in a form that really (I do really mean it) in a "successful critical thinking" mentality, it is very obvious you will be left behind and you can say all your profits "goodbye". I have done a lot of economics and business classes and I understand how all this system works. However, if business people contemplate and really want to fix the environment, but do it in a wrong direction, it is better to not blame or have a perception on the wrong sources (the effects instead of the causes) as it just aggravates the problem. Yet, I would not think anybody can be passive about a problem that they will see every day. It is human instinct that they have to find the cause of it no matter what and experiment with trial and error (if you have a wound on your body, will you just ignore it instead of fixing it?). The method to fix it is through the course of using patience (instead of waiting for the whole system to collapse). Put a side track project and have patience to see the benefits it offers over the existing system. Change is always a transition, it cannot be direct. Well, it can be direct when the whole system collapses, but you will not have the ability to sense the new path you take is better than the old path you take because you cannot compare them, you cannot live to the old system anymore to compare it with because it already has "collapsed". In addition, when implementing the path of patience, the mental networks of management are under the influence. The mental networks take control and cannot tolerate things that go against those mental networks, because in some sense, it is "killing" them (it expresses a path that will destroy old mental networks), it is like withdrawal symptoms when not smoking or drinking alcohol. **In summary, all organizations are easy to fall on trap of these "4 chain of events", and they way they handled it was a direction of sales and money and the belief of the system will never be perfect (over time, this dead end will be seen as a pattern, you will give up, and see the patterns to result into facts derived from garbage in and garbage out).**

## Effects

### ***Due to Points 1,2,3***

Note that I underline some of the content which management certifies as the cause of the problem.

- The program will have a lot and a lot of features and be created at a very fast pace. It will dedicate more time in implementation tasks at the sacrifice of analysis tasks. That in effect will create systems of poor quality over quantity. And when I mean quality, I mean the quality on what the customers that does not see, whatever is "encapsulated", the back end or however you want to call it, is most or completely ignored compared to the front end. *Blame will be on the technical people creating a back end they are fully responsible of* (but definitely no full liability falls up to them, as it is an effect, not a cause. It is a chain of events, they were influenced



by emotional status facts, and they know that if they do not follow emotional status facts, they will have less powers, less entitlement or voice within the organization). I preferred to have no voice at the sacrifice of creating better designed system, but I saw over time more and more that my individualistic effort alone will not preserve my tasks I have done to be fully compliant in quality code. I figured out in the end that my code will have issues if the whole organization continued this path. **In summary, no matter the effort you are at implementing good systems, it will not be void of bugs due to decisions made out of management.** It is impossible to just focus on the technical side and not caring about how the management side handles things. They are both deep correlated.

- Most of the staff of the organization will not understand how the program works and why it works that way because they are not using any sense of common sense or logic. They are based on emotional status facts. How can you contemplate or argue about emotional status facts that are only concrete due to influence, but if you remove that influence completely out of them, they crumble fast before you know it? Another obvious reason staff does not know how the program works is because more time was devoted on implementation tasks instead of analysis tasks. Even if you do analysis tasks, what an organization can do over emotional status facts? Garbage in garbage out. In the end, the organization asks technical people if implementing this feature will have any technical difficulties. In reality, I see more issues will exist with system difficulties instead of technical difficulties. However, those system difficulties are already reserved or "fixed" by the customer mental networks. **In summary, there will be less time to dedicate on understanding or discussing how the program works.** *People believe that the problem is understanding how the whole program works, but it is useless to learn a program when its based most if not all out of emotional status facts or cannot argue about changing those emotional status facts to real facts. Why would I work and believe and have faith on a system based on emotional status facts?*
- A lot of issues will come up and the technical people will really already know that their implementation is not the problem as much as the design problems they have no control. People who work there will eventually have less motivation to work in a company like that. Because a lot of issues, the environment will be more non-personal instead of personal. The reason that we are "humans" is because we live in a concrete world and try to look at things and evaluate every day if our current facts are correct or not (they always change based on new observations). In here, facts are fixed by the emotional status of customers. Living or believing in an environment with emotional status facts makes it "reasonable" all our rest of our facts should be of emotional status too. We "should work hard", "use a lot of commitment for our work", and so on and so on, are not wrong, but they should not be a norm. It all really depends on the situation. This in effect will make individuals promoting an environment that is more non-personal, ignoring the basic internal needs of the individual. This and many other reasons will make a lot of individuals not put their full effort or commitment to the company. **In summary, people will leave due to the non-personal environment and design problems.** *Management may blame that the lack of keeping customers loyal and the knowledge of each employee is critical. To some extent that is true and false. I do not see the value of an employee's knowledge when he feels he is not committed to the program as much. If there is a pattern that you see a lot of employee's knowledge is not committed and a lot of people leave the company, then obviously the underlying cause is somewhere else. As long there is documentation and each person understands in a "general" way (not specialized, just general way) how a program works (that requires the environment to be more personal instead of non personal), then the value of the employee's knowledge is not so much important as much as making them more committed in the working environment. But in order to do that, it requires to fix the original causes.*

#### **Due to Point 4**

- Management direction of the detrimental effects with patching and testing things instead of analysis and design with no side project as a method of patience to resolve the current issues will make an environment that is dead end. It can still have profits, make sales, and have hopes and influence the hopes of even the technical people

that the current detrimental effects will go away over time with the current patching and testing. However, although in some sense that is true, while those existing problems are fixed to some extent (but not so well as having a good designed software), the current process of adding and improving the system as it is will just add the same issues as before. They will be just running a circle and no progress will be made. The company can be bigger, have more sales, more employees, more technologies, but all that in the end is useless if they keep remain using the same process flow from the handling of customer needs to the delivery of the product. what I mean useless is not useless in terms of revenue and sales, but useless if they want to fix the existing effects they see as a problem (which they can only minimize those issue effects instead of eliminating them). *They will be looking at hiring individuals that fix those issues instead of hiring an experienced system analyst.* If not hiring a system analyst, at least each programmer should have a sense of understanding what system analysis is all about. **In summary, the way of resolving things here is patching instead of fixing the real source of the problem.** The correct way is, yes, keep management do the sales and the positive connections with clients, but have a system analyst or someone who can tackle the causes efficiently with the client. This problem will not be solved at all without the confrontation of the client as the original cause is usually out of the client and client itself (maybe it was management that started it all, but the client is "living" on those mental networks the management promoted him at that time). If we want to do a comparison, we can compare it with a date a typical couple do on a night. They dress nice (they sell themselves), but the means end is a form of patience to change bad mental networks instead of enhancing bad mental networks.

## Final Conclusion

Besides the organization I worked is humble and has the correct dynamics (correct mix of personalities or whatever you call it), I think many organizations are all within good faith in some sense or another. The problem is the lack of awareness and the path they chose. It is not bad, but I preferred:

- If the organization mentality was more aware of its causes and be passive about it instead of blaming it in the wrong sources.
- If they had to be initiative, I prefer they had patience and put a side project at it, but in the end, they go to the opposite direction and have no tolerance to patience.

These conclusions did not come to me all of a sudden. But day by day, I could see the pattern, I could make the connections, and they were more prevalent and prevalent that the issue must be this even if I have a small sense of marginal error of my assumptions. I sensed that in 10 years, the company could still be great, still survive, be exponentially bigger, but the existing environment will not be any different, and whether you asked me if I could stay to work at a company with such process, I would prefer to gain new perspectives from different working environments instead and hope to be within an environment that really cares (but not really if that will stand them being a hypocrite or hesitant) more about the system of a software. I also very much hope that the environment I worked changes its process of how it does things for the best. I am not saying that an organization should be all white and have mercy. I am more saying an organization should distinct what is fictional or not fictional (a lot of this world is really fictional), to begin seeing the world through shades of gray instead of just black and white.

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## 1.5 July

### Locke's Argument "On Personal Identity" (2014-07-05 06:42)

**Blog Status:** I was very busy recently and did not have a lot of time to post. Some of the posts I proposed to post will be postponed for a later time. For any updates, there is always *twitter*, so I do not have much clutter on my blog

posts. However, I am going to provide an interesting article today I wrote in one of my "*moral philosophy*" classes I have done (probably one of the **best** classes I have experienced). This is related to my blog, and will be analyzed, if I have the time. Without further ado, the article I contributed that summarizes John Locke's article "On Personal Identity"

**Additional notes:** Other things not mentioned in this article is the idea of thinking things in **associations**, which on this article does a more robust analysis for the same premises of said bellow article [1]by Namita Nimbalka

### Locke's Argument "On Personal Identity"

John Locke, a lecturer in moral philosophy and his father being an attorney on the British parliamentary side within 17

th

century, presented a philosophical article "On Personal Identity" that asserts personal identity our own consciousness. Locke provides descriptions for defining the consciousness of a person, as well comparing it between physical substance, such whether an individual is a man or a woman. In the end of his article, Locke emphasizes how the concept of consciousness can be applied in law for punishing and rewarding people. Although the article "On Personal Identity" has a lot of credibility for our present perceptions in personal identity, Locke did not provide how much memory is required for a person to forget in order ourselves to be a different person from the past. In this essay, we will summarize Lock main observations and applications of his personal identity "theory", as well to the main problems and issues that the concept has for today.

Locke defines personal identity our continuity of consciousness. The continuity of consciousness is all the memories that we can still remember. Locke describes it more specifically "As far as this consciousness can be extended backwards to any past action or thought, so far reaches the identity of that person" (Locke, 12). Therefore, a person who cannot remember a part of his own memory is not his "own past" anymore because they are not conscious to him.

After Locke gives his definition of personal identity, Locke illustrates how consciousness contradicts other personal identity theories, such as physical substance and reincarnation. For instance, people believe that any change in physical substance changes the identity of person. Locke argues that the identity doesn't change as long as the consciousness of that person remains in there. He implies that even "upon separation of this little finger, should one's consciousness go along with the little finger, leaving the rest of the body, it is evident that the little finger would be the person, the same person" (Locke, 15). In other words, if the little finger can recall all the memories that he lived before with the rest of the body, it is the same person, even if it is all alone from the rest of the body. In addition, Locke wants to clarify that there may always be a possibility for a man having the same physical substance, but to not be the same person (consciousness). If a prince own consciousness was moved in a sudden moment to a body of a cobbler, "He would, then, be the same cobbler to everyone other than himself" (Locke, 14). In this occasion, the prince would not identify himself as the person of the cobbler, even if he is inside the man of the cobbler, because he can't recall any other memories other than the ones he was as a prince. Lastly, there are different religions that believe reincarnation, a process to exist our own self again. However, reincarnation is one of those examples which consciousness is lost beyond the power of retrieving it again (Locke, 13). Locke states that even if a person could assert that he was Nestor who has died long time ago, he must be "conscious of any of the actions of Nestor, and he would then find himself the same person with Nestor" (Locke, 14). Since religions state that reincarnation is a process where our own past consciousness is lost, we will not be the same person anymore.

After Locke describes the differences between other personal identity theories, he tries to give different examples in the end on how his theory can be applicable for law enforcement. Firstly, he states that we shouldn't punish a person that could not be aware of his own consciousness. For example, "To punish Socrates waking for what Socrates sleeping thought...would not be right" (Locke, 15). According to Locke, punishing for Socrates sleeping is not right because he was not aware of his own consciousness. However, a person who does good deeds and philanthropic work at the

present time can be punished for a crime he did 20 years ago as long he can remember the crime that he did 20 years ago. People will argue that he is a different person from what he was in the past. However, Locke thinks it differently. Locke states that "distance of time or change of substance would not make the same consciousness two persons, the same consciousness unites those distant actions into the same person" (Locke, 12). In contrast, if a person recently in his life has done a killing spree around city hall and cannot remember it, Locke would argue that we can't punish him because he only "owns all the actions of that thing as its own, as far that consciousness reaches, and no farther" (Locke, 15). If the serial killer cannot recall by his consciousness the act of killing people, he does deserve to not be punished because he does not "own that act".

Other than Locke provided the definition and applications to his own concept of personal identity, Locke didn't provide us how much of our past consciousness is needed to be lost in order to become a different person. Locke admits that there are people whose consciousness is interrupted by forgetfulness and many people who have the habit to not reflect their past selves (Locke, 12). As we stated previously, he also admitted that there are different states where a person can lose their consciousness and never retrieve it again, such as Alzheimer and Dementia mental diseases that we have today. To all the moments of forgetfulness, Locke didn't provide to what amount of degree our forgetfulness will make us a different person. Another problem of his definition of personal identity is that anything we can't remember does not apply to us. Even if thousand people recall us that we killed thousand people. Even if 10 years ago, if the culprit was caught, he could testify that he remembered the killing spree. As long as he could not remember it now, Locke states that the person itself doesn't deserve to be punished because we only punish fair the man but not fair to the present person itself. These gaps and controversial examples that Locke didn't provide enough information for them show the different problems if consciousness was the only source for identifying our personal identity.

1. <http://www.ncbi.nlm.nih.gov/pmc/articles/PMC3115296/>

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## Parkinson Disease in 5 minutes (2014-07-06 11:30)

### Notes

This article, I wrote it around **5 years ago on the time I finished** an elective extensive neuroscience course in my university (the neuroscience class brought me new conclusions on how to explain things more extensively). A lot of the ideas, like MBTI, which I mention briefly, I do not support anymore (you can probably tell after how defensive I am on the amount of articles on the issues of the split of work and life). But nonetheless, since many people have done that test, it is more easier to understand what "**region of stronger** consciousness" people live around.

Bellow is a presentation (which I think it articulates fine) and a FAQs (which I think I should have to revise it whenever I have the time) about Parkinson Disease. I have **past** personal experience about Parkinson Disease (no, I do not have any mental disease so far yet) for extensive amounts of years and I know how medications and drugs interact with it.

I think it easy to find the references (most of the sources are from Lane Friesen). I will have to look where I got the references, although my presentation is almost a "word by word" and a lot of paraphrasing from me as a narrator. Please do not post this flash file on another site or refer it as your work. I may have plans on sharing this presentation on some flash portals, such as Newgrounds later on.

[1]Click here to see the presentation

## Summary & FAQs of Parkinson Disease in 5 minutes Presentation

Exhorter Strategy, also referred to as "dopaminergic" strategy (because it uses dopamine cells) is the strategy that creates hope (also named as "motivation"). In the end of that hope, you receive a mood that depends whether you were rewarded or punished from the nature of states outcome. If you are rewarded, your serotonin cells will increase and give you high self esteem. Otherwise, your serotonin cells will decrease and give you low self esteem. This is the "serotonergic" strategy, also referred to as Contributor Strategy. Although neurology does not have enough conclusive evidence, there is a close relationship with Contributor Strategy and Exhorter Strategy in our nervous system, in such a way, that both have a "give and take". In other words, they both rely on each other, and it is not uncommon of a relationship (in terms of marriage) between a conscious Exhorter person and a conscious Contributor person to exist. In order for you to people understand the very important applications of Contributor Strategy, my next small work will be "Low self esteem in 5 minutes" which explains how Contributor strategy is the culprit behind low esteem. With those 2 presentations, I will create my last small work called "Motivation and Esteem Linked in 5 minutes", showing the domino effect of a depressing mood creates low self esteem (due to the decreasing cells of serotonin), which can lead to lack of motivation (decrease of dopamine cells). Also the same is true on the other side of the spectrum. Lack of motivation (decrease of dopamine cells) can indeed lead to no opportunities to generate a positive mood (decrease in serotonin cells). Although depression falls on serotonergic strategy, you can see indeed how it plays as a big factor ( a domino effect) on the exhorter strategy (resulting in reducing its dopamine cells). This is one of the main factors for the idiopathic Parkinson Disease. There are many other factors, still unknown, for the purposes that can generate idiopathic Parkinson Disease. Many related motor functions, from psychological behaviors (apathy and depression) to physical symptoms (sweating and dysfunction of the smell senses) are the early signs that show the loss of dopaminergic neurons. Here we focus on the psychological behaviors, especially on depression.

### **Serotonin, Dopamine, what the hell are all these?**

They are special chemicals, and are found in the brain. In neurology, they are called biogenic amine modulatory neurotransmitters. Neurotransmitters means that these chemicals move from one neuron of the brain to the other. Modulatory is their function, which is to adjust the neuron in a specific way. Research has found that some of them have a high degree associated with a specific behavior. Dopamine is said to be the source of motivation and Serotonin the source of mood. It is not unlikely for people taking these chemicals in "pills" if they have a low concentration of these chemicals from what the average has to be in order to bring a "balance".

For instance, Fluoxetine, also called as Prozac or Sarafem, is an SSRI. Selective Serotonin reuptake inhibitor (SSRI) means that when it releases serotonin to the neuron, it doesn't take them back (reuptake), making the neurons have more serotonin than the average they should have. However, these drugs, although sold on the market, have long term risks of addiction and vulnerability in the physical structure of the neurons: Less receptors in the neuron are produced for neurotransmission and become less sensitive to the chemical serotonin in order to bring homeostasis. As more receptors are produced and serotonin becomes less sensitive, the user will require a higher dose of the medication and is physical dependent on it in the long term. Although this has not been proven yet and it may not be the case, it has been proven that chemical imbalances exist in chemicals such as cocaine. In the case the chemical imbalances of Prozac is found to be low, they may be less self dependent on it and they do not require to increase their dose.

There are other neurotransmitters that have different functions. Excitatory neurotransmitters are to "wake up" a neuron while inhibitory neurotransmitters to "turn the power off" for a neuron.

**We know what Parkinson Disease is. It comes because you are a pathetic person. You don't need to explain it again.**

False on half of the cases. It is true that Parkinson disease can be created if you are pathetic, that is, you have lack of motivation to do anything in life. The reason of this presentation is to show that parkinson disease can be created also through other forms, such as depression. Many emotional people who do not have a healthy

psychological life and people who have low self esteem are very susceptible to Parkinson Disease because these individuals have a high degree of depression in their life.

Even if the effects of depression in the reduction of dopamine cells is not as strong as "lack of motivation" (Although have not found any conclusive evidence yet, but some may argue that you lose more dopamine cells if you are pathetic, as that is a direct hit rather than a domino effect), in our life we are most encountered with our time with depression rather than being pathetic.

Many people think that those who got idiopathic Parkinson Disease was because they were pathetic. And many people believe that their offspring can have a possible outcome of a pathetic behavior also. Although this is true, most of the time it can be from a person who lived with depression. In other words, the source of their pathetic behavior can be not created by the will of the individual, but due to their depression. They still have the motivation to do something in their life, but their depression can hit them to try "less harder" and "less harder" where in the end they "do nothing".

### **What do you mean Conscious? What is Conscious Exhorter Strategy? What if I am not Conscious Exhorter Strategy?**

Conscious means a high level of preference on it. If you have taken the MBTI, you know that your 4 letter word personality is the result of your preference. That MBTI personality is the one that you are conscious on. The other MBTI personalities are the subconscious ones. Let's say you are an INFP. If you are INFP, that means you are conscious in INFP but subconscious on other personalities, such as ENTP. Subconscious does not mean that you do not have it, it means you less use it or have control over it. You learned on MBTI that learning your weaknesses, the ones that are subconscious to you, are important to tackle in order to have a healthy lifestyle. In the same way, if you are subconscious in Exhorter Strategy, that means that you don't use it a lot as your preference, but have seen other people using it and it feels alienated to you. However, that does not mean you should ignore it. Actually, the ones who are the less likely to have Parkinson Disease are the ones that are Conscious in Exhorter cause they have complete control over it. It is more likely those who are subconscious in Exhorter Strategy to be very careful of this disease, cause you have harder time monitoring and controlling this strategy, the same way when you try dealing other MBTI personality types. Even if a conscious Exhorter strategy gets Parkinson disease, the effects of the disease are lighter than the ones who is subconscious in Exhorter strategy because it has more control to motivate himself.

If you haven't done an MBTI test, please do, it is pretty entertaining to say the least. You can surf on a search engine about "MBTI tests" and the "theory of MBTI" as keywords. At least, by doing the test and understanding its theory behind it, you will grasp what conscious and subconscious means.

### **What do you mean idiopathic Parkinson Disease? Why not just say Parkinson disease?**

There is a huge difference between saying "idiopathic Parkinson Disease" and just "secondary Parkinson Disease". When a doctor, specialized in neurology, tries to diagnose the patient's Parkinson Disease, it tries to determine whether it was idiopathic or not. Idiopathic, also referred to as idiopathic, means the cause is unknown and it cannot be explained scientifically.

Secondary parkinson disease comes from very complex reasons that can be proven scientifically. It can be the cause of a gene that reduces dopamine cells very rapidly (it can be the weird reason Parkinson Disease can come to people at their 20s) . It can be from use of drugs that create chemical imbalances. It can be from the toxicity of

the environment or a particular head trauma. Genetic or a medical disorder can be a very likely cause of the disease. The creation of dopamine is quite complex and it is done before sending it. Tyrosine and Tyrosine Hydroxylase form L-Dihydroxyphenylalanine, also called as dopa. Dopa decarboxylase with dopa create dopamine. Anything can go wrong from the creation of dopamine, to the infrastructure for sending the dopamine to the final destination. Because dopa decarboxylase is abundant in the brain, the pills that are given to patients contain "Dopa" instead of "Dopamine" because it is expected that a lot of dopa decarboxylase will still be there for the patients to produce Dopamine.

However, psychological reasons are usually referred to as idiopathic. Note, however, that an idiopathic disease does not mean it is always a psychological reason, but it can be anything that science can not grasp its hands. Many years ago, the disease was always referred to as idiopathic, but with technology and innovations, they can now tell at least whether the disease comes from genetics or through the environment and can label it as "secondary Parkinson Disease".

### What is the likelihood of Parkinson Disease?

Between 15 and 20 per cent of Parkinson's patients have a close relative who has experiences parkinsonian symptoms such as a tremor. If the cause of parkinson disease was due to psychological reasons, relatives are more likely to avoid it as long as they dont have the same exact habits the parkinson patient used to have in the past.

If no relatives have parkinson disease, the average is 2 %. Educated people are more likely to get this disease than non-educated that may relate to brain degeneration.

### How can depression be created?

Things beyond our control can affect depression (such as a relationship)

If it is beyond our control, it is through our choices that brings us a negative outcome.

Choices that result in negative outcome is

- **Bad Managment of Decisions:** Does not make decisions that profit the individual in the person long term. Will see more depression than joy in his lifetime in the long term.
- **Bad Managment of Level of Priority:** Sets in priority things that the individual sacrifices other things that bring more profit than what he is setting for. This means loosing something (more depression) over winning something small (small joy). More depression - small joy = Still a lot of depression.
- **Pessimistic on an Outcome that was planned well:** Should take an outcome as a nature of event, something that is beyond their control, and through good management of decisions, in the long term, he should think positively that it will get more positive returns than negative ones.

For instance, gambling does not mean that the individual is a person that will create a pathetic attitude or depression. It depends on his choices. Usually, all gambling except poker have negative expected value. In the long term, you will loose. Thus, most casino games are always bad management decisions. For those that have a positive expected value,

such as poker, they have to set a level of priority. If they are trying to play for hours in order to win "some pennies", it is not important as giving up your job, or spending less time with your family, and so on.

1. <http://dl.dropbox.com/s/2tdt9vpvimi5op/parkinsonplusdepression.swf>

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## Better Foolish Foolish than Foolish not to be (2014-07-09 06:24)

This is a topic about general in life. Not related about something specific.

Like I have mentioned in one of my blog posts, I have studied the study of "sources of life" for around 10 years. One of the things that I have ignored in the past completely is the strategic action of dealing with:

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The mental networks of other people

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The depth of understanding how the whole system works (Do they give the correct appropriate solution? Sometimes, coordination of a different personality or different module of thought is required than just a simple personal suggestion or advice).

In my experience, dealing with the impossible brings impossible results. What the world is good on this moment is "**specialization**" and dealing with "**physical matter of things**". That is what most of the needs the civilization offers, and to some extent, they are **foundational** and critical for the rest of the mind to be able to concentrate (so it does not become much of a distraction by the sensual and physical experiences in the world). It is interesting that we get a "pain" feeling when something physically bother us, but no "pain" at all when we lie to ourselves or we process things in a very faulty way. I think there must be **equal** amount of attention to the physical and non-physical elements of the world, but for the survival of this world, it is governed by the physical realm. Thus, we have to set a bigger priority on the **physical elements**, based on those **circumstances**.

For those that are very abstract oriented as I am, I propose that you need to have two identities in this world (yes, two identities, I am not kidding):

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One identity that submits to the mental networks of other individuals.

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One identity with a **stronger focus** that tries to get the specialization knowledge of each individual without thinking of "How they can they do better their job. Just forget it, the system is worked that way for now". You can hold on your secret rather than sharing it and just plan it for the long term of solving your own problems.

All are for the purposes to take **advantage** (and not really to contribute or help. Your thoughts anyways are radically out of the league in terms of society acceptance) for the **special circumstances** our world is governed as.

The other identity is the one where you seek out the truth. But seeking out the truth is best without having any distractions to your life (whatever the rules our physical world govern us, we have to solve them in some way or another). That is what the other **identity** comes through to **supplement** on that vision.

The world is already "in split" (its output has already been processed instead of being in a process). So you have to deal it in a split way at this moment. You can implement a method of patience or try to integrate it. However, I suggest you do it at circumstances where your choices are better to implement it (better prepared).



And thus, the idea of **two identities** is born. One that you have **to live on it** because you have no other choice in order to be in an advantage, and another where it **seeks the truth**, it is a **form of patience**, so anybody may **take a leap to it one day**.

These thoughts I wish I knew for a long time. At the same point, they are very reasonable. At the same time, it is kind of hard to work in a life where you have to live a life of doing the wrong thing, because undoubtedly, your **actions** create **mental networks** that express a **wrong thing** and blindly gets **integrated** into your personality. In some sense, you have to live with such consequences.

Ultimately, the means end of this goal is to use less of that type of "identity", but at the same time, I think using it helps a person to keep their "sanity" (only in terms of "this" world).

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## 1.6 August

### The separation of personal and non personal time is evident Part 2 (2014-08-11 02:42)

Okay, so this is part 2 of the separation of personal and non personal. In order to understand this part, [1]I recommend to read the first part.

The split of the personal and the non personal, as discusses in part 1, is evident. The argument of this "effect" is whether this is an enhancement or a progress to society or whether it downplays us. I think most of the controversy is how you see the direction flow of this effect (in a good way or a bad way?). In the terms of defending the effect of this split being "good", there is little argument that we should eliminate the personal part of ourselves. That is too far fetched and I think even those who defend this split as being "good" will tell you that most of our personal needs exists as an individual and the solution is to place them in their own separate cubicle. On the other hand of the spectrum, defending the effect of the split being "bad", we will never get across the point where have to eliminate or reduce the progress of science and technology that has incorporated in our life (Right now, in the objective realm, science theorizes and analyzes while technology applies the theories and optimizes them. Probably, if you want to work in any of those fields, you should know what their focus is which many miss to tell you). In a matter of fact, I cannot deny that we reached a step farther with technology in our progress of our civilization. However, certainly, at a specific cost, which many people are in denial.

Let me tell you one thing that will always be truth and will remain true to any source of time through life. Of all type of truths, there are two type of truths: **the limited** and **the eternal**. Limited truths are truths that exist due to influence , society standards and norms, trends, and whatever novelty the individual is enticed at. A generation or two later, those truths will get old, replaced, and be incorporated with other type of truths that will exist temporary due to its novelty, influence, and the new society standards and norms. This has repeated to history endlessly. What works you have done, no matter how much importance they have been viewed or speculated to you by society, it is just an illusion that will fade over time, as the next generation will take over the old ideas and replace over with new ones. There will be a paradox to that individual living itself, as all the anticipated expectations of all his work and lifetime through his **past time**, which represents the individual itself, contradict for what he sees and does now. Probably we all follow that trap and we are blind of that vision to ever happen to us. I have seen it myself. People who have worked in dozen of organizations, having high occupation status, having credible status, yet ignoring the personal base foundations of stuff ended to limit the individual itself. Is in some sense limited truth bad? Actually, it is not. It adds novelty. It is a type of brain storming that can derive a cycle of new products. With limited truth, we have an iteration process of improving stuff over and over if we are on the right direction. What I discussed right now is one part of the limited truth so far. There are two parts of limited truth: the one that directs to the eternal

truth, and the one that does not direct to the eternal truth. The one I discussed right now is the limited truth that has no direction. And now I am going to discuss my next topic: How those truths work in the realms of the personal and non-personal.

Limited truths for the personal and non-personal work in different ways in our current society.

Limited truths for the non-personal right now has a direction of the eternal truth these days. It is organized, it has a direction, it strives for perfection, it tries to see its fallacies and improve upon them with incremental iterations. It is, after all, a perfect system, always wanting to learn, always wanting to improve itself. Of all times of the non-personal, if history had to make a mark of all the great things society have created, this is the time, it surpasses of all the inventions created in the past million of years. We have found a way and we are able to do it with peace in our mind, or so we think.

Limited truths for the personal work in a different way right now. To put it simply, there is no direction. After so much experimentation with fail results through history creating a system that can make the personal transcend itself into a new form of stage (in such a way science and technology does these days), it has failed after so many attempts. Add to the matter of the fact that it is **personal**, the task is of more of a delicate task than just twisting and rubbing a piece of external object to find new findings. Society, as a whole, in the past of million of years, have dealt the personal in several ways. They created a lot of practices of how one self should be. Actually, its focus was so much on the personal those days, that it was our very innate nature of our origin as human beings. We were focused more on **relationships** and **doing** things, such as hunting animals, creating connections on people who we will trust or engage in war with them, and so on. Today, life is less personal, and if you have read a lot of sociology books, urbanization allowed us the possibility to be able to create a life without the necessity of having any relationships. What about **doing** things? There is no need. You do not need to hunt any animals any more or the complicated due process of harvesting crops. All you need is to walk, have some money in your hand, and buy anything you want that is in front of your face. A lot of these skills that are more of a less necessity have become weaker to the innate abilities of the individual. It is evident why people cannot make easy relationships or have the act of doing big things in life, as it is not a skill to survive in this society. The skills these days that are more important are to **organize**, **plan**, and **accumulate facts**. All of these help us create better forms of institutions. In addition, it is a thing that at one point an individual could no able to **incorporate** those skills alone without due process of an educational system. However, now that the internet was born, and has become so much rich of information, that it has become so viral to the world, that it is nicely organized with **links**, and you can accumulate more facts than you would in education, that it is planned more better for you due to the demands of the skills for the workforce... Do I need to say more? It will eventually become a replacement. School will not be so important as what you have done on the internet. However, what grave mistake that will be as the plans of the market is to dismiss the personal stuff, such as history, philosophy, and literature that provide sources that guide to an eternal truth.

We explained the reason why limited truths reached for the personal to be that way and how our focus was to pay less attention to the personal. The method of handling the personal without an organizational structure is to look at it through a cause and effect by patching up the problem when it comes. Is it effective? It is definitely effective than doing nothing at all. We set rules to the personal individual though in order to conform better the works of science and technology while being able to survive comfortably in this society. However, do we strive to create different formulas for how the personal self works. Well, we have subjects like Psychology that studies those stuff. But tell me, what is the world governed by? It definitely works by the economy and the stock market? And what is the booming markets or the pillars of support for our foundation of all countries to be "stable"? Technology backed up by the hands of science. But what about Psychology? Oh, there is a market that studies psychology, but its focus is more on how to organize, plan, and accumulate facts better instead of understanding the **sources behind** of actions and relationships. Many people do actions without understanding the implications behind it due to setting absolute truths of what they have organized, planned, and known. Relationships, or public relations, are only instruments for a different end means. All in all, things have swapped in society. Is it good? Well, I always

wanted them to be in **balance and integrated**, not swapped entirely, which comes me to the next point.

Lets see the sources of truth in the personal world. Let us see the work of arts done in the past and the present. In the past, there was classical music, paintings that had different forms of expression, arts that are still **eternal**, that even after a thousand or hundred of years that have passed, it shows a mark of expressing our own individuality in some way. What about the present? Let us say I am a young teenager and I am new to buying music soundtracks. What will I buy? Some song that existed 5 years ago or some song that existed 10 years ago. Some video game that existed 5 years ago or some video game that existed 10 years ago? The motivation of me buying a thing is the level of novelty it will bring me and how much more personal it is than sharing some form of eternal truth like classical music and old forms of art express. Why would I do that? Because I am a human, we all crave for personal things, and given that it is being suppressed for so long, I want to fill content that adds some "experience" to me. Entertainment is booming these days now with how the world becomes more non-personal, and they want it more and more to be that way, so they can get more audience sink to their teeth in it. One of the things we have to doubt is whether these market forces are good or not instead of letting things go along with the flow. As with other issues, such as increase in population and limited resources, the market forces miss a lot of information, a gap that eventually once discovered, will alter the formula.

For all things, I do not blame the world as it is, it is a really beautiful world. However, the low priority of how things are set on the personal is the same as how history in the past ignored things and made society be a less better place. Is, in some sense, a world feeling too superior of what it really is by being too absorbed to **limited truth**, not letting them be independent and let them evolve to the direction of the eternal truth, such as science and technology these days.

Why am I talking about these stuff, you may say? Why do I focus too much of the personal and the non personal instead of science and technology. That is because science and technology as is has surpassed so far and there is more supply and demand than you can even imagine. What there is right now is a huge demand for the personal to be better. You always hear people are depressed, go to psychologists, or deal life in detrimental ways out of irrationality, especially in **developed** nations. There is a huge opportunity in that market, but there are a lot of rivals out there that will not want to allow that as they are too absorbed with **their limited truth**. Hence, according to Thomas Kuhn, new revolutions must exist that will replace the old and create new realms of world.

Another thing I want to point out is: What is more of value in life? The social status you will get from society and its acceptance for its current generation on how it take things? Or expressing an **eternal truth** that all society will demise you of? A lot of great philosophers and great people became famous not in their lifetime, but after they became dead. And who knows, maybe some of the dead people did not got recognized, but **time** proved them that they were right from what they have currently seen.

In conclusion, I support that the separation of the personal and non personal is a limited truth and the eternal truth is to integrate them, or else, the individual will be in a constant conflict.

1. <http://softwaredeveloperlife.blogspot.com/2014/04/the-separation-of-personal-and-non.html>

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## The interplay of emotions and confidence part 1 (2014-08-16 13:59)

### What has been discussed so far in this blog

A lot of articles I discussed previously, I discussed the utter importance of giving some attention to the non-materialistic points of view in life. However as many spiritualists think it can be seen as a "vague" thing, philosophy and the

works of Lorin Friesen and others have shown how concrete it can be, as long as we use our “imagination”. However, imagination requires free thought, out of norms and rules, it needs its space to explore, something that is limited for all individuals to do (more than compared in the past) once they work and become too loyal in an organization or to specific clients or ideals. The essence of life is to live frugally, like the old philosopher Socrates, where money is not the only objective, but ethics. He also proposed the idea of there should be one “god” instead of the twelve gods (and not the “god” many people think of). Socrates philosophy though focused that only few can rule the world, only the elite, the philosophers, can rule the world, or in some sense, oligarchy. That is because people who lack philosophy or ethics will not do the categorical imperative and instead do radical evil according to Immanuel Kant. I do not support the idea of that there should be lines who will rule or not rule. In addition, the

“categorical imperative” has gone in a wrong context these days, leaving most of the personal issues of life behind, making people only motivated avoiding fines, following rules.

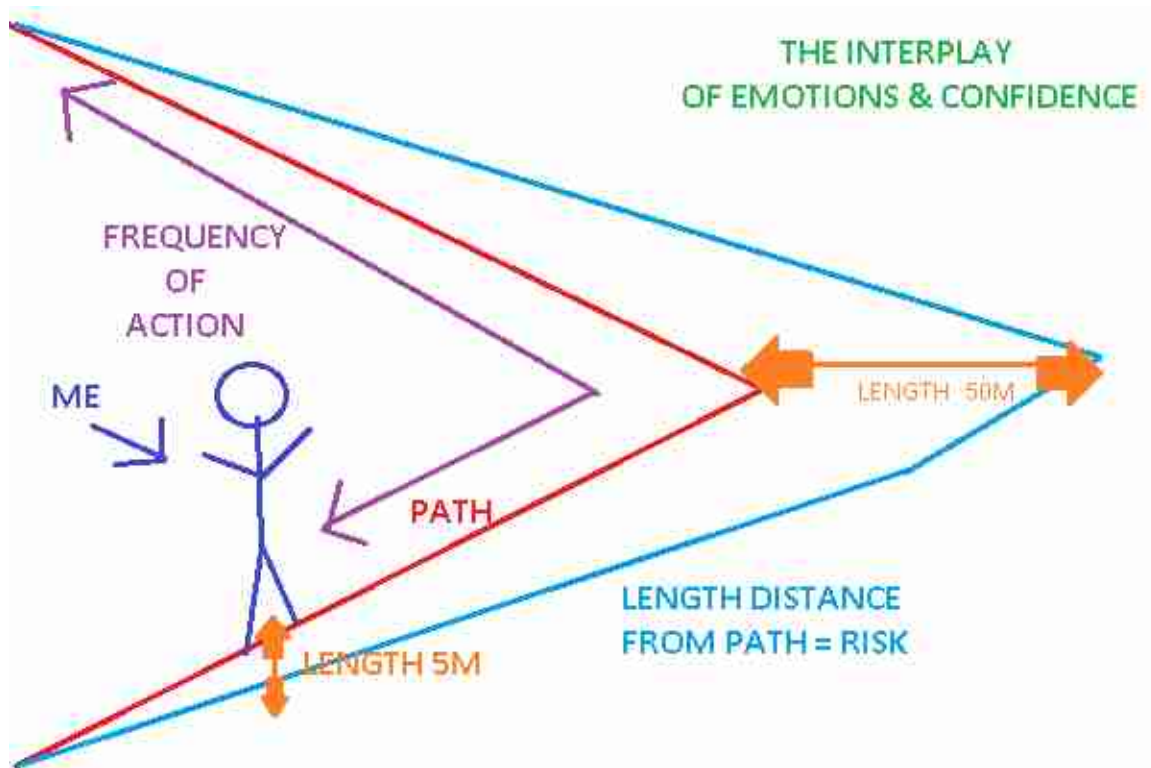
Instead, having an “awareness” what to do on our best capacity in an iterative process on what is best and what is not best within our “current situation” is the only sound option. Also, because our options can be at some point wrong, as we will never have the truth, but only a sound option, the mechanism of forgiveness (And there are so many ways this can be expressed instead of the “formal” ones. Even better, avoid “formal” ones.) is not about being pity to others. It is all about not for others to think/take of what you/others said before as being the truth (as many people follow blind faith). Because ultimately, you have to do some “choice” in the end, does it not? A lot of basic foundations need to be examined and explored into so many dimensions while being detached to this society in order to gain a new universality. Definitely, Lorin Friesen has opened a lot of holes that need to be filled up.

I want to mention one thing when I discuss my next topics. These mechanisms of thoughts may have been explained to you and they may have not been so clear. However, what is more important is: How are you going to apply those type of mechanisms? Do we apply Categorical imperative or radical evil? Let me tell you, science have advanced so far with a mechanism that is really “categorical imperative” these days.

The reason there is no ethics in science, but ethics in the personal is obvious that it is more challenging to apply the right processes when a thing involves “me”. I will try to discuss the two “me” later in my own context, because ultimately, we really are **2 definitely separate things living in one body**, and Immanuel Kant probably described it very close, as much messed up as it seems.

## The interplay of emotion and confidence part 1

Assume that you are on a park. Also, there is a very small path on the side of a hill, that while you walk near the corner, the more you are away from the ground. If you fall from very far away from the ground, you can be injured. Lets say that while you walk the first 10 minutes, the length is 5 miles distance from ground and while you reach near the corner, it becomes 50 miles distance from the ground. In addition, let us say this is the “first time” you ever tried this and you cannot relate it with any other experience (this element is very important). What happens in the process behind the mind?



The first time you try that, your emotions of your two “me” will take control. The “me” that lives in the empirical senses will gain input and express the fear of the consequences that will happen to the body and gets injured. Exhorter mode will exaggerate that consequence and will create a motivation for the individual to avoid walking that path any more across. Contributor mode wanting to reach its “goal”, will try to take into consideration of Exhorter mode warning, but will definitely be overwhelmed due to that warning, with high chances leaving if the risks are too much. The reason for that is because Contributor mode works behind server mode and perceiver mode which respectively corresponds to actions and facts. There is no experience of facts that it is safe, unless it is taught in school that it is safe to hop around on a tiny little bridge. Let us call this mode as the “very careful path”.

If the first time, the path becomes successful, or in other words, the frequency of actions doing the same iteration, or samples, are positive, then when the exhorter mode gives its warning, the contributor mode will disregard it less of its warnings. That is because the Contributor mode is backed up by facts (after all the times I tried, the results were positive) and his actions showed that he can handle it (I have experience, I did it a dozen of times, my muscle are more adapted to it). However, is this good? No, it is the other edge of the conundrum, it is the “overconfidence path”.

The main point is that at start, you have to be careful. You have no choice. You have to gain input and memorize stuff. After that, you will gain confidence, too much confidence, that you may stray from the “correct path”. That is what happens to this society, that they have too much confidence, that they have “strayed” a path they think it is the right one, when it is not. And it has become in so many iterations this process throughout history. According to Thomas Kuhn, we always replace the Old World and create a New World. For instance, a

“world” that thought people skin color matters and then there is another “world” which disputes any form of discrimination. I have told you that the next revolution will be about the split of the personal and the non-personal. Each revolution has its own type of expression that is different from others. So do not expect it to work in the same premises.

So what does it all mean? Emotion and Confidence are both important. So people that buff out on whether you can handle confidence under pressure is a terrible thing of being your only skill. That is how organizations grow a culture with overconfidence and cannot handle dealing with organizational pain (mental networks). However, we didn’t discuss the interplay of those two into much detail. There are so many dynamics that take into play when you do an **action**, such as the mercy mode integrating all the actions as a snapshot of itself while the teacher mode

focusing on what value or what framework all those actions and the rest of the actions interplay within the individual (the two **me** "behave" differently and have different needs). I guess this is not discussed as much as well, as I have not analyzed much extensively to this, which points that I will continue this blog series on a later post

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## Obstacles of the ideal critical thinking Part 1 (Visibility) (2014-08-30 12:36)

A long time ago, I have discussed in one of my articles that ideal critical thinking should be used instead of successful critical thinking. However, there are so many obstacles to reach that potential. This section explains some of them.

**Difference in consciousness:** After so many attempts trying to classify people into different categories in the past, now we are attempting the opposite, where everyone has the same starting point and same opportunities like everyone else. That was more for a defense mechanism to protect all people to have the same chance to gain something of value in their life. The point is, everyone should gain some value of life, every person has its own potential, own situation, own story that can make an impact to our world. However, if this reason is not genuine and is due to the motivation of protecting from negative implications, then it is just a form of influence using a power that holds us into blind faith. Is it true or is it not true? I, from experience, cannot deny that there is a different consciousness on each person. And a way to understand it better is visibility.

**No visibility:** The people with no visibility have no visibility at all. When there is no visibility, there is a better (maybe 10 times more than other individuals) to **focus** as there is nothing else interrupted in their brain. When I mean no visibility, I do not mean other components of the brain do not work, actually they work full time, but there is no awareness of it. They are in other words, encapsulated in its true form, all abstract, to say the least. The people who have no visibility are Mercy and Teacher modes. These modes of thought are the engines of the source of the emotion that correspond to the 2 amygdalae of the brain. They are the main **processors** of the brain. Our world is filled with Mercy experiences and the abstract mathematical world with Teacher experiences. Being in that mode has an emotional tone to the individual because how else can it be for input to not have any reaction to it? You gain some **input** and depending of the input, your **reaction will be positive or negative**. However, although they have good focus or attention span, they are **limited to the other modes of the brain**. They cannot, in other words, to manually do the full scope of **riding the car to its final destination**. In that sense, what they can only do is emulate other modes of thought, and as like trying to imagine how someone is in real life without ever meeting the individual itself, discrepancies will always exist as there is no real visibility to it.

**Some visibility:** These people have some visibility. It is more like an interpersonal communication because they interact with **only one** other mode of thought. And that mode of thought is a **pair up with an engine**. The perceiver with mercy. And the server with the teacher. Unlike what it looks like, server mode does not apply mathematical abstract theories, instead it is more of a down to earth doer. For the Perceiver, it wants to put personal experiences into a statistical tool. If you haven't noticed, Server works concretely, while Perceiver works abstractly (**opposite to what the engines do**). However, what they share in common is they have **confidence**. Why? Well, they are "away" or "detached" from the emotional engines, or in other words, **away from the input**. However, they can observe how the emotional engines work. They do not live on the emotional engines, but they can see those emotional engines what they express and they can filter and categorize them into their respective place in the correct order. They are both organized, but when we say **organized**, we mean **in terms of the world they live** (abstract or concrete?). In any case, this flux of input they constantly get from their engines may not be the best to concentrate (Don't forget those engines are emotional). But still, given that they have to deal with only one thing, they can still keep the tabs and keep organized details under their profile. They can be very good at what they are proficient. However, their scope, although not so limited to the people with no visibility, make them still limited to really ride the car to the final destination.

**Full visibility:** So now we go to the people with full visibility. The people with full visibility are Contributors and Exhorters. It is orchestrated very nicely. The **Contributor interacts** with the modes of **some visibility** (Perceiver and Server) while the **Exhorter** with the modes of **no visibility** (Mercy and Teacher). This gives the edge for the Contributor due to having modes that already interacted with other modes, giving **more information** feedback to **the Contributor**. However, in some sense, it is an abstraction within an abstraction, that the Contributor will be lost with words on the details. He will be bombarded with two modes of thought and he can only manage to get as much as he can with so many responsibilities for each mode calling out for help. Vision can easily be conceptualized that way due to the Perceiver having the entire facts and Server mode all the possibility of actions. In addition, unlike the exhorter, it has a good sense of focus as the modes that he is interacting are detached of the modes of emotion. However, the Contributor of all, has no interaction other than modes of thought that do not show any reaction and are all pale (= no emotions at all). There is no motivation for him to do anything. It is just echoes of words based on observation of those 2 modes. On the other hand, the **Exhorter** is involved of the drama of two modes that express the opposite things. No wonder it is very **hard to focus** on that mode, but he has a **more general picture how the abstract can be applied to the real world**. But like the Contributor, since he has to interact with two opposing modes of thoughts and pull so many responsibilities under his belt, he can only focus on very little details on his head. The Exhorter engine can help the Contributor to see what is missing as it has a more clear picture what happens under the hood of Perceiver mode and Server mode. Usually, a lot of words from Perceiver and Server mode get lost or interpreted in a different way than the Mercy and Teacher expresses. Exhorter and Contributor modes can really drive the car to the full destination. **They are the ones that usually drive the car to the final destination.**

**Full Scope Visibility:** Facilitator mode is probably the one that is overwhelmed as it has access to all modes of thought. In that essence, he is good with collaborating with any people. He is an all around player. That means he will never be specialized like other modes of thought, but his collaboration can help see others look at how he sees things. On the other hand, he can also talk with any other type of modes easily as he has a grasp of how each works. Facilitator mode is the terminal part of the brain where it does the final patching and adjustment of all the processes. As much as Facilitator mode has been treated a very successful personality type, especially a culture asset in many countries, such as Japan, as in being courteous and the emphasis of consensus and group thinking, it lacks what other personalities have more deep to say.

### **Communication barriers in real life:**

**Full Scope visibility** can talk into any type of people comfortably. If anything, they must have the most acquaintances due to that. Probably they have the least barriers of all personality types.

**Full visibility:** Good cooperation with Full Visibility types that pair with a different one (Exhorter – Contributor). However, if they want to really grow out, Exhorter mode needs to learn lessons from the Teacher as they associate lot of abuse within Teacher theories by being single oriented to a Mercy direction without the implications of the effects. In addition, Contributor mode needs to learn lessons from the Mercy person as they are too insensitive to the implications of understanding the emotions behind people after only looking how their “numbers” fit into their “plans”. This can go vice versa though. Teacher needs to learn from the Contributor mode how to pull abstract theories into server actions. Mercy needs to learn from the Exhorter mode how to see thing life in more bright colors, to resonate how themselves can fit into the grand scheme of things. In other words, there is a very deep correlation to learn from one another between people with Full Visibility and No Visibility. However, there is a barrier here. People with Full Visibility are very tenacious of having too much superiority as they already have to control two modes of thought. They will not entertain ideas they have any faults, which they are in denial, which the ones with no visibility can see it clear-cut and have the full details than no other mental mode has. For the exhorter, he is very good to move from one thing to another if things do not go into their way while the Contributor is too focused on the planned visualization. These patterns of thought are more of an escape route. It makes the individual less of value. On the other hand, there is another negative thing about people with no visibility. They can literally have no visibility how things go with their life. So, in that essence, it may take years, maybe a decade, to master one or

two of their major weaknesses, as there is no aid to visualize things more in their head. Exhorter and Contributor modes cannot see the incapacity of those individuals and do not have the patience to keep long term relationships and understanding the details of the implications and dynamics that take between those mental modes.

Another thing to note: Do not pair up people in terms of same type of full visibility unless they understand each other (don't try to match the same type in here, as usually **same processes with different ideas clash not nicely**. That is why Mediterranean and Latin countries always complain and have drama cause of their Exhorter Culture and very developed nations have a lot of competitive environment due to their Contributor Culture). But they can pair up easily with mode of thoughts they already are familiar and are most developed at. For example, if a Contributor is better in his mind with Perceiver mode, he may pair with a Perceiver so he can get a more complete clear picture. If an Exhorter is better in his mind in Mercy mode (usually that is the case), then he will match with a Mercy person. On other occasions, they will try to pair up with what they are not good at. For example, if a Contributor is not at his full potential, such as using only Perceiver mode, the individual may marry a Server to reach his full potential.

**Limited Visibility:** People with limited visibility pair up well with whatever they are already "visible with". So a Perceiver mode works well with a Mercy mode while a Teacher mode works well with a Server mode. It gives them a clear picture for the people with Limited Visibility to pair up what they see in their mind in real life too like a Contributor or Exhorter would do. But here it is **more personal**. That is the **only mode they interact unlike Contributors and Exhorters**, so they feel more fulfilled.

**No visibility:** People with no visibility pair up well with people who can see their visibility. For instance, a Facilitator can see how a Mercy mode behaves, the same for the Perceiver and the Exhorter. However, each will take their approach in a different way.

### Emphasis on Physical Gender

Also, there is a big gap among gender in the mode of thought people have. Maybe due to the composition of the body. An emphasis is set for the woman to take into consideration more on Mercy and Teacher mode while for the men to take into consideration more on the Perceiver and Server mode. We ask a lot of questions, such as: Why we do not have a lot of women in Science and Technology? One is the mental emphasis. The second is the culture organization being too focused on experimenting only with information (Perceiver Mode) and implementation (Server Mode). There can be a lot of space for those environments to have other modes of thought that can add value within these organizations. Probably that is what makes men and women different. But I only mean in terms of emphasis (not consciousness). Any individual can take any modes of consciousness of the above, regardless if it is man or woman, and history has shown it, like Teacher mode of thought, such as Isaac Newton and Einstein. Given the complexity of the woman having to labor a child, the physical effect of the bonding after the child is born, and the childhood development of all children starting off as Mercy mode (it is evident), just shows that those dynamics and other factors are hard to ignore.

### Visibility in Abstractions:

One thing is evident: There is no empirical evidence within this universe that abstractions in the mathematical world make sense. A lot of that stuff cannot be applied in real life. However, they do exist and can be applied within our imagination. How is it possible if it can be done in a universe that is apart from the natural laws of this universe? And what does natural laws means? Imagination takes place with the help of Perceiver and Teacher mode, due to being **abstractions**. The world right now uses Perceiver and Teacher mode to **satisfy** the Mercy and Server world.

**Here are the people that think abstractly:** Teacher, Perceiver

**Here are the people that think concretely:** Mercy, Server

**Here are the people that are all around:** Contributor, Exhorter, and Facilitator people



People who take internal operations are the ones who think abstractly. People who want to do operations think concretely. People who want to manage are usually all around people. In essence, the value of internal work, operation work, and management work have the same face value regardless of how it has been a hierarchy for years where management kicks in most of the work. Without operation and internal people, the engine with an organization cannot run. In addition, because life right now looks things more in empirical data more than so ever, abstraction is losing its face value and it is used as a tool for the service of operations. As oppose to have equal value between external operations and internal operations, management or most people are influenced to try to place the abstract world under the hands of the natural laws of the universe. Is this the correct path? To only believe what is visible? That is one of the obstacles to really think about.

**Another interesting note:** What about the people who start out from the bottom and end up in the top management? Okay, this is how it becomes interesting. Some Exhorter people or Contributor people do not know their full potential yet. They may just be too focused on the Mercy mode like an Exhorter usually does or too much on the Server Mode like a Contributor mode does. It can be the other way around if you started with a degree and then you learn the ropes how you can **apply your theories to the rubber of the car**. But taking the example we still have right now, they start into normal operations of the business for some years, then they get a degree or college to learn abstract stuff, and then apply them when they become managers. The essence is that not all people are fit to be managers. Some people are good at what they are concretely or abstractly. But if your work doing concrete and abstract stuff is not up to par, seeking management position is better for them not really for the salary, but **because it fits them more to be there**.

That is just the tip of the iceberg of how all those dynamics work. The essence for the dynamics to work well within a group of people or pair of people is not for only one individual to understand how those dynamics work, but all individuals to know how it works. What is for instance to know a new language when nobody can speak that new language? It has no practicalities. In that essence, this is one of the phase for ideal critical thinking to be effective: **To teach others how things work**.

## Conclusion

Many people look at the details of a problem, but never look how the source of the problem originates. We have to look at the elementary foundations instead of ignoring and looking at safe convincing details that work **behind** our head on speculated abstractions we do not want to touch (philosophy, the essence of life, and so on). It is good to be foolish foolish in real life to save face, but long term wise, if we keep being foolish foolish we will end up as foolish foolish without having a side track backup plan.

For ideal critical thinking to work, there must be done by looking at the original cause, the foundations of life. Like I have said, with policies and other stuff, things can be patched up, but not fixed. The pattern will come again and again because it is never looked at the original source.

## Next On

The other next post of this series will discuss about the types of pain that can make us reach less to the ideal critical thinking. It seems that the Mercy mode is the culprit to focus only on our physical senses. Physical pain, illnesses, and other stuff, can be a huge obstacle to have a more clear vision reaching ideal critical thinking. As like I said before, we are governed by the natural concrete worlds of the universe, not abstract ones, **it is not like you can ignore**. But that is only one type of pain. We will explain several types of pain on the next series.

## Types of Pain (Part 1) (2014-08-31 07:29)

**Pain of admitting reality is just relational (All mental modes):** One of the biggest pain or hurdle every person needs to admit is to realize of what they think or what they see is not what it actually is. This could be added within the set of *pain withing Mental Networks* (which will be discussed later), but I guess it needs its own category, because this is more like Mental Networks where they will always be in the denial stage due to the universe and current society make it easy for us to not be able to see the difference. In other words, there is nothing of **concrete input** to tell us otherwise that what we do or see is in the wrong direction.

Just think about it. We live in some type of thought that we experience every day. We talk with people that are physical similar to us and science have conclusively found out that on the surface, from our skin, to under the surface, the DNA, are almost identical. Put these two things together. Every day, I do an **action** that corresponds to the way I think and do, so **me** becomes those actions after all, the **way I do is the way I am**. Further more, I interact with people that **I see which they are almost identical like me**, both out and under the surface, **so they have the same possibilities to do what I can do too**. That is how most people think how the human body works. To put it in an engineered way, most people live their life based on concrete foundations (Server and Mercy mode). With every action they do (Server Mode), the process of how their mind works (their Visibility) becomes the absolute truth for everything in the **scope of themselves** (Mercy mode creates a snapshot of it and converts it into a Mental Network) (that is correct so far). When they see another person, which he learned and can deduct from physical input that they are the same as **he is**, then he collects that person to be the same as **me** (input of Mercy mode), having the same **possibilities as me** (same Visibility, which is wrong). Now, I only talked about it in terms of Visibility.

How about gender? There is so much conflict these days trying to make men and women equal these days. Thankfully, it has become more reasonable these days that each have its own different qualities. These also explains a lot why marriage should be done with men and women due their different emphasis modes of thought. If that sounds ironically open minded, it is: People taking women as being the same as men so there should be same sex marriage ( $\leq$  this is open minded). People taking women and men being different ( $\leq$  this is open minded) and there should be the traditional heterosexual marriage. Then again, should we **decide** what is right based on desires or what is **universal theoretical** right as how we apply science today (we cannot do "anything" we want to a "Formula 1" car if it violates the laws of physics)? Then again, the truth we care is the **reason** behind those mechanisms, mechanisms that we are not convinced yet on how they work, but can see patterns out of it.

How about abstract worlds? Like I said, this world is too focused on Mercy and Server mode. However, what many people refer to, the useless stuff or just supportive stuff we learn at school (Theories backed up by Observation - Teacher and Perceiver mode), have long time ago closed their tolls of explorations on them cause the mind has been absorbed too much on the Empirical data of the world (nonetheless, Empirical data is the world we are governed and start up as input). So the Mercy mode sees this world every day and concludes that no abstraction of their imagination can come as a figment within this world. Well, that is obvious. It is common sense this world is governed by the "Universal laws". However, the mind has gone to the point to just believe that there is only this and only this universe itself, when it is very obvious that with our imagination, we can fabricate many universes. How imagination works? Does it works on the same premises of the Universal Law? In fact, it is actually so free to do whatever it wants from the universal laws of the universe. What does it mean? In conclusion, the Mercy me created so many snapshots of their input from the world we live today that it will distort the rest of the mental modes that life is no other than the 99 % input that has collected so far, which is the physical world and the premises we live in. Should we rely and believe only on our Mercy input? Should we believe only on what we see?

So what do I mean relational? In the same premises as Einstein where he referred **time** as a concept that can only be **conceptualized** by the observer **only**, so in the same sense, **visibility, gender, reality** is just a conceptualization of the observer and can be **different** to another observer (this means with the hypothesis that there can be observers on another universe). In such context, mechanics of the brain are not standardized and are of variation, in

the same way as the concept of time. Now we know speed is a component that can alter the perception of time. But for our case, what are the instances that create those factors?

How does this pain feel? Well, how does a pain feel when you are not aware of the problem? It feels like something is missing and something does not make sense and you do not know what it is. You try and try to make speculations, but you still are never close to find what the issue of this is. It is a pain of confusion. Many can fall depression onto this and be on the denial stage for eternity as there is no visibility to see other possibilities of the reason behind the culprit.

**Pain of the physical senses (Mercy Mode):** Probably this is one that can be told at great length of story and easy to talk in detail, yet it is a very delicate story, as it is one where you have not too much control out of it except being pro active out of it. Pain of the physical senses is probably the most easy mechanic to explain and understand. Illnesses, injuries, terminal illnesses, and so on can complicate the individual. So much has been known for pain for so many years on how it behaves and manipulates the individual to not work on its well being, that pain killers may be the most popular over the counter medicine people take, whether it is a headache or to the extremes of an injury within a car accident.

I am going to describe this as little as possible, because it is easy to understand. Pain is intensified by the Mercy mode. It is probably one of the core mental networks of survival. Exhorter will exaggerate the pain. Perceiver and Teacher mode will theorize if things will go worse or better in my body. It is no wonder that all components of the body will work together as it they are in an "Emergency mode". When there is a pain and it is known that is of no danger, it can always preoccupy the focus of the Mercy mode on that pain and not let other modes to focus at their best capacity. For that reason, pain killers are used often for individuals to do their tasks better at hand.

As much as easy it is to understand, it is very underestimated these days how things that make us more dysfunctional can make us concentrate less or become more depressed. As in one of my articles, which I discussed about [1]Parkinson Disease, the effects of paralysis come very much after when depression becomes a chronic condition. So people may not have the symptoms of Parkinson Disease, but they may have chronic depression which can be the very preliminary stages of Parkinson Disease.

In conclusion, this pain is very much underestimated these days, due to having a sense and feel of security that hospitals and doctors can solve all cures, which that is not the case. It is very complicated and sometimes they do not do the best sound option of strategical planned practices to treat their patients real issues. Also, when people are absorbed, focused, pushed too much on work and factor things only based on work performance, it is easy to see how health can be ignored. As much as what happens these days, it is evident that all should take blame for underestimating a very important physical component of life.

**Pain of Mental Networks (Mercy and Teacher Mode):** I have not discussed too much about Mental networks, but [2]this article by Lorin Friesen, who invented this term, explains it very accurately. What happens is that hyper pain is something that an individual cannot tolerate and will prefer to have short term pain for long term life instead of an acute pain that hits really the nails of the heart. And when I mean it really hits the nails of the heart, I really seriously mean hitting the nails of the heart. In some sense, it means to transform yourself into a different human being that you were from the **past**. To be a completely different person.

A good example to see how pain works within mental networks is by looking at the 5 stages of grief. However, that model is too general, as mental networks have more variations than just going through depression. Mental networks do not express only when you lose someone. In that sense, the 5 stages of grief is more valuable due that its scope can be expanded to habits, mental disorders, and why people expect consistency (when it should not always be the case). Anyways, I want to explore this just for experimentation. After all, if the mental network theory is very accurate, it can show patterns on every other theory that has been constructed based on its own independent observations. The 5 stages of grief are:

1. **Denial:** I tried to think how a mental network will be in denial, as a mental network complete nature is to get **consistent data**. It hates inconsistencies, to say the least. So when an inconsistent event happens, the mental network will try to avoid it and try to find a consistent one. For example, let us take the example of working on a job that you don't like. You figured out, for instance, that the job is not meant for you and that ultimately, your happiness is to do some other role or some other task. However, you worked for this company for years, and you expect to get consistent data. All the work you have done there every day, all the people who you have talked there every day, they are not going to be **consistent** anymore when you change into a different working environment. Although it was not your favorite role within that job, all the memories you still cherish from your previous work is something that no one will care on the new place you are going to work. So how can the mind be in a consistent state? Pretty easy, won't you say? Forget about me getting a new environment to work. I still need to get the **consistent data** the mental network wants me to do. I still need to work in this working environment, even if it's painful, because it is **more painful to be away from the consistent data I get every day**. Another example is abusive relationships. It is in the same context. People cannot get away from the snapshots they have lived with their partner.

2. **Anger:** Anger never comes unless you get inconsistent data often. It is then that the mental network really gets upset as you are not feeding it the correct input. We can also entertain the idea of compulsive obsessed disorder, where mental networks are so strong to gain the same input more than the one that makes **common sense**. Whether a compulsive obsessed action is a disorder or not, it is hard to tell, as many people create mental networks that do not make sense due to insecurities and other stuff. And how can we define the **lines** of what makes **common sense**? Unlike the stages of grief that discusses the flow as being "one way" only, things in reality is that they can **revert** back to denial. Anger and all the other forms we will see later on are a defense mechanism **of my self** to revert back to denial. Anger can be so strong, that the individual will be overwhelmed, and be back to the state of denial. A good example is relationships. Now anger has a two toll thing. Anger can come out of a real abusive relationship. However, anger can be a normal temporary exaggeration or a need that is not fed to our society correctly often due to our world being objectionable. That type of anger can come very easy out of a **Mercy** person and we should not take wrong generalizations that the relationship is abusive or not. In any ways, talking about what is really abusive these days, it is in the wrong context, as the categorical imperative overestimates too much on the concrete world, albeit that it should, given that we are governed by the universal principles laws of this world, but not too much. In any case, as I was saying. In an abusive relationship, you can see there are a lot of forms of anger. That is because the **individual really wants to escape this relationship**. However, how many times do these things revert to how they were before? It seems that type of anger **does not come out of a current argument** between the paired relationship, but instead where the individual is **fighting his own self** to escape that cycle of relationship by explicitly violating the needs of **his** mental networks. **His mental networks ensue the anger to go back to the original self he was before**. In some sense, the individual is trying to **distant** from the thing that triggers the mental network (**Distance** is the best medicine to **kill** mental networks). However, anger ensues. That anger can just make the individual to come back to his partner. But still, given that the mental networks are in hunger for keeping that relationship going, they will still be in a current state of anger without the other partner or anyone else understand where it comes from. After more time is spent with the partner, the anger changes back to the state of denial.

3. **Bargaining:** It seems that at some point, mental networks know that they have lost their game. Yet, they are still a **living thing**. So in that essence, when a person is lying down at its toll of his death, having a gun pointed at him over his shoulder, what else can a person do other than to plead for anything for the sake of his life. So what type of bargaining are we talking about? Extreme bargaining, after all, it is a **living thing**. We of all people give second chances to others. We tell others if you do this or that, then you can still work for us. Or if you do not do this again, we will be all right. How many times you have heard of this before? The reason bargaining is done is due to the **value of the mental networks**. For instance, a person who worked on a job for 15 years. It is kind of impossible for him to say that I am going to work on a start up company while I am married and have children and start my knowledge from scratch even if I am not so sharp as I used to be. So in that sense, bargaining is ensued. Have you heard about big companies that are too big to fail? The same premises go in here. It is where **big corporations** want to

**protect their mental networks** instead of doing what the **ultimate good is**. Again, some respect should be entitled to those who collected so much stuff. It is a process we all share. To condemn them is to condemn ourselves when we reach in our old age and nobody cares about our own contributions we did. In any case, mental networks will do anything they can to still be alive. They tried anger before as an emotional pressure. Anger works very easy on them when there are not a lot of facts backed up. Anger is an emotion. And like I said in the article [3]**the interplay of emotion and confidence** that emotion takes control when there are not a lot of Perceiver and Server mode actions. Confidence takes control when there is enough Perceiver and Server mode actions. When there are a **lot of samples that show the opposite (statistics, low marginal error)**, anger will not work anymore, confidence will take control of it, and it will start the stage of Bargaining. Here is like making a judgment call on whether this mental network is of value or not. The mechanism of Bargaining is so complicated, in a sense, that the mental network will be back to denial, it will still be its old self, and the same patterns of mistake will happen again. That is what happens when **opportunities are betrayed**. It seems that for some mental networks, it may be easy to adjust, but for some other mental networks, their foundations that are too embedded, that they will not let them go, that they will only ask for a **patch up**, does not make sense. What is the point of having a bad mental network?

**4. Depression** Probably, this is kind of confusing. That is why I do not like the 5 stages of grief, cause the 5 stages of grief really discuss the different states a mental network goes through and they can go either spiral up or down, but once they are to the bottom, they will never go up. Depression can come due to many other causes, like in one of my [4]presentations, which I discussed where expectations do not match with real results (Exhorter mode did not focus on all the details?) or when visualizations become a dream but not a reality (no push from Exhorter mode?). In any case, there are so many types of depressions that may have nothing **directly** to do with **killing mental networks** (usually, that is not the original motive). And not all mental networks change **because it is the right thing to do** (a thing which I want to clear up in the end). So in any case, from **Stage 1-4, this is not depression but hyper pain**. It is a pain that it is more abstract instead of physical. In any case, lets see what happens here. Here is the ultimate mode of pain, the hyper pain. Its when the mental network dies itself. Its like a part of you dies. How does a mental network feels when it dies? It depends on your Consciousness. The people who can see that more clearly is **Teacher** and **Mercy** people depending of what type of input it is (abstract or concrete). How an organization works is more like an abstract mental network while the relationship with people is a concrete mental network. In any case, given how mental networks are so powerful, every person is able to be aware of it by a glimpse of it, but the ones who will have the hardest time to escape from them are obviously the **Teacher** and **Mercy** people as the **mental networks live inside the processor**.

**5. Acceptance** Well, a mental network is just a mental network, once it dies, its all over, and it is probably the best blessing human can have. The point is the human lived for the past with a pain in order to avoid a hyper pain. On stage 4, he tried to deal with hyper pain. On stage 5, not only he got away from hyper pain, but he also removed the normal pain we had before. If a person tries to do stage 1-5 for all mental networks that create pain for himself, then that accumulates, and you become more better than what you were before mentally.

I do not play video games as often as I used to. But this game called **Solace** ([5]<http://games.digipen.edu/games/solace>), which you can download it for free, expresses it in a very artistic form the 5 stages of grief. It is a wonderful work of art and it has a hidden meaning that you have to understand it "out of the box". **If you do not play it until the end**, it means you are reverting back to the stage 1 of denial, but if you **play it until the end**, you destroy bad mental networks. The end mostly discusses how it feels like when you destroy most of the bad mental networks.

Lane Friesen has gone into more detail that mental networks have more dynamics. There are ones that live in Teacher mode and others that live in Mercy Mode. Making a frame of reference of how all the dynamics work is not enough by only looking at the 5 stages of grief. In addition, sometimes we change mental networks due to environment. We may destroy good mental networks and create bad mental networks and so on.

But for here, we discuss the scope of pain that mental networks do only. And is it a good path to go? Yes, if its reasonable that the foundations of those mental networks are completely wrong and they have to be replaced with more correct ones. However, it is more complicated than what it seems. Manipulating mental networks can be done to remove bad habits or to replace with ones that will make you have less control of your life and your own freedom. It is a very interesting thing how mental networks is the source of all things and how it can twist life in both good and bad ways.

Lastly, I wanted to see how we actually were able to find the 5 stages of grief. It is pretty elementary why it was easy to find. The 5 stages of grief happen only when you lose someone. Once you lose someone in **real life**, you will always get **inconsistent data no matter what**. They do not exist anymore. **Distance** from the mental network has been created and you have no physical access to **be close to it anymore**. Since distance is the best medicine to kill a mental network, as that is the way to get constant inconsistent input, it is evident that **in this case scenario**, all people will go to the 5 stages of grief from stage 1 to stage 5 without going too much spiral up. It will be usually a one way road. It happens very often when you lose someone. And the **pattern is very easy to conceptualize as there are not a lot of dynamics with the mental network as there is no way to get consistent data any more**. For that reason, the 5 stages of grief was easy to be created as a theory. However, for some people, such as **Mercy** and **Teacher** people, memories are harder to clear out than other individuals, and especially for Mercy people, they can resonate easily with some Mercy experience in this world that relates to it. In other words, mental networks for **Mercy people** can haunt them for life.

**Pain of Understanding (Teacher mode):** There is the pain of understanding. Definitely, **Teacher** gets reactionary the same way as **Mercy** gets reactionary when it gets physical pain. It can create the same disturbance as physical pain does. Actually, many people complain that those two pains are almost the same (but that depends on the consciousness you live). However, the pain of understanding is more easy to overcome than the pain of physical pain. We do not have universal rules on how we should understand things. We are free of thought to understand anything we want. In contrast, if I have a physical wound in my body, "these" are usually the steps for it to heal, there are no alternatives. To understand, you have **all the tools** to able to understand a thing as long you have all the information in front of you. Because Teacher mode is an abstract world, a world that lives beyond the physical universal laws, it will not hurt us, it is a theory after all. People who are conscious in **Teacher mode** though will find it the opposite. It hurts if they do not have a complete understanding of how things work.

Also, there is a focus on a specific type of understanding. For instance, in the software development world, there is a need for understanding how a business operates. On the other hand, if the business needs are too complicated, there is a need for understanding how to create an efficient software architecture abstraction out of it. As you can see, there is a focus of people with different type of understandings they want to construct. See for instance [6]Amazon. Amazon has tried to create the biggest architecture for their business needs. However, in order for their architecture of business needs to fit in, they had to invest and create their own software architecture abstraction out of it and maybe even their own hardware infrastructure that compliments with their software architecture. In the end, they wanted to sell that business operation as [7]**Amazon Web Services**. It is quite interesting, but it is true. Not a lot of corporations dare to do two things into one like Amazon does. It is usually one corporation that focuses on creating better platforms for users (i.e. Microsoft) and a small business only focusing on the business architecture instead of the software architecture, unless it is a software house that provides business services. In any case, you can see that those two types of understanding share the same **Teacher mode**. However, constructing software architectures are more based on **Perceiver facts** and stacking up the Legos to build up a house. Constructing business architecture requires to **touch Mercy experiences**, as it involves a process from Mercy to Perceiver to Teacher mode. Perceiver facts are not structured yet as we gain raw emotional information out of users. Mentally, it is more harder due to having a lot of more chain of events under the process. You can really look from the attitudes of others whether they categorize you to focus on constructing business or software architectures. Like I said, dynamics are hard to understand, but if you conceptualize some of them, you can make a lot of speculations by the actions of others. As in Business Law, there is no need to hear the words of others to understand the motivation of each

individual.

In conclusion, the pain of understanding is the same as the physical pain. There is always a step to solve the pain, sometimes it is a mystery, like the diseases we have as human beings. However, most of the pain we are talking about is about a thing "we" already constructed instead "biology" constructing it out for us. In that essence, pain of understanding how software works is not so hard as much as the pain of understanding the motive and behavior of people.

## Conclusion

The pain I have discussed so far are the primary types of pain. This pain comes out from the main processors. These type of pain can really be an obstacle for ideal critical thinking. It is an obstacle but it is also a natural process. But that is just again, a tip of the iceberg. We did not discussed too much on the details. For instance, what happens to individuals where their pain is out due to not being at their full capacity (A contributor only working on server mode)?

1. <http://softwaredeveloperlife.blogspot.com/2014/07/parkinson-disease-in-5-minutes.html>
  2. <http://www.mentalsymmetry.com/mentalnetwork.php>
  3. <http://softwaredeveloperlife.blogspot.com/2014/08/the-interplay-of-emotions-and.html>
  4. <http://softwaredeveloperlife.blogspot.com/2014/07/parkinson-disease-in-5-minutes.html>
  5. <http://games.digipen.edu/games/solace>
  6. <http://www.amazon.com/>
  7. <https://aws.amazon.com/>
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## 1.7 September

### The minefields (bargaining mode) of my previous tech job. (2014-09-11 07:57)

Okay, so today I am going to talk about my previous job I had as an **ERP Developer**. I discussed much of the internal factors on why I quit the job on the article "[1]Internal Problems with my existing current job". Basically, when I decide whether to quit the job, 70 % weights in the internal factors and 30 % the external factors. In summary, the internal environment of the organization had mental networks that just lived under the influence of customers and became the "persona" of the customer. Pushing **my views** for an environment that emphasized 1. An attention on requirements at the cost of adjusting the perception of customer needs 2. A development team that pushes less releases due to the focus of quality: Would have lead to => A system that is more efficient and reliable. In the end, requirements were not communicated well due to emotional influence and nothing was done to the development team to focus on quality as there was no trace of patience from management on all the years I've been there. In a matter of fact, they took my push as an inconsistent input from their mental networks and described it as a negative energy.

One of the things is that this was my first job in the software development work. Of course, I would have made a lot of mistakes. But to tell you the truth, of all things, to fight against mental networks that were not beneficial, I do not regret it at all and I hope I see the end to this where they thank me of what I did. I think that will not be so hard to do as much as the countless times they talk to their clients. But so far, of all my communications, they only showed how engraved they were with their old mental networks.

You may sound that I am crazy talking about stuff like that. But being transparent was the only way to find an environment that can suit me better in the future. Doing otherwise would have lead me to a vicious cycle finding jobs with their old patterns, with working environments that they would not suit me. I glad I made that choice as

there is a lot of space in this environment with communities to think otherwise than what others would have told you its impossible.

I will explain the minefields (external factors) that shattered the "**bargaining mode**" of the "mental networks about my current working environment" (See [2]types of pain to understand). I started to be in "bargaining mode" from the time I saw that the internal factors for working on this company was not worth at all. It just added the rest pieces of the puzzle with the last actions I saw. I had a high level confidence with low margin of error at that point. When I tried to look at the external factors, it was an instant blow for my mental networks. Saying this now, it gave me new insights :). I could also see how "they protected their mental networks". Now looking at the organization from its past, I can make the following conclusion: **Their internal factors were protected by adjusting the external factors to the employee. It was a subconscious defensive mechanism.**

Wow, I have an epiphany right now. This working environment and the family relationships I had in the past is a god send for me to bring new conclusions to the table about how all those dynamics work. Without mistakes, we cannot learn nature! Let me explain the universal concept theory of protecting mental networks in a working environment:

In an organization that tries to protect its mental networks

#### **A. When an employee blindly follows the internal factors of an organization**

1. Employer will use external tools to keep the employee by increasing salary
2. Make him have more freedom to choose what to do (but is it really freedom when you are locked by following internal factors?)
3. Give him more perks and amenities.
4. Make him be a bigger "role model" within the company organization
5. To be loose if the employee violates a rule.
6. They value an employee so much when he works with the old mental networks of an organization that they will want him to take some time off so they can be more dull in order to not contest the mental networks he blindly follows.
7. The purpose is to keep the employee loyal (he is too valuable). In order to do that, 1 to 6 create a fabricated illusion (emotional facts becoming facts) of added value. **At one point, the employee will realize that the mental network followed is out dated. He will be in bargaining mode. But alas, those *emotional facts that became as facts* will protect it from going further on breaking out of the mental network.**

#### **B. When an employee does not follow the internal factors of an organization (regardless if that will bring positive outcomes long term wise)**

1. Employer will use external tools to have a fix salary for the employee
2. Remove him from his usual responsibilities to less important ones
3. Give him less freedom to be in discussions (but do you think he has less freedom than the people that live within old mental networks?)
4. Make him be a low tier model within the company organization
5. Cut amenities and be strict on every rule no matter what within the contract.
6. The purpose is to change the attitude and behavior of the employee to the existing mental networks or make him voluntarily quit his job so employer do not pay benefits, etc. This gives the illusion to the individual that the only way to attain "something" is to follow a "particular" action or in other words, to lock him into old mental networks. **This kind of works often to change the mindset of entities to follow instead to violate mental networks, as seen by experiments on animals.** I have not really investigated the mechanisms of this, although patterns show that it happens.



## Leaving Work

After working for more than 2 years of my job as an ERP Developer, I wanted to have some deep thought about the problems of the current working environment I used to work. Hence, this blog. I wanted to ask Philosophical questions and you the reader are part of the experience of it. In my past working environment, I used to be in charge of taking requirements and discussing with management the final deliverable. However, I wanted to change some stuff in the organization after 2 years and they did not let me do that. Instead, **I got cut off from ties with management and on any active discussions.** I now only worked with my co-worker supervisor for "almost" all things. I still retained my job position due to having "satisfactory competitive skills" and a lot of "capital knowledge". That lead me to ask my co-worker supervisor to take 3 months off **after not taking any vacation within the past 2 years.** Did I regret it? Not really. The thing is after I came back to work, management told me they already terminated me and they would like to have me back if I still complied to them with their mental networks.

1. It seems that they were very strict with their contract rules that they do not understand the "invisible contract" that I "asked" my co-worker supervisor to take myself 3 months off.
2. This co-worker supervisor was very embedded with the mental networks of the organization. Management gave him freedom to do whatever he wants. Even when he let me take 3 months off, company did not gave him the freedom to do that and instead they terminated me.
3. They do not understand that the "concept" of possession comes based on what is practiced the most. Management told me that if I have to do something, I have to ask them for it. I have to ask people that I do not communicate much anymore (management) and do not understand my needs as much as my co-worker supervisor that works in the same room as me.

In any case, if I asked management to take 3 months off, they would have not let me do that because:

1. The reason is very obvious, yet sensitive: I do not like the mental networks of the organization and I want to think about it. Explaining to it will give them a form of inconsistent input, a thing that I tried already many times in different forms and ways which lead me to have less ties to the organization. Why would I explain that when I already did it more **boldly** "with my actions" before? Its better to not give any reason.
2. They told me in advance to not take vacation: On the second year of my job, they told me in advance that I should not take any vacation, as we will be very busy. Ironically, the opposite was said to the person who was very loyal to the organization. They told me I will be busy because there was something critical that we must do. It was all a bluff in the end as it was not so critical as the other critical things we already had in the past. It was a mechanism that was triggered when I did not follow the internal factors of the organization. If they could not let me take 2 weeks vacations by the end of the 2nd year, would they have let me have 3 months vacations? Even if they said they could "right now", it is just to save face and to not admit the mental networks they had in the "past".
3. Let us assume they would really allowed me to take 3 months off vacation. If they really did, they would **not have terminated me and shred my vacation paycheck** when I came back. In other words, they just wanted to "control" what is right or not based of their "old mental networks" instead of the views of my co-worker employee that was just embedded to "those mental networks", but not deeply engraved to it.

## In conclusion

I am very thankful that I experienced all these stuff in front of me. I could see the 2 modes of being loyal and not loyal in parallel. I was referred to watch a movie called "[3]Brave New World" (actually, they told me to read the book, but I watched the movie). While watching it, I could not grasp the context that they were teaching people "old mental networks", but they actually did. Just the "old mental networks" I experienced in my working environment are more "specific" instead of "general" as the movie "Brave New World" does. "Brave New World" is an interesting movie and I think it influenced me to write this article in a "framework" instead of listing just the "facts" out.

To the company I have worked for, they may have earned

1. Not paying my vacation paycheck.
2. Have to deal with any benefits after terminating an employee without good due reason.
3. Retaining an environment that keeps old mental networks more "alive". A network that while currently being "alive" can retain profit by keeping the customers loyal.

However, what they will lose is

1. An environment that avoids the constant pain living with old mental networks. A network that will disrupt the whole Eco-system that we live in, where new revolutions, agents of change, need to be put forth, in times where the whole system collapses (but we can also be more pro active about it), as Thomas Kuhn has described.

If a mental network is potent, there is no need to **barricade** the stages a mental network exits from our identity. There is no need to add fabricated facts and forms of actions to push people in the right direction. Instead, only **reasoning** is required to check if we are on the right direction or not. **Trying to abusively barricading the stages of a mental network shows there is a very deep root problem on the cultural working environment and with the people behind it.**

1. <http://softwaredeveloperlife.blogspot.com/2014/05/internal-problems-with-my-existing.html>
  2. <http://softwaredeveloperlife.blogspot.com/2014/08/types-of-pain-part-1.html>
  3. [http://en.wikipedia.org/wiki/Brave\\_New\\_World](http://en.wikipedia.org/wiki/Brave_New_World)
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## 1.8 October

### Team Synergy (2014-10-11 12:16)

Because Synergy is not understood broadly, I am going to give a general definition which I got from the internet and fits for the current scope of this article: *"The interaction of two or more agents or forces, so that their combined effect is greater than the sum of their individual effects."*

Most of the amazing stuff I have seen that go beyond the normal productivity and breaking the ice of continuous issues (which makes some developers become in a state of inertia) is when I see a team whether it is in synergy or not. You already know you are in one and it does not require more than a week to see and get deliverable out of it. However, that requires some prerequisites (which I will discuss at the end).

To prove that, I am going to give an example of my own personal experience.

My last classes in my university 4 years ago had a lot to do with creating business applications that resemble a lot practically in my current jobs I had. Its those classes where "you practice on what you have learned".

### 3 Day Synergy

One of my business class assignments was to create a clone of a social site like Facebook (I am not kidding). I was too busy with other class assignments, so I did not have enough time to find any team to join yet. I literally picked a random one (yes, a random one) to join. And the due date was in 3 days. You can imagine how our whole team mentality picture was for this project: *"We will just 'pass' it or get an average score out of it"*. Did we had any close connection in those last 3 days when we did our project? Yes, kind of. But long term wise? None at all. In the end, our project was the only one that met all the requirements that fit close to the original assignment. To tell you the truth, the project was open ended, where each team could deviate their project goals as much as they wanted

to. In any case, here is the wrap up of what we did in 3 days

#### **Day One: On Day one, we didn't start at morning, but around evening.**

A fair introduction was done while we all sit on the table. I focused on php and mysql to build the basic structure of facebook (creating schemas, deploying the basics of the site). Nobody was expecting much about the "facebook thing". We were just joking about recycling another facebook clone and use it. Why re-invent the wheel, right?

#### **Day Two: All team focused on their things.**

One of them was very good at documenting and creating manuals. He would observe every moment and understand how our system works. He already had a high end job doing system analyst tasks like writing perfect manuals for outsource teams and so on. The final deliverable of his manual for our project was something I have never seen even on myself or any manual deliverable I have seen on the jobs I had so far (which is kind of a shame).

One of them was very good at web development, especially in layouts. He recycled some of his layout he used in another project and in some sense integrated the behavior of my sql/php outputs that were just plain text in a layout that is similar to facebook. The layout was very organized and nice. It was easy to access and understand. I can still picture of all the layouts all teams presented, ours was the most simple and elegant.

I was encountering some issues at that day with the sql code and business logic adding friends and posting comments on others' wall post. I had to draft the design changes in pen and paper with squares and circles to clear my mind out. I don't remember exactly, but in some sense we worked a lot on that day figuring that out while they still worked on small sql/php tasks that I directed them to do. In the end, we managed to resolve all bugs. It was fully functional, it was not just a beta demo.

#### **Day Three: Design Layout, Documentation, bug fixes**

So here was the final touch of the cake.

The person who documented stuff made the manual out of keen observation and testing the program at the end. Many people think that asking questions and getting answers is the way to document. But something I learned from that time is that our senses with our eyes and our own actions can tell us more how a thing behaves beyond the answers of people say that can just be most of the time bullshit.

The person who helped integrate the web layout was the star player on that day. He did most of the tasks at that time. Integrating the layout with my plain text and asking me specific questions about specific part of the data, the home page, the profile page, and so on.

At the same time, I found bugs on edge cases and fixed them while doing more extensive testing on the business logic behavior.

At late night we did our final deployment of the project and printed out the manual on the next morning. Most of these tasks on day 3 were done with the help of my team. Without them, I don't think the final deliverable would have been any close to that.

#### **Presentation Day:**

We saw a lot of projects presented in class. None followed the exact requirements of our teacher original as-

signment. Most focused on extra features, such as security, or other stuff they were at expertise of. A lot of basic features were excluded or had small issues. They were all interesting nonetheless. Being almost last to present, probably everybody was intrigued when we demo our project within our presentation. Our teacher even commented to all of class, suggesting that only our team was the closest on building the facebook website based on original assignment.

And on presentation day, last day of our class, we as a team, had to drift apart. They offered me beers, but I declined, not my favorite beverage folks. We were all speechless and we don't know what we did in the last 3 days, even me. How were we able to create a facebook page in 3 days flawlessly as a deliverable?

**These are the things now that I can see being very important**

**1. You need to have the skills and the right skills with the correct environment:**

I knew php and mysql pretty well before I took this class because I already developed a complicated online ordering form on my summer work that took calculation whether the item is on stock or not in a "flash sale" style for a small volume of end users. At the same time, I learned a lot of other stuff through that class (deployment environment, etc.). Now, my long term memory is out of sync with php/mysql, but at that time, I knew it well and I knew how to use it like it was my daily job.

Moving on, the other two I worked with had the right skills. One with web layout stuff and the other for documenting stuff in a manual. They had experience of it as I had mentioned before. I was not so good at that stuff (especially web layouts) as much as they did. It is different knowing it and practicing it and completely different full time working at it everyday.

If all of three of us knew how to do sql and php, our web layout would not have been like it was in the final deliverable and our final manual would have been flimsy with grammatical errors.

So if you don't have a skill, you have to prepare it before hand. But don't learn any skill. Think what skill you will need in the future that others won't have. Also, learning other skills that are not your main forte will help you collaborate with other users with different skills more easily.

There was another component in our team that was kind of important. Nobody enforced what the others had to do in their own specialty. It seems if two people know SQL, there would be a lot of clash on what is best practices. However, since for each of their own due our skills were different, we accepted on what others did as the best practices, even if that practice may had a small marginal error. These clashes though are required for projects that need to be maintained for the long term as that will bring new techniques for being more productive. However, with our time being limited and given that it was a new feature, this situation was the most potent for us as it did not require our skills to be the most perfect at that time.

In other words, it seems that we have to read the situation sometimes and think whether we have to or not to clash. If the project is becoming complicated and it needs to be re-factored, then clashing is of essence. However, if something is urgent and we need to push it, then having faith on our skills and of others skills is of essence (however, what is urgent, it is usually "*abused*")

In one of my articles, I said skills are not the only important element to be successful. That is kindly true. Because Important fact #2 and important fact #3 require you to 1. Understand philosophical foundations 2. Embracing and giving creativity 3. In order to establish creativity, you must first change the existing habits and culture of the environment even if the outcome is emotional painful or negative.

**2. The requirements need to be pre-defined and frozen and be as simple as possible with not a lot of fea-**

tures

This is quite important. Compared to class assignments which are pre-defined and no changes are done afterwards, you will rarely see that in a real job situation. However, idealistically, an effort to such method is of essence. If there is a need for a new requirement, it can be pushed on a different milestone instead of the current milestone.

The other important factor is to be simple. Do not add a lot of features as 1. you may not need them as you may change your mind later on 2. More features will make harder for unit testing and for the developers to feel they are reaching closer on completing the goal. When you have a problem to solve, you have these types of feeling: What design I have to choose to solve the problem (the most stressful part and the most time consuming) and implementing the design (the most exciting part but the one that doesn't last long to linger that feeling out of it). So when you add a lot of features to the project, it makes the joy of developing less fun. On the other hand, it should not be adding small features at a time to the point you have to talk more than developing. The features to add should be of balance that can be done in a week, not a month, but not in just a day. If users ask for a big project within a milestone, reply back to user that it is impossible and make a consensus for that milestone to be broken into multiple milestones where at the end of each milestone the user looks if the project is on the right track or not.

### **3. The direction and attitude and the external factors of the environment matters a lot**

Environment applies a lot. My previous job did not had the right direction and correct attitude when I was working there. Most importantly, using external factors to influence the internal factors of our own desires on what is best practices is a total shame for any company to do. I understand they are not aware of it and are overwhelmed and influenced by the chain of events through other forces that keeps the company stable and profitable. However, that direction is like replacing the ideas of an architect creating a bridge by some user who is less competent on those same foundations. That in result creates an unstable software.

No wonder a lot of talented developers leave when a small company is merged with another company, as they know the environment will not be fruitful for synergy, even if no member within that team has not left out of that company yet.

There may be some productive environments and toxic environments within the same company. So when we define "environment", we do not generalize the whole picture of one company, as each company has a lot of niche environments. For example, two productive environments can be replaced or merged by toxic ones, and so on.

Attitude also matters a lot too. An attitude that cares more about the internal factors instead of the external factors is of essence. However, hypocrisy is not tolerated. When I mean "care about internal factors" in essence means to always keep in mind or behind background on achieving best practices, while pushing and implementing "as much as you know now what is best practice". There is no perfect foundations in real life, after all, as I have said, "eternal truth" is not a "*complete answer key*" but a direction going to infinity like in mathematics. Foundations build and grow while implementing and you will never understand the foundations *enough* by words as much as trying those foundations and putting them in your own context.

### **Conclusion**

So who can be the next Synergy team? Anybody can. Sometimes it doesn't last for long. But its a priceless experience. Like the example above, it only lasted 3 days.

## The essence of Meta-Abstractions: Being Event Driven instead of Objectively Driven. (Part 1 - Highlights) (2014-10-22 17:16)

I discussed within online forums. I chatted

and worked with other co-workers. I learned material from teachers. I read material from researchers like Lorin Friesen and other books related to personal behavior.

I have heavily oriented abstract books, such as "*Programmer's guide to the mind*" by Lorin Friesen (in digital copy), "*Patterns-Based Engineering: Successfully Delivering Solutions via Patterns*" by Lee Ackerman and Celso Gonzales (gifted by a great teacher), "*A Book of Abstract Algebra*" by Charles C Pinter (recommended by a co-worker), and so on. All of these books have something in common: They teach a thing about a thing (hence the word these books are referred to as **abstract**). Abstractions may be the most hardest thing to understand of all in human kind. All the books I have discussed so far, I haven't seen them thoroughly yet as much as I could, because in order to understand them, you have to put them in your own context on how they fit for each situation.

So from what perspective we have to look life through? Through abstractions, as all the concrete output comes from those basic foundational abstractions in the end. The following saying fits very well in here "*Give a man a fish and you feed him for a day. Teach a man to fish and you feed him for a lifetime.*" In essence, there is no concrete definite answer for all we see and do, but there is a definite

answer if we look at it from the perspective of abstractions. That is because we are always limited to what we see and do (mercy experiences). Even if we can explore everything, every inch and dime that happens in the world right now, we will never be able to explain what will happen after we die or the events that happened before we were born. However, if while we see and do, we put in our thoughts some abstractions, like the law of gravity formula, we can tell what time a flying object will take to reach at the ground regardless if I have unlimited mercy experiences in my head that show a strong level of confidence **OR** zero mercy experiences in my head about that event by just applying a formula I have no clue.

In essence, the real numbers do not matter so much as the principles behind those numbers, as believing in the principles will guide you to the correct path to any new or different situation you encounter (i.e. formula of the law of gravity: Seeing the outcome results will "drive" you to understand it). We as humans can resonate easily the essence of abstractions and how they are applied in real life more than ever. The thing is that humans have less attention or interest on elaborating the abstractions of our own self than on what they can observe independently. In a matter of fact, we refer to "treat" humans objectively, as they are in a form of an object. Why? Cause the "subjectivity", the root, or the nature of a human, is quite harmful in general. Well, albeit it is harmful, why not promote a culture that embraces subjectivity in the right direction? That is because nobody embraces abstract stuff. Of all people I talk or met, very few apply abstractions to concrete life and almost nobody discusses life through the lens of seeing life within abstractions. The only way to embrace that positive direction of my subjectivity is by understanding the "abstractions" of human behavior. Setting up concrete rules will not work as much as setting up abstract rules where the individual can fit and set it up in their own context. With abstractions, you cannot get an instant gratification of opening each door easily with a "key", but you definitely get a "lock-pick" which can open any room. With a lock-pick, it needs effort, it needs skill, it has danger. However, the freedom that it allows you to "fit" yourself in any "situation" (as in a universal theory) is priceless and it is more worth than just being locked in one room for your rest of your life. This embraces a new concept of what the ultimate goal a human is: **To never settle their own identity in a fixed position, but to set their own identity in a continuous changing position that he becomes different than on what he was before with aims that can be driven to infinity internally (governed by Teacher Experiences or the categorical imperative approach) or infinity externally (governed by Mercy Experiences or the utilitarian approach)**. Yes, in such remarks, categorical imperative and utilitarian ethics will always conflict no matter what. What matters in identity is not the position, but the direction, as the identity of that individual is not terminated yet as in the same premises of a soccer match that has not ended. Hence, **objectivity, time, and events** are very deeply correlated to each other.

When I try to judge or criticize, my ultimate goal is to target at the "event" instead of the individuals, groups, or organizations behind. You see that I give a lot of attention to the mechanics, patterns, causes for an event in such a way that can be later easily articulated in a universal framework that can be applied on any other situation that follows the same pattern.

An individual does not constantly stay the same at all times. He changes periodically, incrementally. New experiences alter the reactions of the individual when presented the same situation a second time. There is a book called *"The Power of Habit: Why We Do What We Do in Life and Business"* by Charles Duhigg and one of the introductory stories explains how it feels like when an individual cannot change its own identity long term wise but only short term wise. Its more like the individual's life has shortened to a few seconds to expand his own identity compared to a million more times within his "physical life".

In that case, what identity represents is the direction of the individual. After all, for critical stuff, like law and order, we look people based on motivation, not only on what they just do. That also means if people want to change from one position to another, they have to have a plan, as there are many mercy experiences (=we live in a mercy world) that can interfere to reach that final goal.

Objectivity falls "correctly" in a specified "frozen" range of time, because individuals are fixed (think of the speed of a car when it accelerates, we can pick the average speed), but ever changing if we pick them at a different "range of time". That is because the individual will have new experiences from different environments that could have changed the behavior of the individual following the same situation. However, putting it in terms of **time**, judging a person on what he was "before" on a specific day is "more precise", but less accurate to make it universal to the extent of "all time".

That is one of the reasons I hate to hear or push my own self to judge people overall objectively. However,

I can ruthlessly judge a specific event as we can get a definite answer for an individual event, as it is a universal object that can be identified independently. The problem is that people like to generalize an event to be applied on a specific person or people try attach an event to themselves. This is a bottleneck as that is either making an unfair lawless characterization of removing an individual by an indirect discrimination (first case) or not being able to analyze individual events to get the real source of truth out of consensus and experimentation because someone is attached to that event and is sensitive about it if it gets changed (second case).

If we can separate ourselves from the event and the individual, we can look at the outcome of the event and put all of us in the right direction, as the individual is not any more in that event (not attached to it), but to a different "plan of action" for the "same situation", as long as he can identify the outcome of that event.

When I discussed with a programmer about what is the most important he learned, he pretty answered a very good principle – *"When something is wrong, do not blame at people, but blame at the event. The event is more important than the people and it should be the first priority to solve."* Now the main reason he said that was not because of motivating people in the right direction for their own subjectivity. Instead, he said that because we have to set bigger priority in the concrete external goals (serving our customers and clients). He mentioned it was okay to blame people after the issue is fixed, which I do not recommend, because that way, you are blaming the person, not the event on how they can fix it/change it/plan the same situation in a better framework.

This blog post just discussed the main highlights of the topic and will have an additional part explaining the mechanics behind an individual's identity. This is a very hard topic to discuss and I know I haven't articulated it well in here, but it is better to post something than nothing, as I believe there will be more topics in my blog related to this topic that with the help of this post, will extend it and make this topic more clear and easy to understand.

## Short Snapshot #1: Visualization And Consequence (2014-10-26 20:37)

Okay, so from now on, I will have some short summaries of abstractions about a topic, which is very hard to understand, but the material has been covered from previous essays discussed within this blog (hopefully). In this topic, I will talk about Visualization and Consequence.

Visualizations are a very important power we individuals possess. Visualization is the process of implementing something out of a system of understanding (Teacher=>Server). It is the last set of action an individual does to transform his or her own self or the entire world.

Without visualizations, we are controlled by the environment. With visualizations, we can control the environment. It is the main source of whether we will be able to control or others control us what our identity is. Since **me** is *part* of the world, then **me** is the reflection of **what the world is supposed to be**.

Think in terms of a person that is obese and his obesity is due and only due to his diet on those circumstances and no other factor (genetics). In that case, in order for a person to lose weight, he has to set a visualization, a system of understanding, and follow it. The system of understanding is how many calories he has to eat, what types of food will help him to fill his appetite more, and many other myriad rules. The implementation is following the system of understanding as closely as possible. However, that task is not that easy. There are other mercy experiences that can influence the individual, existing habits can take over, and the list goes on. The successful outcome of implementing the system of understanding is a **visualization** instead of just a **dream**. In order for the outcome to be successful, you have to handle ahead of time all those distractions that can take you over that final goal. Hence, we can have terminologies, such as *improving visualization* or *conceptualizing a visualization* (the starting stage of making a dream a reality), and so on.

However, having a visualization that is in small scope (like losing weight) is easily achievable and when it is done, you have the *end of visualization*. Visualization is a switch that allows a person to have control of his own life, so once ended, you are thrown back to the switch where the world controls you.

In such cases, **visualizations should be eternal and never-ending** in order for the individual to have self control of his life. A visualization that is never ending that way will derive a lot of sub-visualizations that fit in the current situation and that meets the needs of the eternal visualization.

There are two eternal visualizations: The **cosmic foundation** (Mercy mode) and the **abstract foundation** (Teacher Mode). The cosmic foundation goal is for making the individual to expand physical resources, ignoring the externalizations imposed. It has to deal with the concrete world directly. It is where the **Mercy goals takes control over the Teacher Mode**. The abstract foundation goal is expanding principles at the cost of less prioritization of choices related to physical resources.

We live in a cosmic world, not in an abstract world, yet we are driven by abstractions. However, let's not consider all forms of abstract foundations to be the right ones, when they are not eternal (i.e. a technological innovation has a form of abstraction, but it has its start and its end, unless it is used as a derived product later on).

**Abstract foundation** will never work in a world that is composed of mercy experiences and things. The world is awarded and condemned by the output of mercy experiences. Only organizations that work for non-profit or governments that are subsidized are the ones main driven by **abstract foundations**. Usually, these organizations are donated by rich people when they encounter a mercy event or experience that relates to them and set it as a *mission of accomplishment*. This is due to an individualized event and not through a real theoretical framework where all people contribute to that cause regardless if they were or not affected to it. Another thing is that abstract foundations do not have tangible results in this world. The outcomes in fact can be startling, to be opposite, as in a



form of negative mercy experiences, but they are irrelevant, as they are not of abstract experiences.

Now, many will confuse when I said "abstract foundations do not have tangible results". They do when they are applied concretely, they are irrelevant and disregarded when **abstractions are applied within abstractions**. A visualization always starts with abstractions, there is no argument to that. There are two ways this can go: for the source of some concrete output or for the source of some abstraction. Ergo, an abstraction cannot be simplified in a form that will ever be concrete, it will always be an abstraction. It is very hard to visualize and see the mechanics when it is not visible with mercy experiences. If there is no mercy component associated within an abstraction, I cannot feel fear from it, I cannot sense pain or discomfort from it, I cannot sense it within the abilities of my body. Hence, there is no clear direction.

I propose for that reason for people to visualize based on mercy experiences first only to see how the mechanics take into place (to understand the system or to see how common sense first works) and do the best thing you can do with the least externalizations possible. Ideally, it may sound harmful, but it is the only environment to experiment in this world as we live within mercy experiences and I think we always passively participate to it anyways. Then, there is an iteration path on how to make little changes for improvement so people start to have a mindset to think within abstractions of abstractions. More actions will be done that way. More communities will be interested. More private companies will be backed by it and economies of philosophies will be emerged by that. Although this is unrealistic and will obviously never happen, such mindset is of essence. Basically what I say first is to read the situation of the environment and also to your own self too (do you really know how things work?) and unless you have the perfect opportunity, you have to be driven by the community (help them on their needs) and in exchange you will also have the space to show your own visualizations too. You will have to work and be effective with the current mechanics by the use of the base mechanics and then you can build up your confidence to build the bases mechanics to align to your current direction. What matters is the plan and the motive (the set of planned actions with high level of confidence of success are *more deterministic or greater of value* of your identity than on an individualized action).

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## 1.9 November

### Summary of Programming Jobs - How > What > Who AND Internal Goals > External Goals (2014-11-11 03:11)

I do not know why I ended up as a programmer. When I was a young teenager, I originally had plans on becoming a doctor in the end. I am not sure what, but maybe my previous mindset of my dream job expected programming to be a serious field like being a doctor.

If you are a doctor, you definitely know that approaching a patient for a surgery has these following priorities:

1. Who: This is the most important thing in my service. If the patient dies or gets degraded, it does not matter "what I am doing with him" anymore. The game is over with his life.
2. What: The first question I ask to a patient is what symptoms it has. A lot of check ups are not necessary to do if the individual has no symptoms. We have to eliminate most of the case scenarios and focus only the most important ones that will likely to happen.
3. How: This is an important mission in helping patients to prevent diseases and be more pro-active. However, as a doctor, and many other doctors, they will say the same thing: We do not have "control" of what other people can do or not do in their life. We can give them advice, exactly the steps of what to do, and they may absolutely not follow it and put their health in high risks. I have seen many doctors aggressively help patients to be proactive and I

admire them. However, the effectiveness to change individuals is up to them. What we can be effective more than the patients than us is the "what" and knowing how to keep "who" alive during surgery operations. We were trained for this and most of our experience is focused on those 2 parts.

1. External Goals: What matters is the external symptoms of the patient. How patient feels in terms of pain, whether he can do activities, and other metrics to check the healthiness of the individual (blood test, blood pressure, weight, etc.).
2. Internal Goals: We do not have control of an individual make healthy choices in their lifestyle. Even for psychologists, whose main job is that, their jobs is actually how to make people be more social in the community (i.e. the invention of social support groups) and give drugs as a support for people feeling uncomfortable in their life. It is in some sense, a pseudo-science, apart from the normal sciences normal doctors do.

The main reason I went to programming was because there was attention to the above stuff, but in the opposite order. However, little did I found that executives and upper management people wanted to treat computers in the same way as doctors do.

Computers work the other way around. They work in this way:

1. How: How you do it is the most important thing in programming. Getting the same results (= "what") is not so important as how you do it. In here, we have the ability to "control completely" the entity to our own desires (in this case, the computer). They will always follow our commands. In such sense, given we have such freedom over that (compared to humans which are the opposite), this is the most valuable component in programming. Unlike doctors being professional and respect over others' preferences, here there is nothing wrong bursting out what is wrong or not. Here, arguments can be on fire like in the ancient times where philosophers quarrelled from morning to night over "how" things should suppose to be for humans. And after debates, nothing personal should be taken, although we can have a grudge for it for a few moments for it. It is all to find the correct path.
2. What: Now this is a really good thing to focus. However, it is not so important. This may be the most important thing when you enter in a programming job. However, once you know most of how things work, you will see that the problem in organizations is more on "how they do things" instead of "what they know". If we can connect "how things are done", then "what we do" will flow smoothly. Instead, people attack the "what" directly in here (and also the "who" very wildly than you can ever imagine, which just gives me chuckles). I got this a lot from my previous job. Its just really hilarious that I am still hearing it.

- *The real reason is people do not understand the program well.*
- *One of the problems is we get a lot of new hires which do not know how things work in our program.*
- *Communication is not effective, we have to consolidate and articulate things in one place.*

Do you see though where the **what** section goes really exactly? Exactly the same position as being a doctor. Whether you want to be a doctor or a programmer, what matters is **still important**. It is after all **a part of your skill**. However, unlike a doctor, instead of caring about the senses or the treatment you place within people (=Mercy mode), what matters here is the abstract process you place when doing things in here (=Teacher mode). So in the same way a person dies because you didn't paid attention to him, so in here it is **game over already when you do not know how you do things**. What matters what in the technological world does not matter anymore if you choose a wrong philosophy. In that sense, if you think in the technological world that getting rid of people will solve the cultural environment of the organization ("the who") due to their attitude and how they respond things, you are totally wrong. Management may think that they removed a thing that made their organization be in danger. However, little do they know that the focus of a program's life determines not on the attitude of people, but the philosophies people place for a project. In that sense, if people do not focus on the philosophies they place in their organization, their

game is already over without knowing how to deal the symptoms as they treat their organization with dressing code of white coats in an emergency room.

3. Who: Oh god, this gives me chuckles. I have been a victim on this a lot of times and technological organizations are fully driven by this. I think high executives know that this game is just left to be played as a playground so competition and pressure can exist in order to increase productivity. However, let this be the only game people play around and you will be doing circles around. The thing is **who** is so important as **how** in the profession of a doctor. But tell me, does the individual really matter in a software development company? Unfortunately, I have to say, none at all. Person leaves. The system is "intact". Totally "intact". The system has not left, just the person. People in an organization that matters the most is how they did things in the system and what they knew. But most important of all it is how they did it. Many think programming is sports or a contest, but it is nothing like that. Your achievements is not so important in the programming community as much as showing practices to do a thing better. In the programming world, I wish people could just hang out and discuss how we can do things better instead of "diagnosing" each patient molecules of DNA. However, however, who said **who** is not important? People have their own problems and they must be addressed. However, this is not the thing that will make the organization go game over. Being professional while not honest is completely bullshit.

1. Internal Goals: The internal goals are so important in here. It is not really about understanding how the system works, but how the people work together to make things work. Most of my sections I discussed in this blog, I explained experiences that had a big lack of internal goals. I also placed foundations in here that really follows the theory of mental symmetry. Now, lets not joke around here: **Every job in the world is all about technology, from finance to recycling plastic bottles.** That means that ultimately our life will be oriented with technology. How does technology works? It works best by understanding on **how are things done.** If so, shouldn't our work align with what our product is in order to be honest? If so, we should understand **how we work ourselves** in the same way we have passion on how our work is done. Because how can we love something if we do not put any effort first to love ourselves (= how "me" works? ) ? Most of the problems happen here. People put too much attention on fixing the external problems and nothing to the internal problems of the organization. It doesn't work this way in here. You have to care how things work with people in organization instead of how yourself is placed or which departments/people should be promoted or demoted. The best organizations that work effectively have the *right culture*. However, the main effort is to push the internal goals of the organization in the right direction, there is no other way. Believe me, if you do not, you may feel your environment is a hell hole and you will want to hop on another job. And many hop out for the reasons of an organization not allowing its culture to move within internal goals and they did a correct choice. However, do not expect that moving to another organization will be better than the other as most fail at this goal horribly (but it gives you a fresh scratch cause you are a novelty to the new organization).

So the conversation is like going into a lab room, where doctors talk to each other:

- A: *The patient is starting to have more symptoms. I am not sure if he will be able to survive at this rate in the long term. There will be more complications in the end.*
- B: *Do you think we should do a surgery to him?*
- C: *Yes, I think that is the best course of action.*

Tell me, what is the main focus on this above dialogue. Does it talk about the individual well being? Oh definitely. And the honor these doctors do to care so much for the patient itself. However, I want you to focus another important aspect beyond the good deed those doctors do everyday in their life. Do they talk about the behavior of the individual? Do they talk about how the individual can collaborate better with others in his personal life with his partner or with his job? Now you may think I am saying none-sense. And none-sense indeed I am saying as for this particular situation we are talking about the **Mercy mode** which is an important part we individuals all share, live and can radiate life within this environment. However, in the technological world, don't we say: The individual A did

so much X in that Y time? Should he be more productive? Or the following project X was failed because it belonged to A? Maybe if we use instead product M or person C, things will be done better. We have a symptom and we try to do a corrective action against it, in the same way as doctors giving patients new experimentation drugs to try out with. However, software does not work like that.

So how a culture grows? I am not joking in here, but a culture grows by all sharing the same religion, and that religion can only be one and one only: apply scientific methods to the internal self. However, what is more interesting is we have a blueprint of abstractions how to do this. For instance, **Perceiver mode** is the mode where the individual always can be "unknown" to a thing no matter on what topic it exists. It is also where the more facts you gather, the more confidence you get. Doesn't that sound all similar? Isn't that how science today makes conclusions? Now, how can science make proof that the **way it makes conclusions is the way conclusions should be made**? In other words, how do we prove that "getting more data, we are more reliable on our results"? Is there a way to prove that other than to say because "by getting more data, we are more reliable on our results"? (=abstractions within abstractions - eternal loop). And basically, there is no way to simplify that concept anymore. Once the concept cannot be simplified by another thing over it, it is a universal abstraction that applies internally to myself. And so, one step for a culture to grow is to understand not the system of a computer or the system of an existing project, but the system of ourselves, no matter how irrelevant it is in the topic of the work environment. So when you see a mercy person, how do you respond, how do you understand him? When you see a contributor person, how do you respond, how do you understand him? It is not only me that I should understand, but others to understand the same concepts of abstraction. So if a person comes and tells me with main goal or main priority to understand the system, it is more like saying to disregard if that will suicide the organization before we even completely find out how things work within the system (if the computer system will not take you over, people will). In that case, my aspirations/goals tend more to put some effort on fixing or giving lessons to the internal problems of the organization that so much less is paid attention to the organizations these days. I will definitely chuckle about converting people on a religion as that is completely cynical. I do not think anything is easy to believe without some form of transition. A healthy internal culture is the same as a healthy patient for a doctor. "what" is irrelevant in that sense, as we only care about "what" when the "internal culture" does not work. Once the internal culture works, you will need less effort to "find what" to know because everybody in their specialized field will be able to do and collaborate effectively.

2. External Goals: Those are important and its the core focus of taking lead in an organization. However, this is not the ideal path to take but it is the starting communication form to build relationships as this is how most people think long term wise. Like I said before, I do not think it is easy for anyone to believe your ideas, they always need a form of transition.

### Case Scenario

I have given a lot of talk on my past experiences. But still, I haven't talked in detail about my summary of my previous work.

One of the biggest hurdles my previous company had was their program being buggy. A big reason that happened was due to lack of internal factors, which if you are interested to learn more, you can find them in most of my previous blog posts. In summary, people are not interested to learn new philosophies in programming or connect bridges for collaboration (I do not want to give examples how that happens, but it is pretty pretty ugly).

The second hurdle is "how" things are done. Like I said in my previous paragraph, there was no much interest to design better systems of software compared to the time to satisfy the customer's requirements. But that is not because they really did not know that their "how" was missing, but because:

- They think "who" is the one that aggravates the problem. Names were blamed to almost everyone, sponta-

neously.

- Focus on "external goals" does not give space for "me" to align in the same way to the "internal goals" a system should be, which is to focus more time on "how" things should work A. within the internal organization and its employees B. within the clients they are addressing to C. the programming philosophies applied to the delivery product instead of just trying to understand "what".

When I worked there, the module I was working did not have bugs compared to other modules. That was because it was 1. not too complicated 2. there were not a lot of dependencies. However, when testing other modules as a black box, the bugs I found realized me that the internal organization of the company had problems.

However, let us "assume here" that the internal organization of the company was good at that time and QA was doing their job. I have this metaphorical example that I found as a reference.

There are three ways to fix a flat tire, and boy oh boy, it really hits the nail how the programming world is:

1. **Pumping it with air.** If it has holes, it will never get fixed. The driver can drive it for a while and look that it works normally, but not for the next day. With programming, it is the same. It can work the way we tried today, but if we try something different the other day, it will not work. This is just fixing an individualized case. Its more trolling instead of fixing the problem. And worst of all, it happens very often and sometimes due to the specifications of the bug not described clearly.
2. **Fixing the holes of a tire.** Fixing holes is good, but not the best. Not recommended if the tire is not good quality. In software terms, we look how everything works instead of only looking at an individualized case. If the tire is in poor quality, we add "more variables" or "more logic" that will make the system more confusing to maintain. That is like putting a lot of band-aid patches on the wheel. It will always "lose" air with so many holes that are not "patched 100 % well". It will need patches over patches. You know how this ends up.
3. **Replacing the tire.** But be careful what tire you replace! If it is another low quality tire, you will have the same problems as before. That means if your new design is almost similar to your last tire, expect to get almost the same results.

When I tried to apply for a job, I was looking for job positions that met the **Joel Test**. One of the jobs met all the criteria except one: **testing**. I was kind of shocked that they did not do any testing. Can there be live code for big scale projects that need little to no testing at all? It quite in fact does, because they found better philosophical approaches on how to address the issues of code design by using different technologies and platforms.

Nobody will argue that **C/C++** is more powerful than **.NET** . Yes, C/C++ is less productive, more technical and harder for business users to understand, but more efficient at making stuff. Yet, both still have a lot of issues with addressing bugs.

So now, I am looking at a different philosophical approach of addressing some of the programming problems that need a different type of mindset: functional programming. Yes, this can be done in an imperative language with **.NET and C/C++**, but if you use any of the libraries from them (which I think its impossible you don't, as the main point of productivity is using its libraries), you will not be doing functional programming and you are dependent on them.

One of the main things in functional programming is that it does not have side effects (which is not just only removing dependencies, but also making sure it returns a result, **which result is always the same as long as it is given by the same parameter**). Then you have to be honest, where you cannot make the "assumption" the program knows about the world. You have to explicitly tell exactly default values you assume you didn't need to tell. In summary, this removal of side effects substantially will help the issue of finding the original place of the source bug. However,

functional programming languages are very difficult to learn (it is not taught in universities), small in supply (high in demand) and is only good for large scale projects as its productivity rate is not in par with **.net** language. I am now more interested how functional languages like **Haskell** works, but I know it will take me at least 3 years to be able to write comfortable serious live production code for it. For the mean time, I have set it as a goal to learn the concepts and changing my programming mindset through my free time.

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### **Personal Selfie 1: My current girlfriend is a Mercy. (2014-11-17 03:44)**

Well, one of the things is that my girlfriend is Mercy in nature. To tell you the truth, I kind of respect and know how hard it is to live in a "Mercy" world. There is no much guide in them to see the rest of the big picture of the world due to their mental mode, but nonetheless, they have a lot of originality. In addition, you don't know a person's real character as 1. We all place different "roles" that mask our real identity due to culture or job responsibilities and 2. Most people are not self aware or self conscious of their own being and usually their behavior is driven or programmed by the external forces (especially if you lack critical thinking). That, I refer to as "noise", a thing that when you research behavior, you get wrong conclusions due to other factors overriding the natural mode of a human's behavior.

In any case, my girlfriend is not the typical "mercy" per se. It is a very tenacious and critical thinking person, but in a "mercy" way. It is better to have a person that has critical thinking than having blind faith. However, this may be more problematic than you think (if your critical thinking is based most only around mercy experiences).

If anybody would ask me why I have a girlfriend like that, it can be to some extent on trying to observe cognitive modes that I am less unaware or conscious of. However, if they asked me specifically why picking one that is more problematic than obedient, I would go a thousand years back and say what the archaic Philosopher Socrates have said.

The old philosopher Socrates had a big main background character behind the scenes, and that was his wife. He could made a lot of satirical jokes about it. One day when he was teaching to his disciples at the alley near his house, his wife could yell and complain loudly out to him. Her wife couldn't take it anymore and threw a bucket of water over him. Then Socrates replied to his disciples *"after the thunderstorm, comes the rain"*.

One time, a disciple of Socrates named Antisthenis replied to him: *"Nonetheless you know the nature of things, instead of teaching your wife, you chose to be bound under her? She is the hardest to deal of all women that will possibly ever exist in the past or in the future within this universe."*

He replied: *"I see that those who want to be effective cavalryman do not pick horses that are obedient but untamed ones. That is because they think that if they can control untamed ones, then easy it will be for them to ride any other horses. And now because I want to "use" people and "communicate" people, that wife I chose to pick. And because I know well that if I can tame her, easy will be for me to deal in general with the rest of the people I encounter."*

This is very abstract, but the philosopher sayings are very correct and precise in most aspects. After all, you learn the most when you are not in your best comfort zone. However, that is not the whole main reason. There are other aspects too why I chose her. But I guess that is enough for this post.

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## 1.10 December

### The legend of a Data Science Team (2014-12-02 23:50)

A team of Data Science was born  
All of great journeys ahead  
Embraced with great challenges  
Bound with big hopes

One that never looks back  
One that can look ahead  
One that follows best practices  
One that can bridge the gaps

Great tools were made  
Great features were deployed  
But none did see the day  
Where best practices were not followed

Things were not integral  
Something was missing  
Something went wrong  
How could you embrace it?

Vision was blurry  
One of them noticed  
All he could do is observe  
And leave one day

The rest took follow  
One on new ventures  
One on helping customers  
One on fixing the source

Great Infrastructures were build  
With effective transportation  
Information flourished  
But most did not care

All ventures have failed  
As no one follows best practices  
Vision was starting to break  
And it was time one to leave to a better place

The rest took follow  
It was now or never  
One to present the impact of great practices  
One to present the true source of understanding

The speed of productivity was meticulous

But the vision's heart was already broken  
No one could see it  
No one was the same as they were before

Things have changed and they are not the same  
It is a new life to move on  
One presented all the dreams to his departed team  
It was time for him to go on a fresh journey

Before as a team  
Now all alone to themselves  
What a great team it would have been  
If they all worked together on the same goal

But it is never too late  
To lose hope  
As long as you can remember  
The traces of each team's dream behind

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### **Do you believe what others say? (2014-12-23 13:38)**

I have talked this topic quite a lot once. Remember when I talked about using emotions to persuade others for a statement being a fact when it is not a fact after evaluating things? Yes, that is one of the biggest reasons I left my previous job. Not predominantly because it was used a lot (because I think anyone can fall into this trap), but it was already so contagious through the whole eco-system of the working environment that clients used that form of communication which lead it to become the norm for the company on its way it solved the problems. At that time I was working, their strategy of handling the modules was not the optimal at all. It wasn't quantified. There was not a plan tracker on it that measured the value of the software. There were no realistic expectations in a way that it could be evaluated in a scientific way where these issues could become less predominant in the future over time and easily maintainable. Most of those problems are not in the technical field and you have to look those things at a different angle on making those decisions. In the same sense we make decisions for what to buy in stock for your warehouse in the external world, we have to do it also internally in our company. Using metrics, finding new metrics that are more effective and using different strategies based on the situation (patterns) are not exclusively for the decision making of making the company more profitable. This can be applied to anything, as long we consider the "different situation" of the topic and apply it in an appropriate way.

But that topic I can talk into depth another time. Today, I am just going to talk in the context of do you believe what people say? And if so, why? And if no, do you have other choice? I like to emphasize one thing again: Foundations are the most simple things anyone can learn but hard to master. We think that in grade school on whatever we learned on basic foundations is as easy as the technical topics that we had hard time to understand. We can say that those technical topics were more harder than the simple foundations we learned in elementary school. And that is precisely right. However, those basic foundations if looked at a different angle, we see that they are the source of all the derived products of technical thought we have brought today. For that reason, if looked at a deeper context, foundations are never ending and hard to master, gives you always the right direction, but technical thought always falls short as it only meets the need for a specific situation over a specific period of time.

So here, we are talking about another foundation, talking and experience. Both talking and experience with others or with nature is a circuit of getting Mercy experiences where if you get enough of them, they can build a



Perceiver fact, and get enough of those and you can build even a theory about it. However, the source of each is a little different. Talking with people does not give you the opportunity to try it out with server actions in real life whether it really works or not. For instance, you can ask an expert about computers how a microchip is created. They will tell you the process of how it is created. Now, can you evaluate it in real life whether it is real or not? Can you go out and pick the ingredients, fabricate materials, create massive machines of production of microchips with those materials and be 100 % reliable on working on every computer without defects? I don't know if you can, but if your whole lifeline was experiencing things instead of talking to people, you would have failed miserably. As many other people say, why re-invent a wheel? For practical purposes, it makes sense not to. But for the well being of society, to how much extent people should not know and know for a specific thing? For the above specific situation, I would say it makes no sense, as it only meets the need for a specific situation over a specific period of time. In contrast, foundations can be played like a deck of cards, where you can make as many combinations to create a playable card of set no matter the circumstances of the rules change over time.

However, we have to look at the set of circumstances our society has evolved over time. In pre-historic times, people evaluated things through experience instead of people talking to them what to do. If I want to eat, I will have to create tools myself to hunt them down. Re-invent the wheel? No, we don't have a person that can create tools for the hunter. By the way, what does re-invent the wheel mean anyway? After dozen generations pass, the need for each individual to learn how to create tools have diminished that only few need to create it and are expertise of it. When the hunter wants to hunt down an animal, he does not need to know how the tool is made or whether it can be more sharper or not or whether its defective or not. He trusts the expertise of the individual. The essence of talking started to come. Blame comes now not because of some error was done through experience out of scientific explanation, but the words of the individual that said "the weapon is good and can kill animals" and trusted him. Now can you explain the individual a scientific explanation to stop blaming you? No, how can you explain something that he does not understand? And here is one of the problems that arises: As civilization grows, technical specs are in growth within abstractions of abstractions that people can only grasp a general understanding of each topic instead of a depth understanding of each topic. The technological term "encapsulation" existed a thousand years ago, and used even in computer languages before the term became popular (i.e. high level languages vs low level languages). Is this the wrong approach to society? I am not saying that but people do not realize how to **distinct** when to use experiences and when to use talking as the source of value for making decisions.

Now here is the interesting part. Thousand years ago people were more interested to delve things through scientific ways of finding the real source of nature. Now things are opposite. You can buy anything from suppliers. The social media helps a lot to not re-invent the wheel at the sacrifice at believing what people say. All are done in a small secluded lab. However, most of those scientists, I assume, they take the value of each thing in a statistical way. They won't believe every word people say, but look for a pattern or the one that is most occurring (in the terms of testimony in a trial of court, it works the same way). However, do they have the ability to **distinct** which is the appropriate source of information to make decisions? Experimentation nowadays has no much credibility as having your thesis being piled with a bunch of references that may make the explanation of a thing less cohesive. Still, they are better far off than the **average individual** as at least they must have a slight node on their head how science is made.

The average individual in contrast is bombarded with people all the time more than we ever faced before (thanks to social media and the internet). The question to ask is: Are we really ready to face these challenges without any bumps? And the answer is presumably no. Our current society is bombarded with so much mercy lego pieces that are based on people instead of experiences that it will form a habit that in most situations it is more easier to rely on people that we don't need to constraint ourselves on "re-inventing the wheel". But it has gone so far to these days, that this is the decision people make when faced on uncertainties that they are better off to have a hybrid model (exploring and talking to people) rather than rely to only people. In our current society, a lot of people have a lot of depression. And that is reliably the cause as people put their face value down onto people more than they ought to. Their expectations are out of the bounds of real life that I can refer to as an emotional roulette gamble. There should

be an appropriate focus on experiencing things to a certain degree than rely on people when expectations do not meet. However, the "habits" of people are so well formed and placed upon people, that when their situation is more appropriate to explore things themselves, they will still constantly put blame on the person as they have no other solution in their mind to handle the situation. People in nature love shortcuts, especially for people who are more focused on cosmic experiences can fall into that trap (either cause that is what they are more conscious). But more than that, it seems that this society, we are forcing people to look things though cosmic experiences, being that

1. The world is becoming more materialistic
  2. Our main priority is to make the people lives more easier than making them better members of the community
  3. The focus on our free time is more on entertainment and escaping real life than participating and understanding real life
  4. The essence of understanding life is valued to less to a degree when there is a religion that we are just a figment of our imagination while ignoring **all possibilities** of our world being similar to "the matrix" movie where we were created, something went wrong, someone wrote the manual, then came a patch, and every new software needs its data to be migrated to a new version, etc.
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Edited: August 28, 2016

