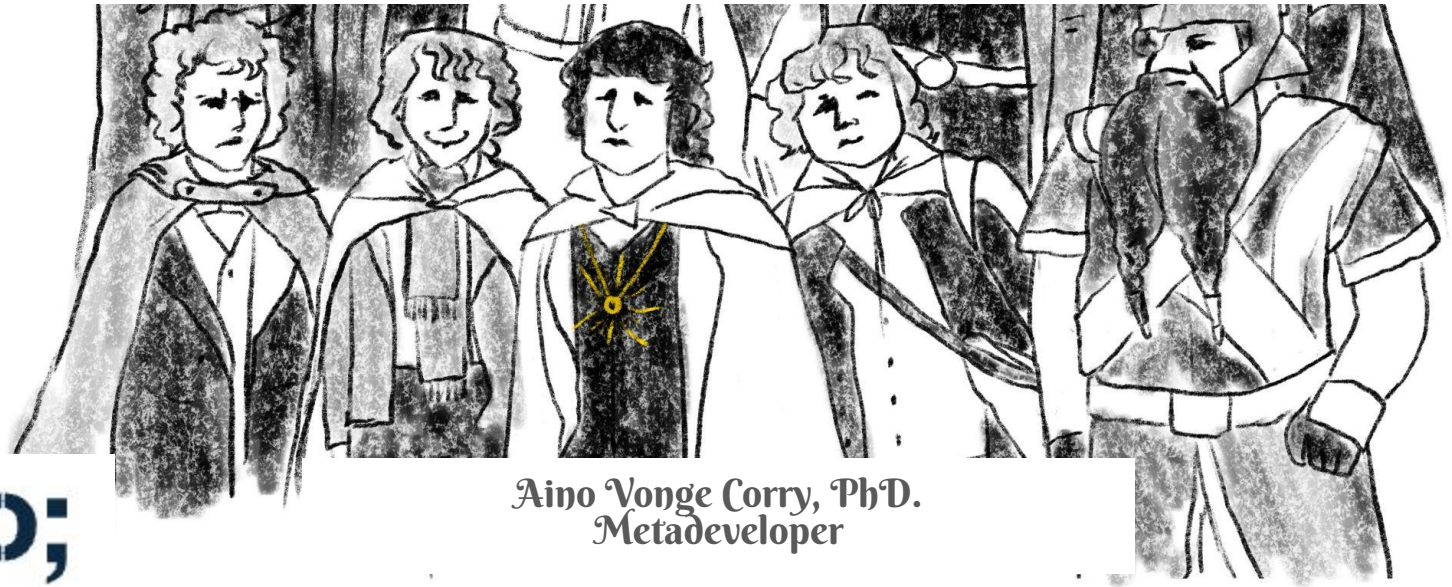


What we (should have) learned from Lord of The Rings

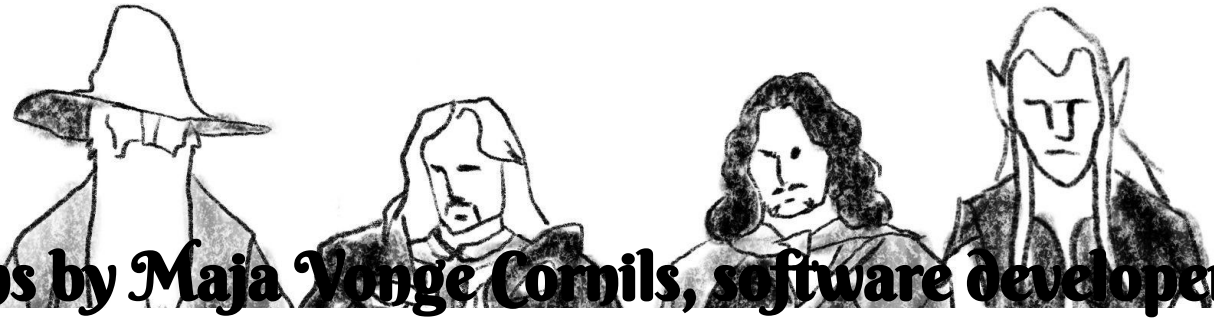


Aino Vonge Corry, PhD.
Metadeveloper

goto;

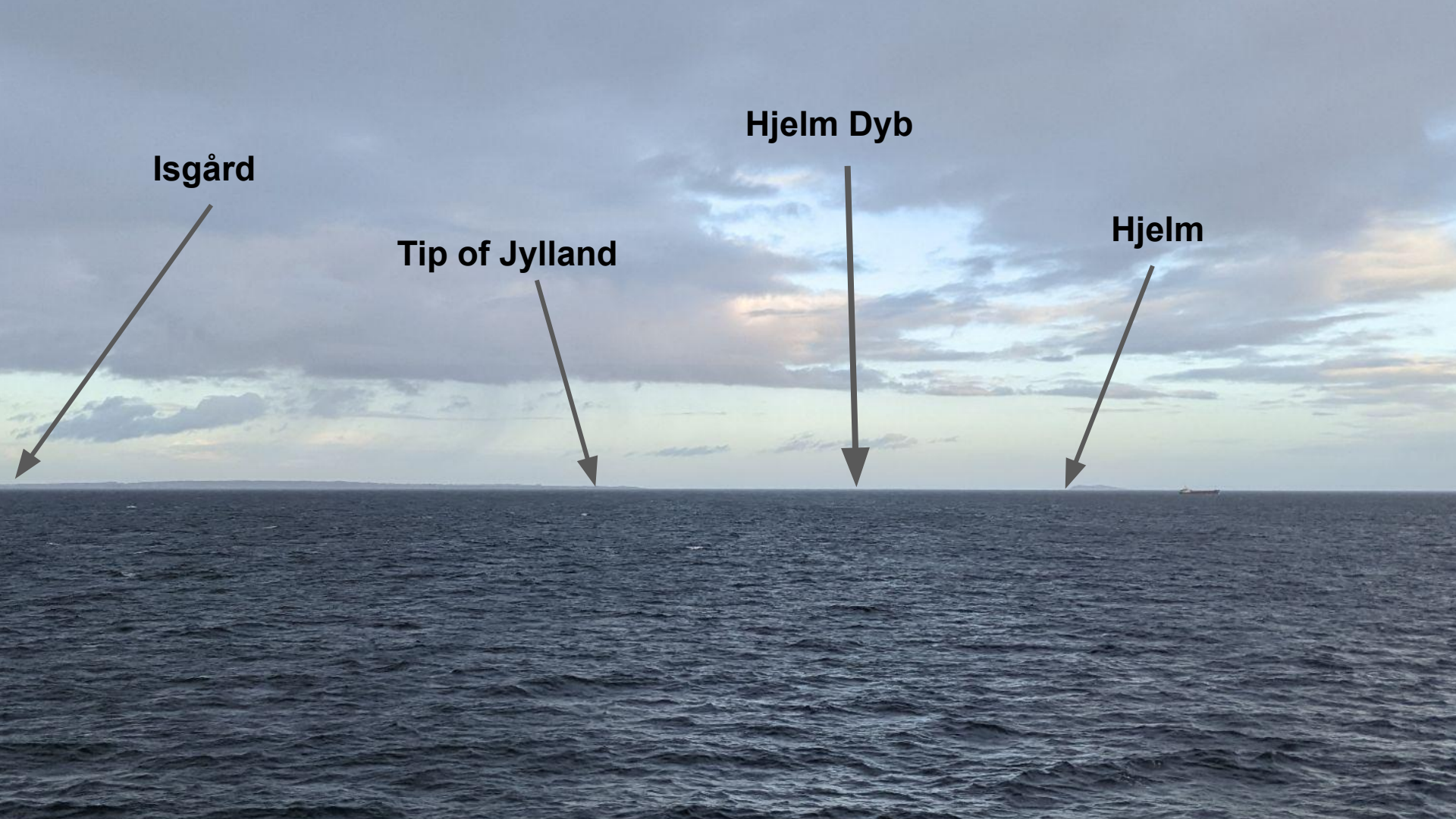
NO AI

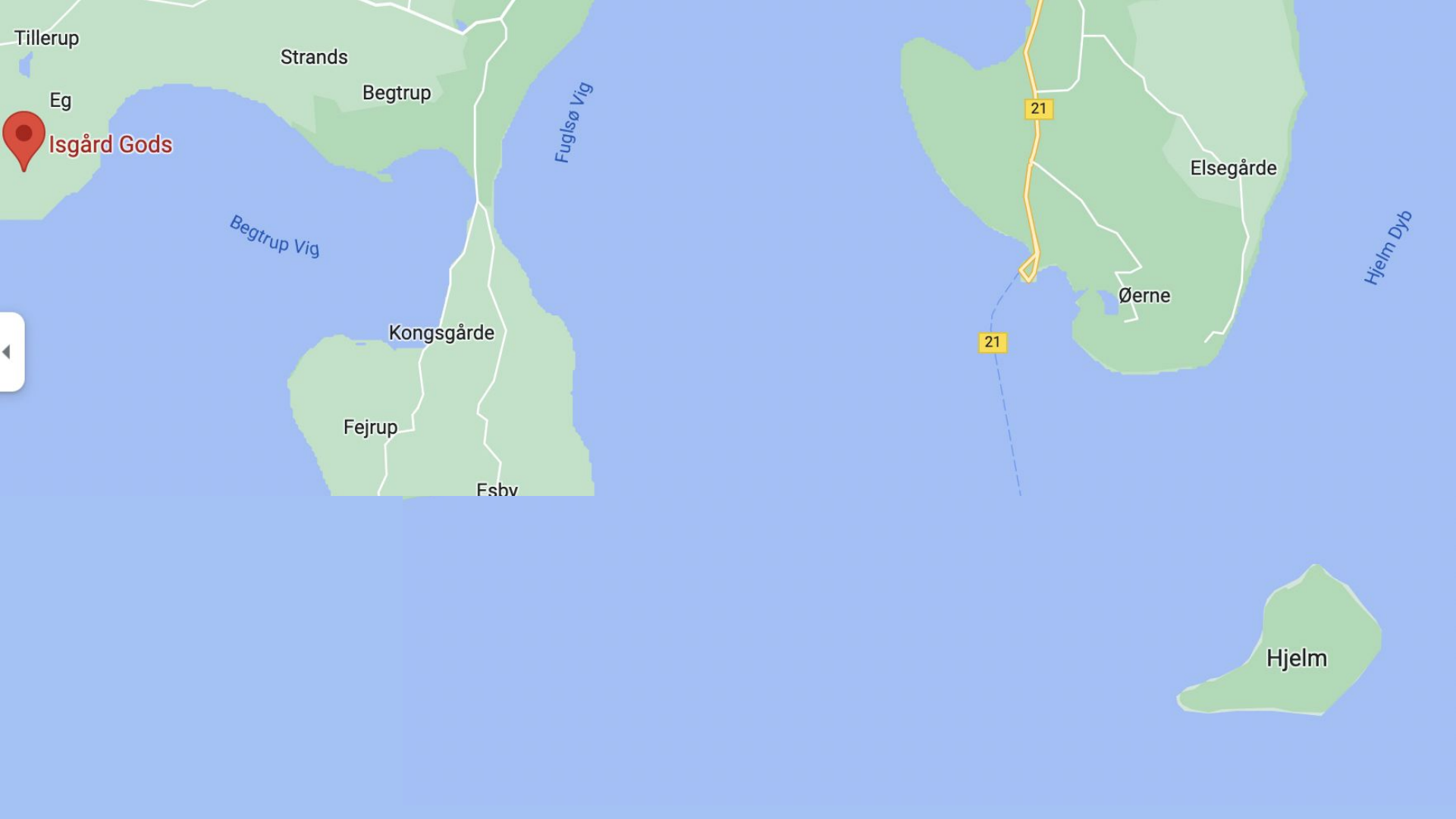
AI NO



Illustrations by Maja Vonge Cornils, software developer and artist




Isgård
Tip of Jylland
Hjelm Dyb
Hjelm


Tillerup
Strands
Begtrup
Eg
Isgård Gods
Begtrup Vig
Fuglsø Vig
Kongsgårde
Fejrup
Esby
21
Elsegårde
Ørne
21
Hjelm Dyb
Hjelm









“Just pop the ring in the hot stuff!”



One does not simply walk into Mordor...

Bent Flyvbjerg;

How Big Things Get Done



“I will take the Ring,
though I do not know the way.”

— Frodo



“All we have to decide is what to do with the time that is given us.”







AlexTheEpic • 4 years ago

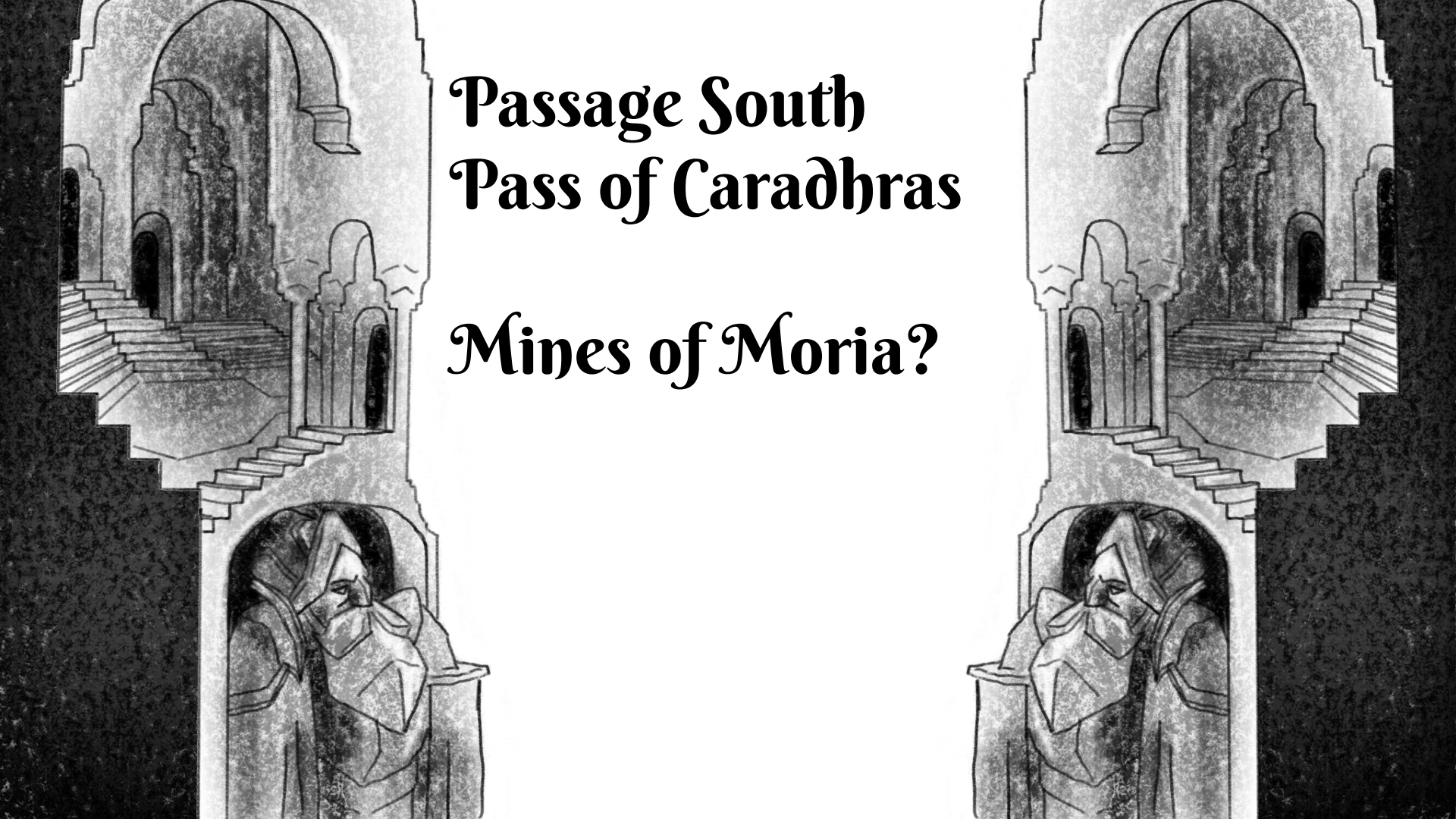
Gandalf tells the party to run so he can kill the final boss and get all the XP. Then he shows up next session all leveled up and with new robes and a new staff.

Scumbag Gandalf.

4.5K 67




Cross-functional team?


Passage South
Pass of Caradhras
Mines of Moria?

“Fool of a Took! Throw yourself in next time, and then you will be no further nuisance.”

— Gandalf

"Men? Men are weak."

– Elrond

“Never trust an elf!!”

– Gimli



Nazgul, orcs, trolls, Balrog







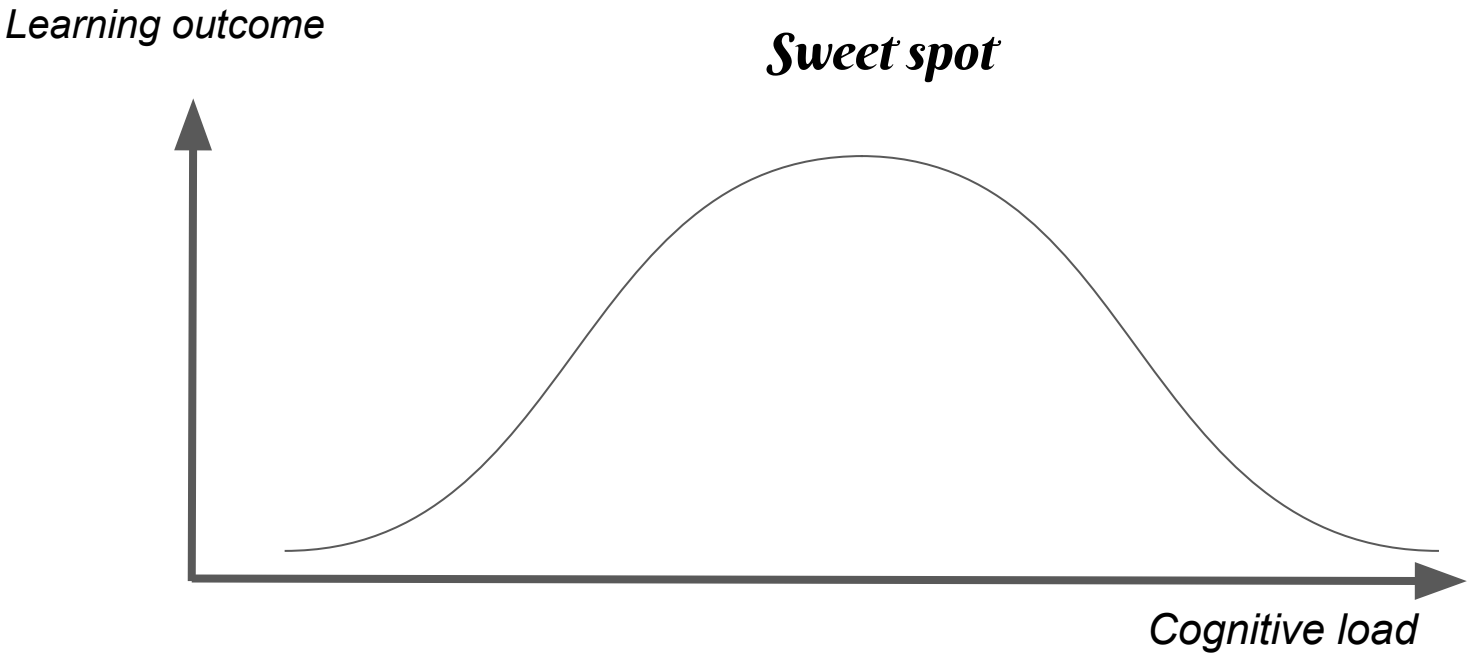
- Frodo, and Sam
  - Stream-aligned team
- Gimli, Aragorn, Boromir and Legolas
  - Enabling team
- Gandalf
  - Complicated Subsystem team
- Galadriel and Elrond
  - Platform team
- Merry and Pippin
  - ?

Cognitive Load Theory

1982



John Sweller
(1946 —)



Cognitive Load Theory

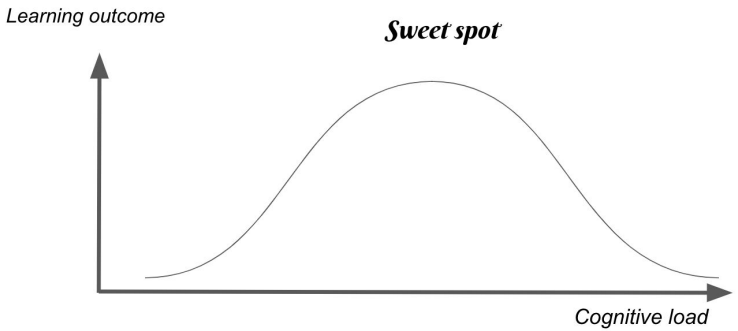
1982



John Sweller
(1946 —)

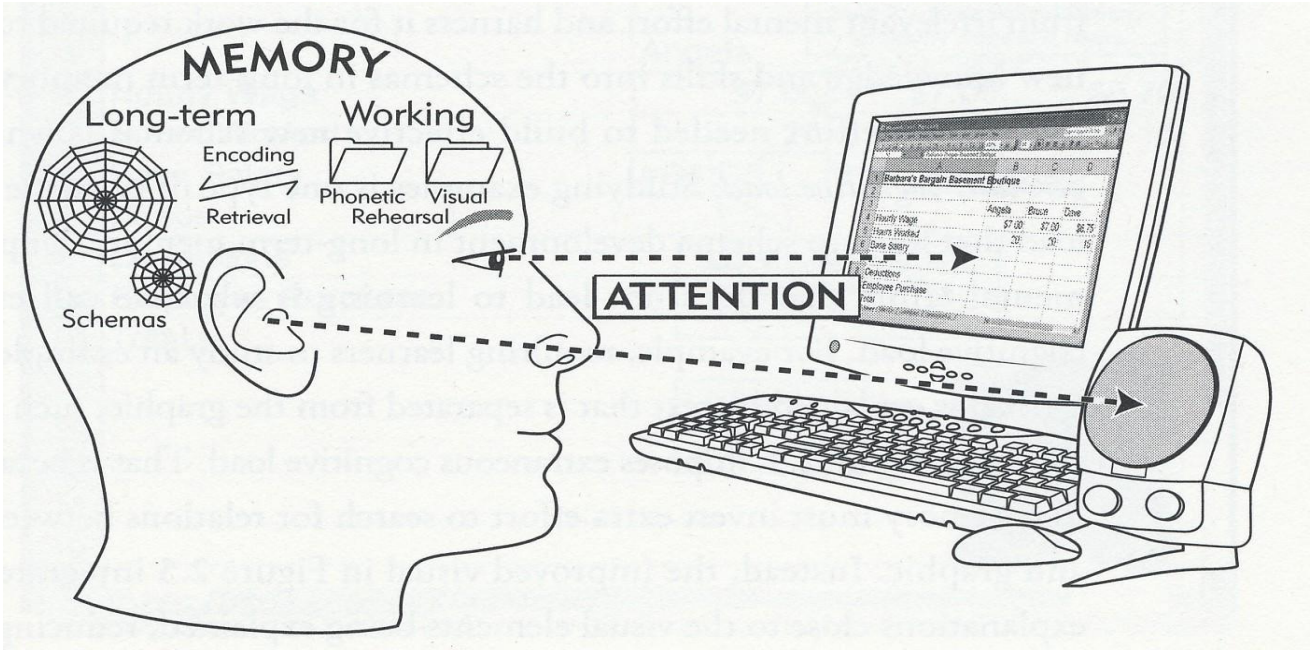
- **Intrinsic cognitive load (I)**
  - load intrinsic to the problem that cannot be reduced without reducing understanding
- **Extraneous cognitive load (E)**
  - a non-intrinsic load caused by instructional procedures that interfere with rather than contribute to learning
- **Germane cognitive load (G)**
  - a non-intrinsic load that contributes to, rather than interfere with, learning by supporting schema acquisition

Optimize learning:
Relative: minimize E, maximize G



Load = I + E + G

Cognitive Learning Processes



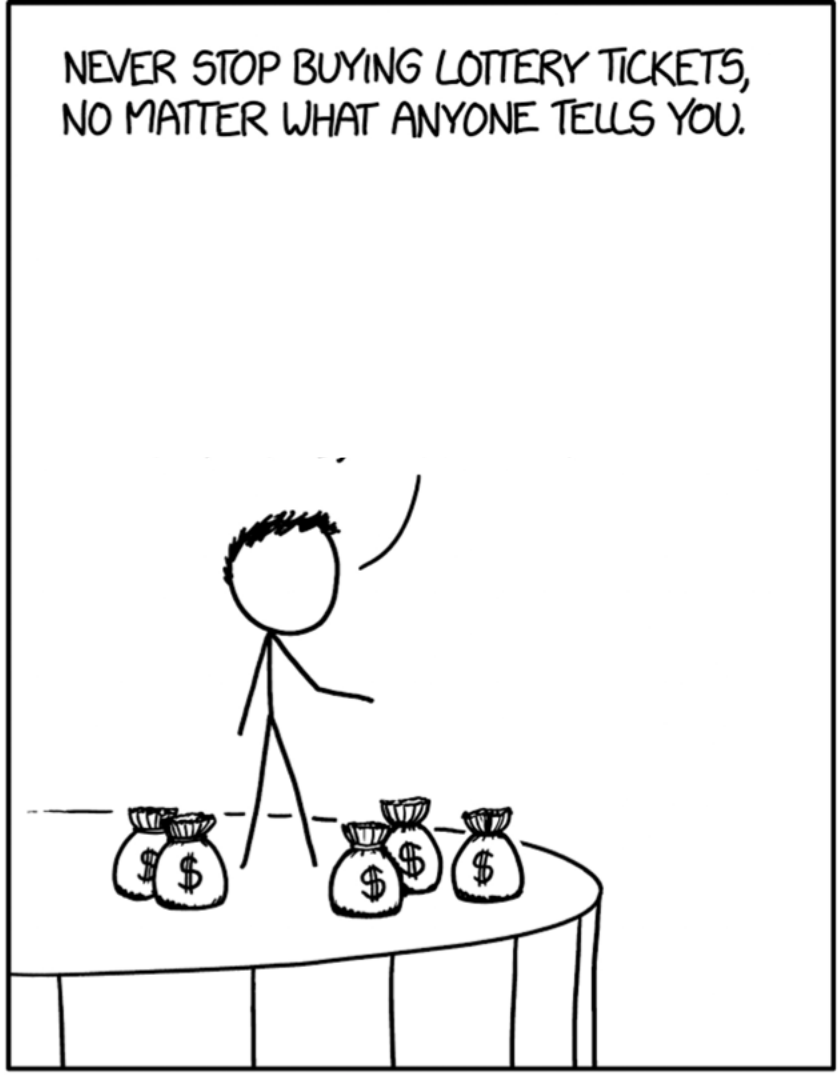
Soar is a cognitive architecture, created by John Laird, Allen Newell, and Paul Rosenbloom at Carnegie Mellon University



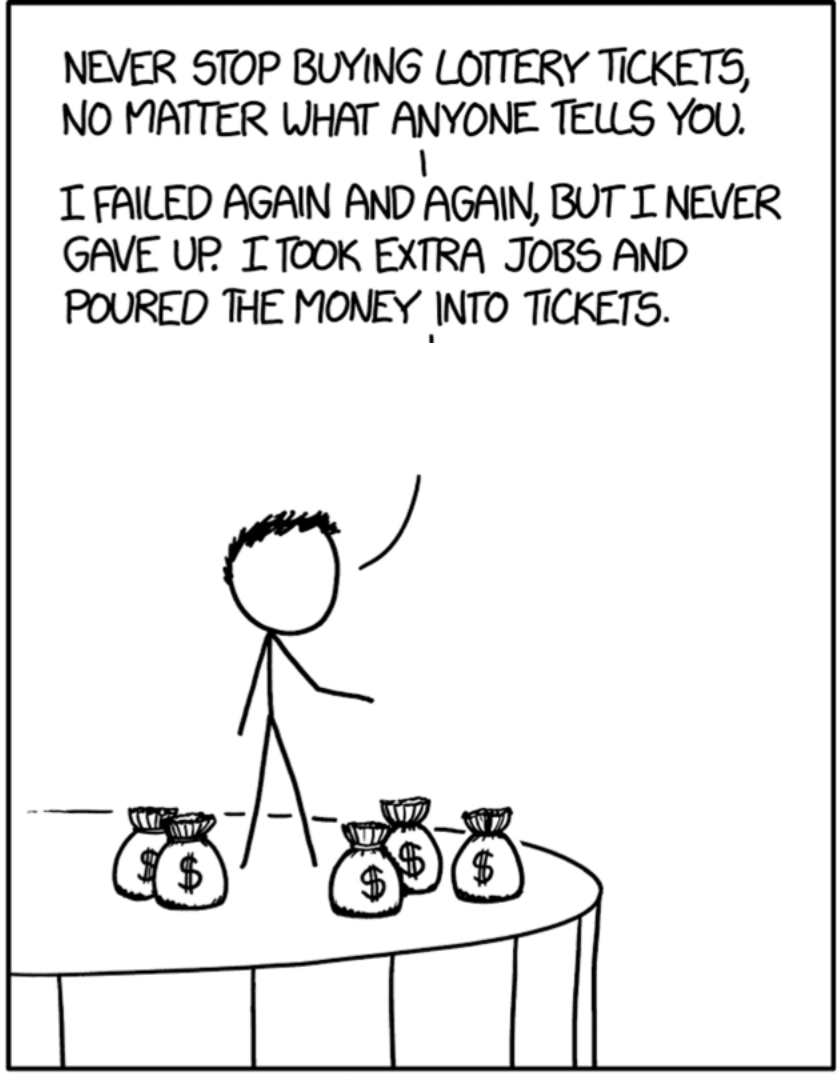
What we (should have) learned from Lord of The Rings



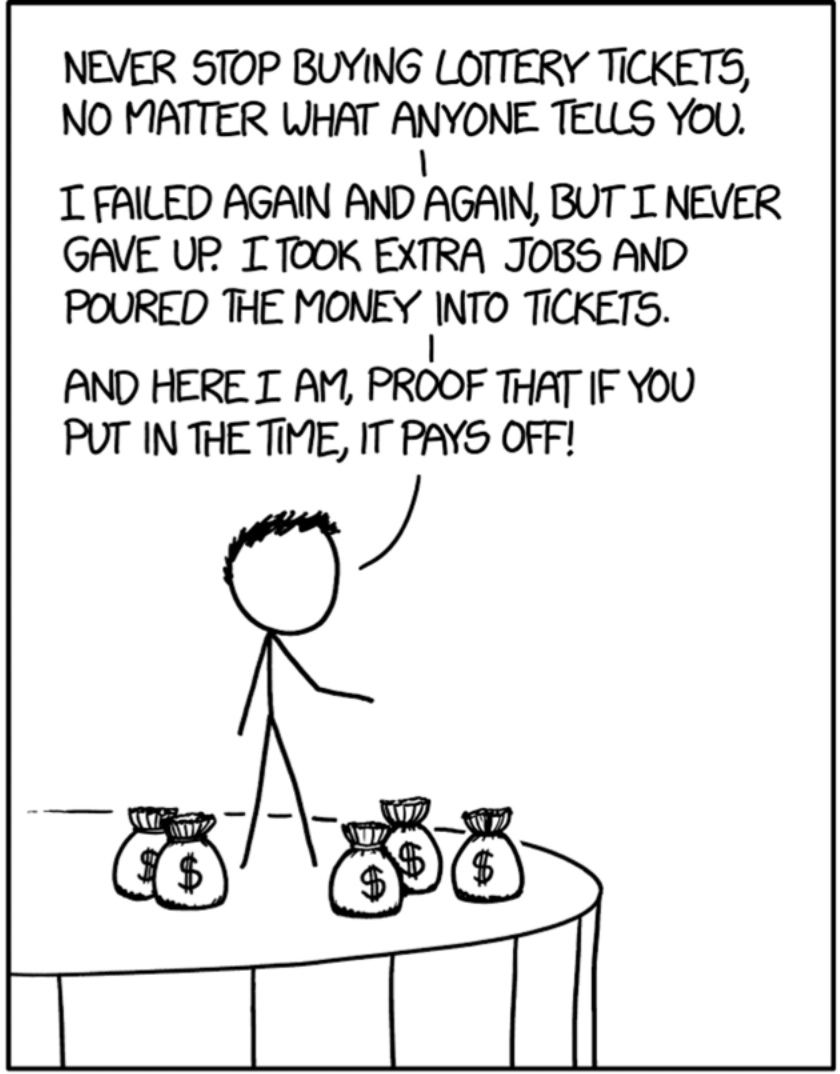
XKCD 1827


NEVER STOP BUYING LOTTERY TICKETS,
NO MATTER WHAT ANYONE TELLS YOU.

XKCD 1827


NEVER STOP BUYING LOTTERY TICKETS, NO MATTER WHAT ANYONE TELLS YOU.
I FAILED AGAIN AND AGAIN, BUT I NEVER GAVE UP. I TOOK EXTRA JOBS AND POURED THE MONEY INTO TICKETS.

XKCD 1827


NEVER STOP BUYING LOTTERY TICKETS, NO MATTER WHAT ANYONE TELLS YOU.
I FAILED AGAIN AND AGAIN, BUT I NEVER GAVE UP. I TOOK EXTRA JOBS AND POURED THE MONEY INTO TICKETS.
AND HERE I AM, PROOF THAT IF YOU PUT IN THE TIME, IT PAYS OFF!

Retrospectives ANTIPATTERNS



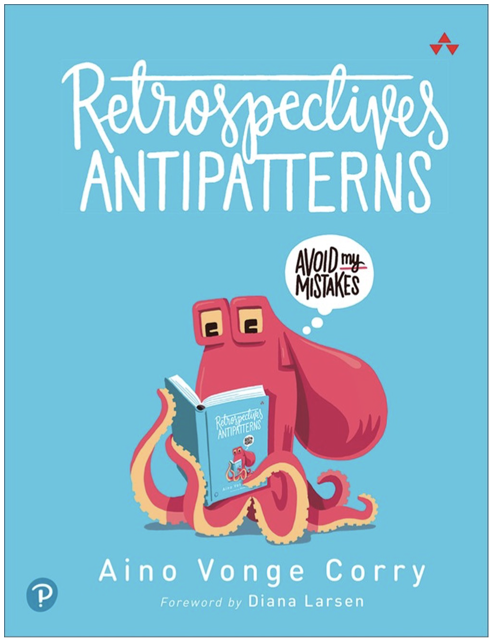
Aino Vonge Corry

Foreword by Diana Larsen


"Do, or do not.
There is no try."
-Dumbledore

No one's ever understood me like you, Tom... I'm so glad I've got this diary to confide in... It's like a friend I can carry around in my pocket..

Never trust anything that can think for itself, if you cannot see where it keeps its brains..



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