MORE BETTERNESS
================

A short talk by:

James Hughes
Computerer/Computerologist

PROLOGUE
========

... a horrible scene met his eyes. Snape and Filch were alone. Snape was holding his robes above his knees ...

CASE STUDY #1
============

— Alice

CASE STUDY #1
=============

— Alice
Not only does Alice not write tests first, she rarely writes tests at all.

CASE STUDY #1
===============

— Alice
Not only does Alice not
write tests first, she
rarely writes tests at all.

[BOO!]

CASE STUDY #2
===============

— Bob

CASE STUDY #2
============

— Bob

Bob learnt the "Boy Scout Rule" and helps the team out by making code more concise

CASE STUDY #2

=============

[YAY!]

— Bob

Bob learnt the "Boy Scout Rule" and helps the team out by making code more concise

CASE STUDY #3
============

— Caitlin

CASE STUDY #3
============

— Caitlin
Caitlin insists on using traditional for loops over the more functional forEach

CASE STUDY #3
============

— Caitlin
Caitlin insists on using
traditional for loops over
the more functional forEach

[NO!!]

CASE STUDY #4
===========

— Dales Team

CASE STUDY #4
===========

— Dales Team

Dales team spent less than a week making the most robust data pipeline they could.

CASE STUDY #4

=======[=======

[WOW!]

— Dales Team

Dales team spent less than a week making the most robust data pipeline they could.

CASE STUDY #5
============

— Eda

CASE STUDY #5
==============

— Eda

Eda starts projects using the latest shiny techs, gets bored and moves on.

CASE STUDY #5
===========

— Eda
Eda starts projects using the latest shiny techs, gets bored and moves on.

[UGH!]

CONTEXT
=======

(noun) the circumstances that form the setting for an idea in terms of which it can be fully understood.

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=======

(noun) the circumstances that form the setting for an idea in terms of which it can be fully understood.

CASE STUDY #1
============

— Alice

CASE STUDY #1
==============

— Alice
Helping a client discover what they need through rapid prototyping.

CASE STUDY #1
=============

— Alice
Helping a client discover what they need through rapid prototyping.

[WOO!]

CASE STUDY #2
============

— Bob

CASE STUDY #2
============

— Bob
Functional code golfer
more concerned with <LOC
than readability.

CASE STUDY #2
===============

— Bob
Functional code golfer
more concerned with <LOC
than readability.

[WTF?]

CASE STUDY #3
============

— Caitlin

CASE STUDY #3
============

— Caitlin
Working in a performance
critical area of JavaScript
application

CASE STUDY #3
===========

— Caitlin
Working in a performance
critical area of JavaScript
application

[YES!]

CASE STUDY #4
============

— Dales Team

CASE STUDY #4
===========

— Dales Team
They were just supposed to scrape a few web pages and parse the text.

CASE STUDY #4
==========

[AHH!]

— Dales Team

They were just supposed to scrape a few web pages and parse the text.

CASE STUDY #5
============

— Eda

CASE STUDY #5
===========

— Eda

Eda works on many hobby projects in new techs to enhance her brainbox.

CASE STUDY #5
=============

— Eda
Eda works on many hobby projects in new techs to enhance her brainbox. [WIN!]

TOWARD MORE BETTERNESS

==

1. Context

2. Bias

3. Influence

CONTEXT

=======

Use context as your source of truth and everything else as reinforcement or investigation

BIAS
====

Bias is generally ignorant of situational context. Be aware of personal, team, organisational biases in decision making.

INFLUENCE
=========

Both external & internal influences can affect any decision making process adversely.

AND SO THE TEAM...

TEAM

====

Your team is your family. Trust them. Listen to them. Support them. Fight for them.

EPILOGUE
========

... one of his legs was bloody and mangled. Filch was handing Snape bandages ...

EPILOGUE
========

... one [of his legs was bloody and mangled. Filch was handing Snape bandages ...

[LAME]