**CSE 310—Applied Programming**

**W09 Prove – Soft Skills – Learning from Failure**

|  |  |
| --- | --- |
| **Name:** | Shane Wocicki |
| **Date:** | 11/11/2023 |
| **Teacher:** | Bro. Pineda |

After watching the video “The Super Mario Effect – Tricking Your Brain into Learning More”, ponder and then answer the following two questions (minimum 100 words for each question).

Question 1 – How can you transform the learning of a new software language or a new technology into a game?

I think it’s all about failure and learning from it, you must be obsessed with it, similar to how Mark talks about his kid learning to talk. Learning a new software language is not easy, I have struggled throughout the semester to learn these new languages and at times I just wanted to give up, the code wouldn’t run in Visual Studio code, the syntax was confusing but after every time I fell down it made me start to really understand bugs and instead “of being focused on the failures” I began to focus on the end goal and finally after so many failures the game or program would come to fruition. That is how you can transform from learning to producing in my opinion.

Question 2 – What “small and simple” steps can you take to allow failure to be a positive part of your software learning process?

It sounds cliché, but for me the most important “small” thing is to justremaining humble, to me it’s one of those things that everyone talks about and in software development the learning curve can be so incredibly steep at times that learning anything can seem daunting. And you want to quit because you just keep failing and failing and nothing seems to work. But, if we remain humble and focused and obsessed with reaching our end goal, there is no reason why one shouldn’t be able to get over those hurdles and other hardships that come with learning how to be a successful but humble software developer.