Surviving C.S.

a 2019 talk by Graham Mitchell comprising 56 slides

Software Engineer at Vrbo



Software Engineer at HomeAway

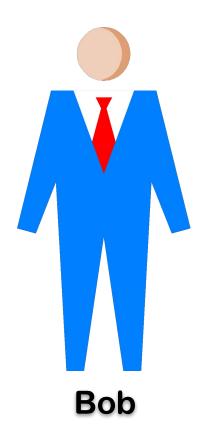


HomeAway®

20 Years at Leander High School



Boys







1. When Bob learns something *about* Alice, but not *from* Alice, then Bob might seem creepy.





2. When Bob wants to tell Alice something without *talking* to her, it probably feels creepy.



Relationships grow by *talking*.

In person, if possible.

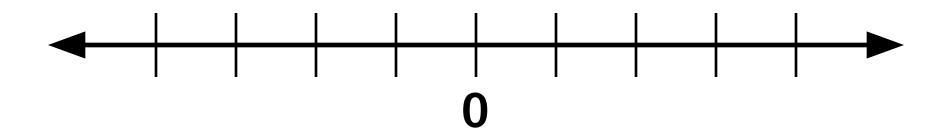


3. Even if Bob knows everything *about* Alice, it does not mean that Bob *knows* Alice.

And it usually doesn't make Alice want to know things about Bob.

And it doesn't feel good.

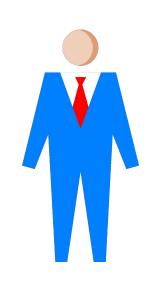






4. If Alice "likes" Bob, then she might be flattered when he says or does nice things.

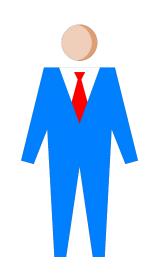




4. If Alice "likes" Bob, then she might be flattered when he says or does nice things.

If not, she will probably be creeped out even if he says or does the same things.





5. If Alice isn't interested in Bob, then *nothing* Bob can say or do is going to change her mind (probably).

Alice may only change her mind by watching Bob interact with others for a long time.



If she's not interested, leave her alone.

People might think you're creepy if:

- You follow people around
- You call someone (or email or text or IM) and you haven't asked them first
- You wait for people to show up where you know they're going to be
- You touch people and they rarely touch you back
- You are always the initiator or the one doing the 'seeking behavior'
- You're always trying to buy/do nice things for someone you're not dating
- You leave anonymous notes



You can tell they're probably not interested if:



- They don't look at you when you're talking
- They never seek you out in a group
- They never ask questions when you're talking
- They have closed body language

On Relationships

Stages of typical relationships:

- 0. unknown
- 1. strangers
- 2. acquaintances
- 3. friends
- 4. dating
- 5. boyfriend/girlfriend
- 6. engaged
- 7. married

"Creepy" is when you want something from another person and you pursue or express it in a strange way.

On Popularity

Social norms are usually:

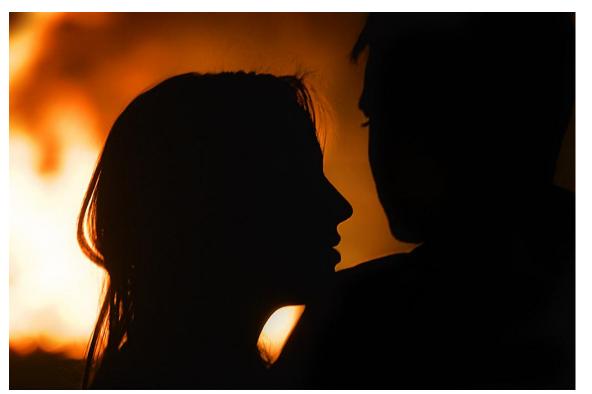
- arbitrary
- temporary
- subtle
- non-verbal





(drink me)

Popularity is a stupid, shallow game.



In 1995, I discovered that people sometimes tell me things they don't mean.

7% words used

38% tone of voice

55% nonverbal



Only a fraction of communication is based on words.

Most is non-verbal.

"Bella," my mom said to me — the last of a thousand times —before I got on the plane. "You don't have to do this."

My mom looks like me, except with short hair and laugh lines. I felt a spasm of panic as I stared at her wide, childlike eyes. How could I leave my loving, erratic, harebrained mother to fend for herself? Of course she had Phil now, so the bills would probably get paid, there would be food in the refrigerator, gas in her car, and someone to call when she got lost, but still...

"I want to go," I lied. I'd always been a bad liar, but I'd been saying this lie so frequently lately that it sounded almost convincing now.

Juliet: No, no. But all this did I know before.

What says he of our marriage? What of that?

Nurse: Lord, how my head aches! What a head have !!

It beats as it would fall in twenty pieces.

My back o' t' other side, - ah, my back, my back!

Beshrew your heart for sending me about

To catch my death with jauncing up and down!

Juliet: In faith, I am sorry that thou art not well.

Sweet, sweet nurse, tell me, what says my love?

Nurse: Your love says, like an honest gentleman, and a courteous,

and a kind, and a handsome; and, I warrant, a virtuous - Where is

your mother?

Juliet: Where is my mother? Why, she is within.

Where should she be? How oddly thou repliest!

'Your love says, like an honest gentleman,

"Where is your mother?"

Nurse: O God's Lady dear!

Are you so hot? Marry come up, I trow. Is this the poultice for my aching bones?

from William Shakespeare's Romeo and Juliet







deaf?

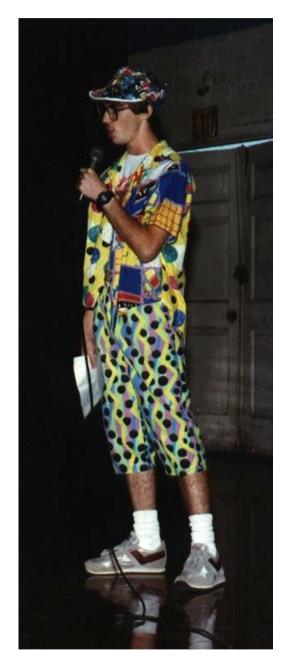


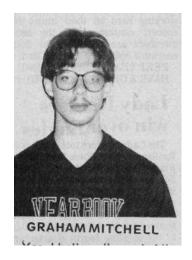




Graham Mitchell

"former" weirdo















When you're accustomed to rejection, kindness feels like attraction.

It's okay to be direct.



It's okay to be direct.

Kind, but direct.

Most people value feelings over truth.





2. You don't have to be "good at computers."



driver's ed

auto shop

There are a thousand things you won't know. It's okay.

Nobody knows everything.

I TRY NOT TO MAKE FUN OF PEOPLE FOR ADMITTING THEY DON'T KNOW THINGS.

BECAUSE FOR EACH THING "EVERYONE KNOWS" BY THE TIME THEY'RE ADULTS, EVERY DAY THERE ARE, ON AVERAGE, 10,000 PEOPLE IN THE US HEARING ABOUT IT FOR THE FIRST TIME.

FRACTION WHO HAVE = 0%

FRACTION WHO HAVE $\approx 100\%$

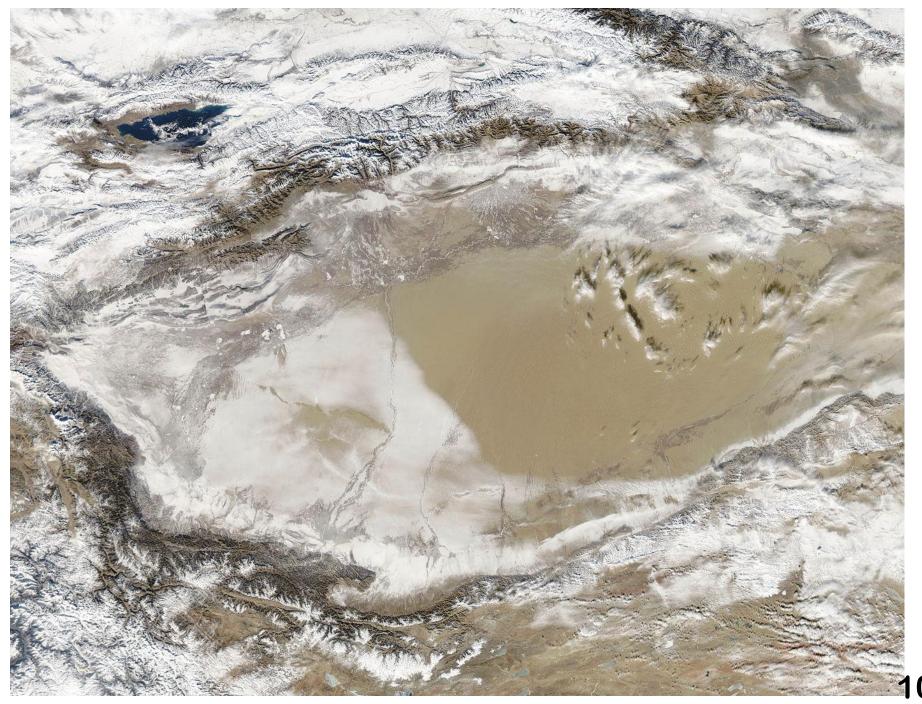
US BIRTH RATE = 4,000,000/year

NUMBER HEARING \$ 10,000 AND THE STREET TIME



"I guess I'm one of today's lucky 10,000!"

Nothing is obvious.



Nothing is obvious.

confusion + exposure



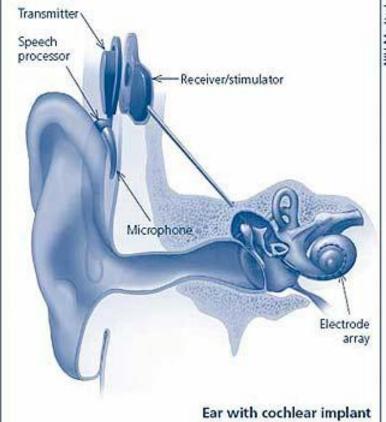
"obvious"

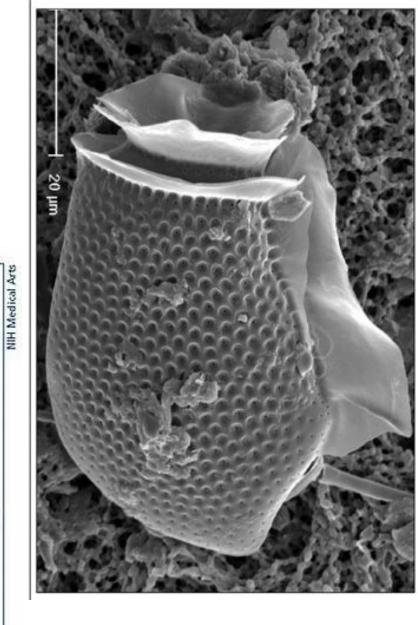
confusion (exposure × aptitude) "obvious"

3. Code is used to solve problems.

And not just "computer" problems.







4. It gets better.



Summary

- 1. Be direct but kind.
- 2. "One of today's lucky 10,000"
- 3. Get as much practice as you can.
- 4. It gets better.

Learn Java the Hard Way

by Graham Mitchell

Don't Be Creepy

dontbecreepy.com

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