



Curiosity & Continuous Learning

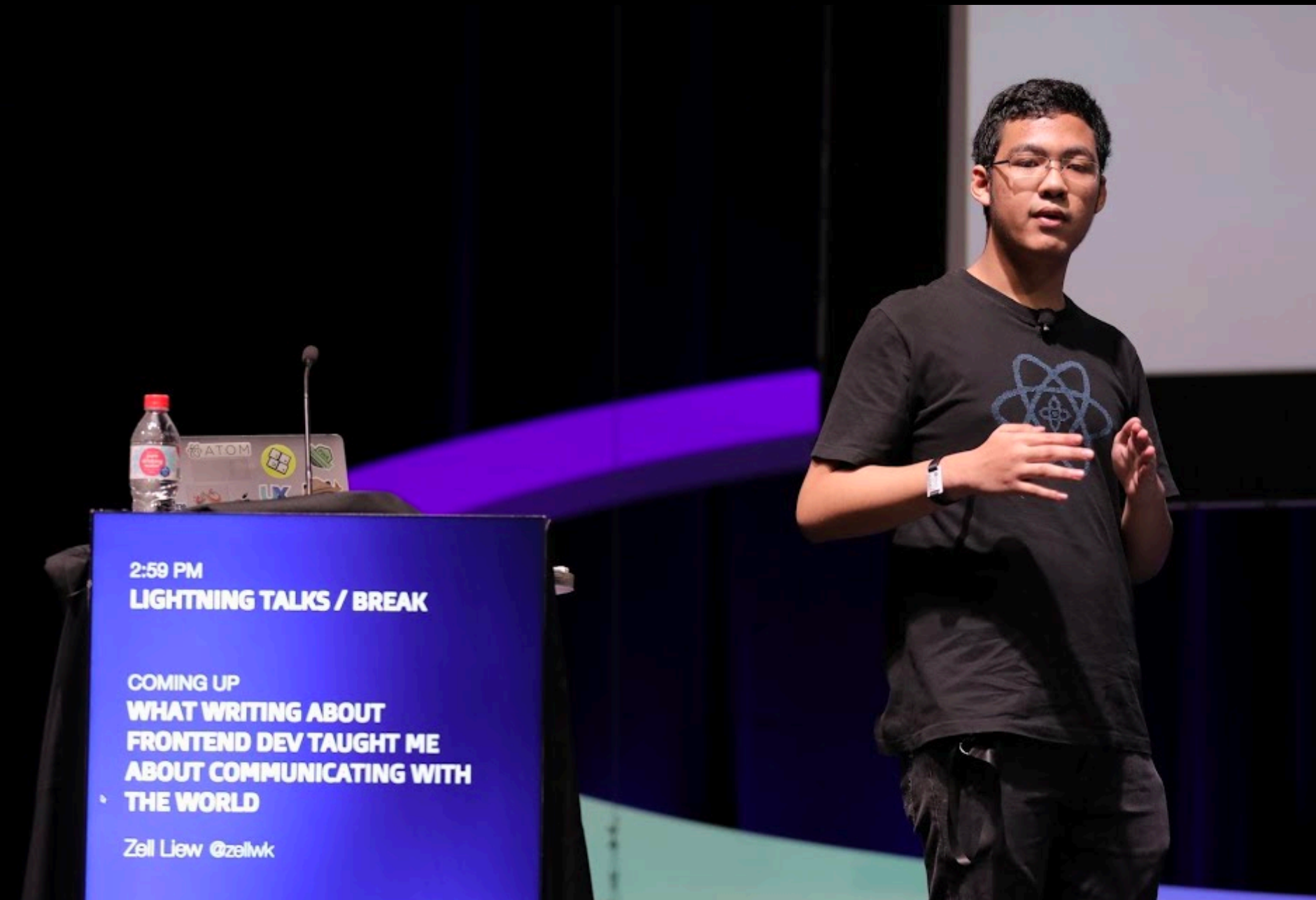


Chayapatr Archiwaranguprok
(and Phoomparin Mano)



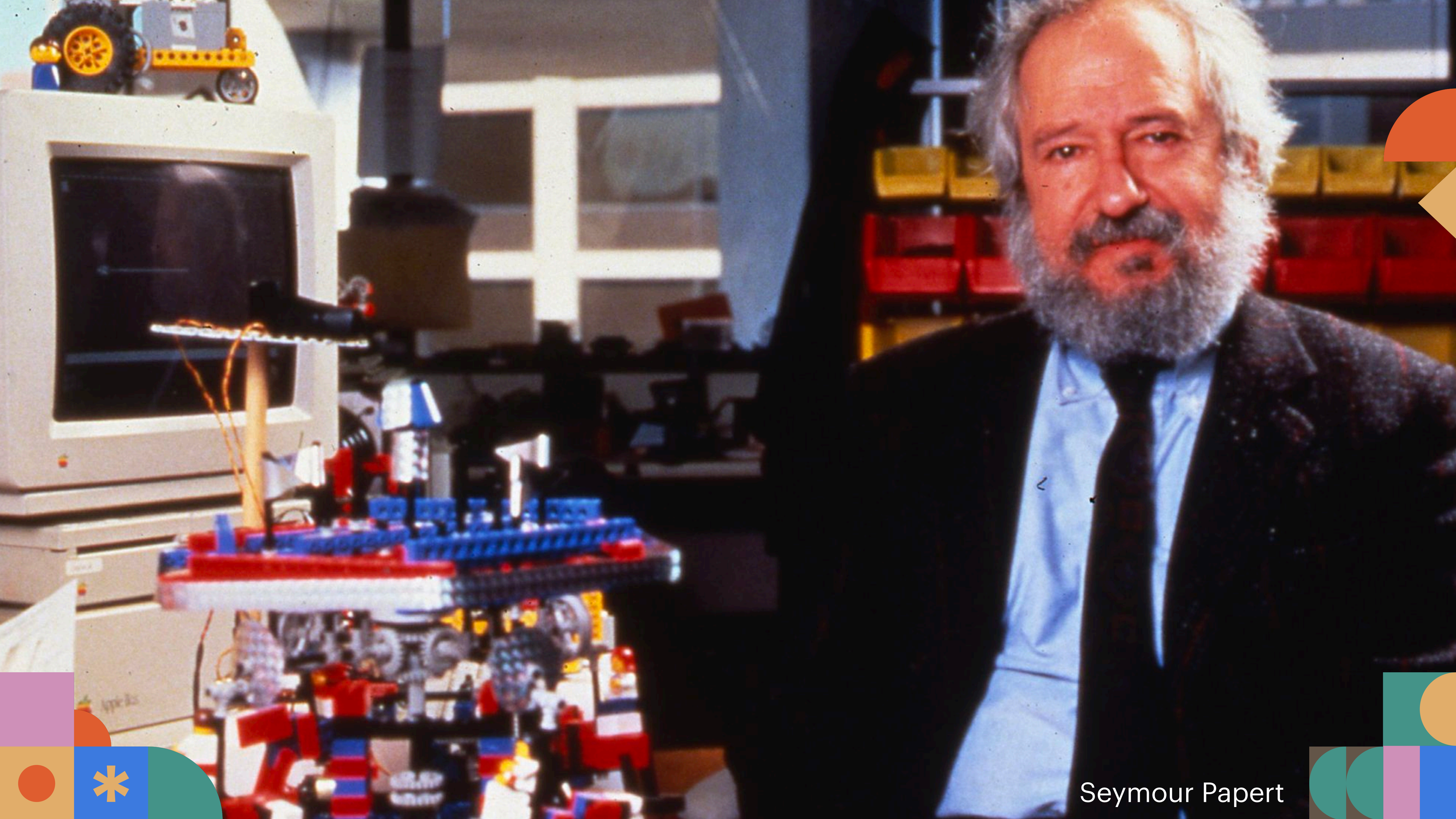


Chayapatr Archiwaranguprok
Writer / Technologist

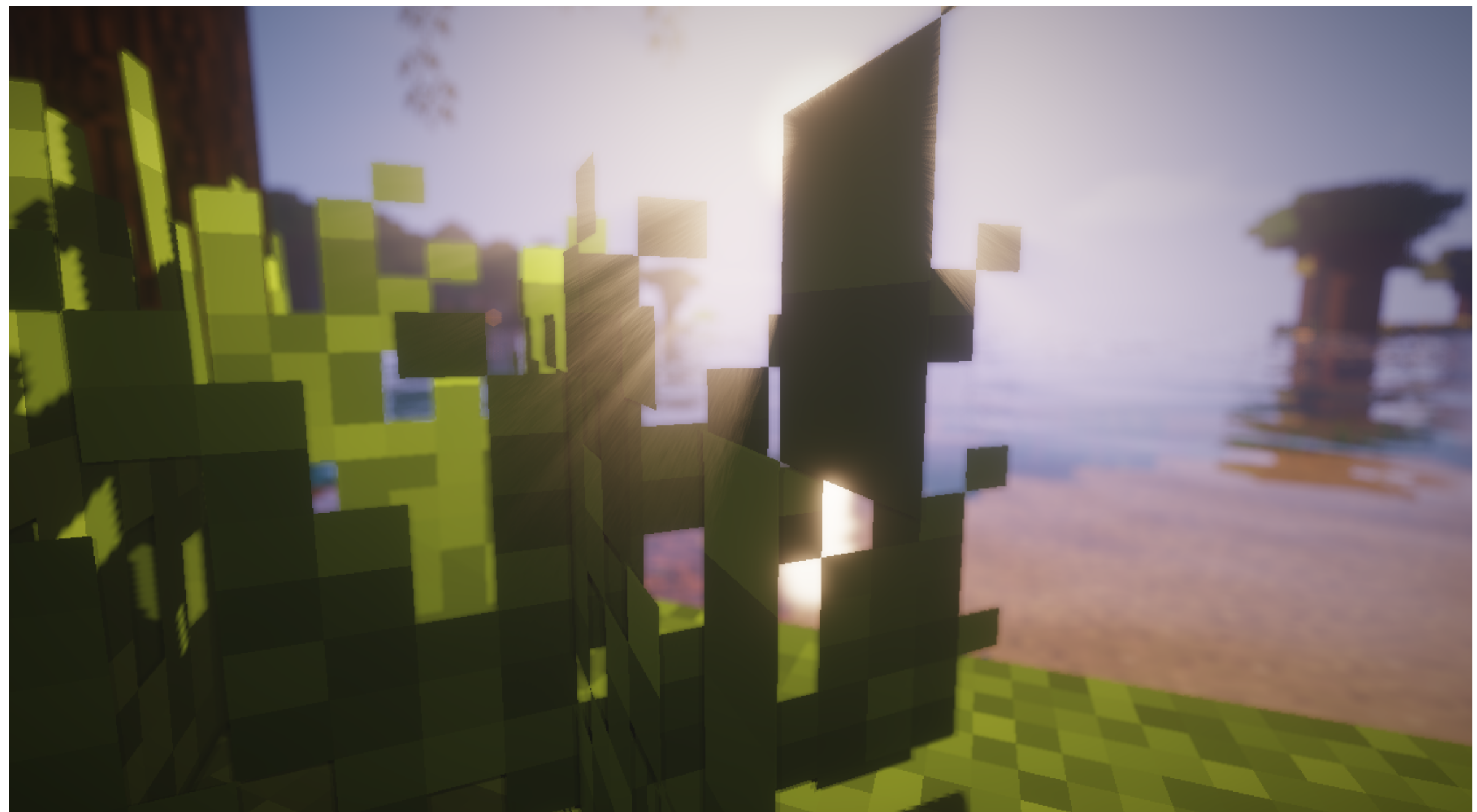
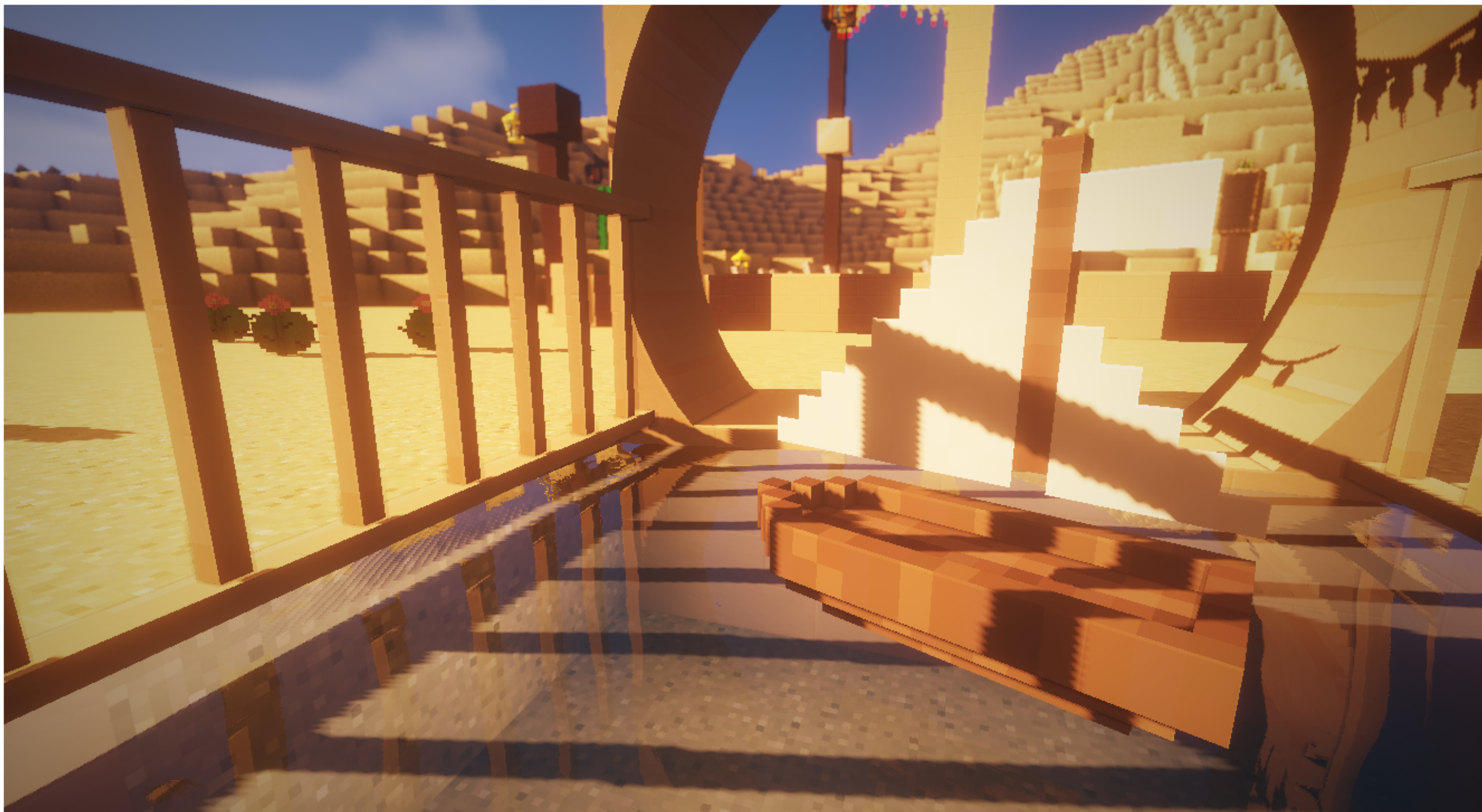
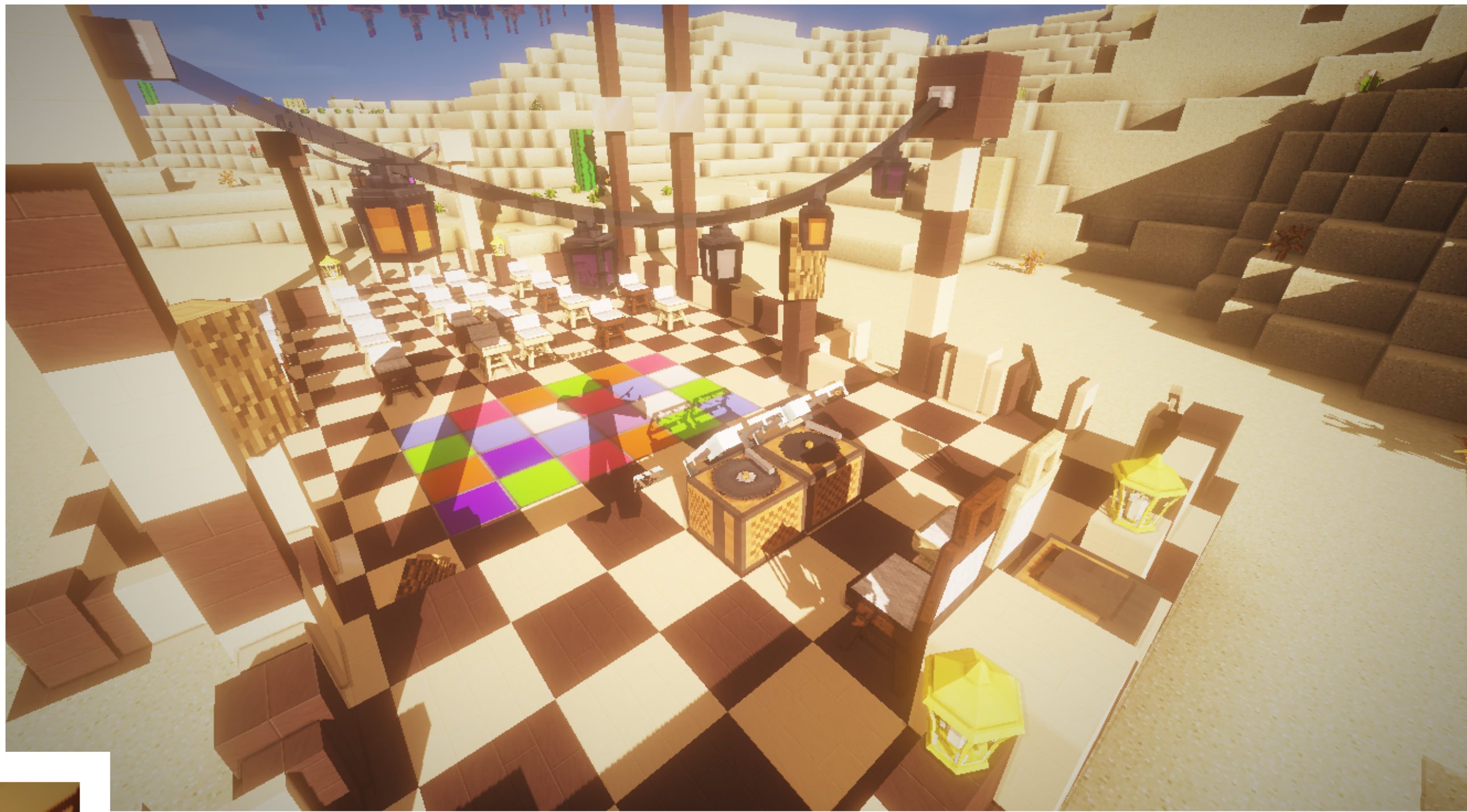


Phoomparin Mano
Software Engineer

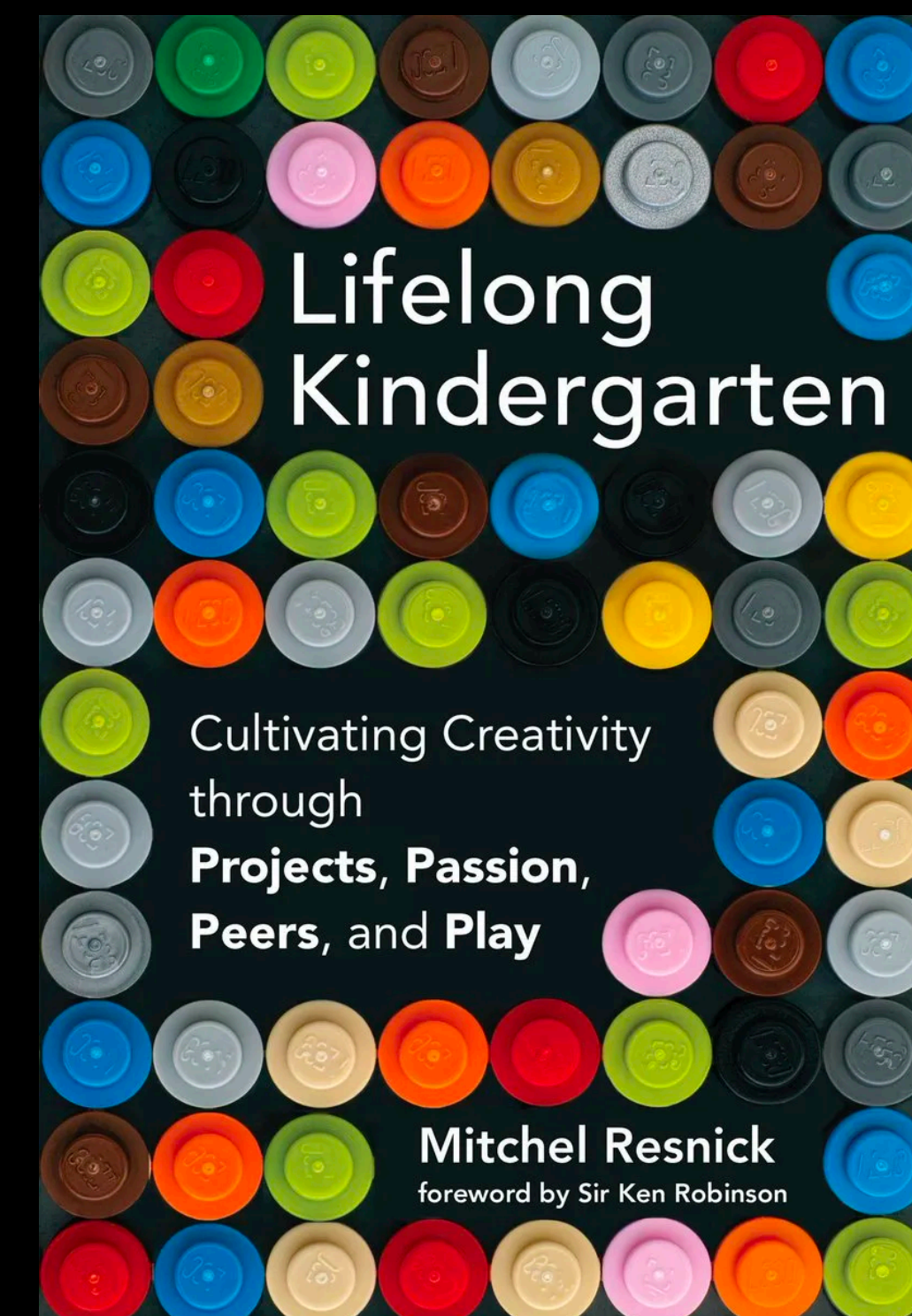
Constructionism



Seymour Papert

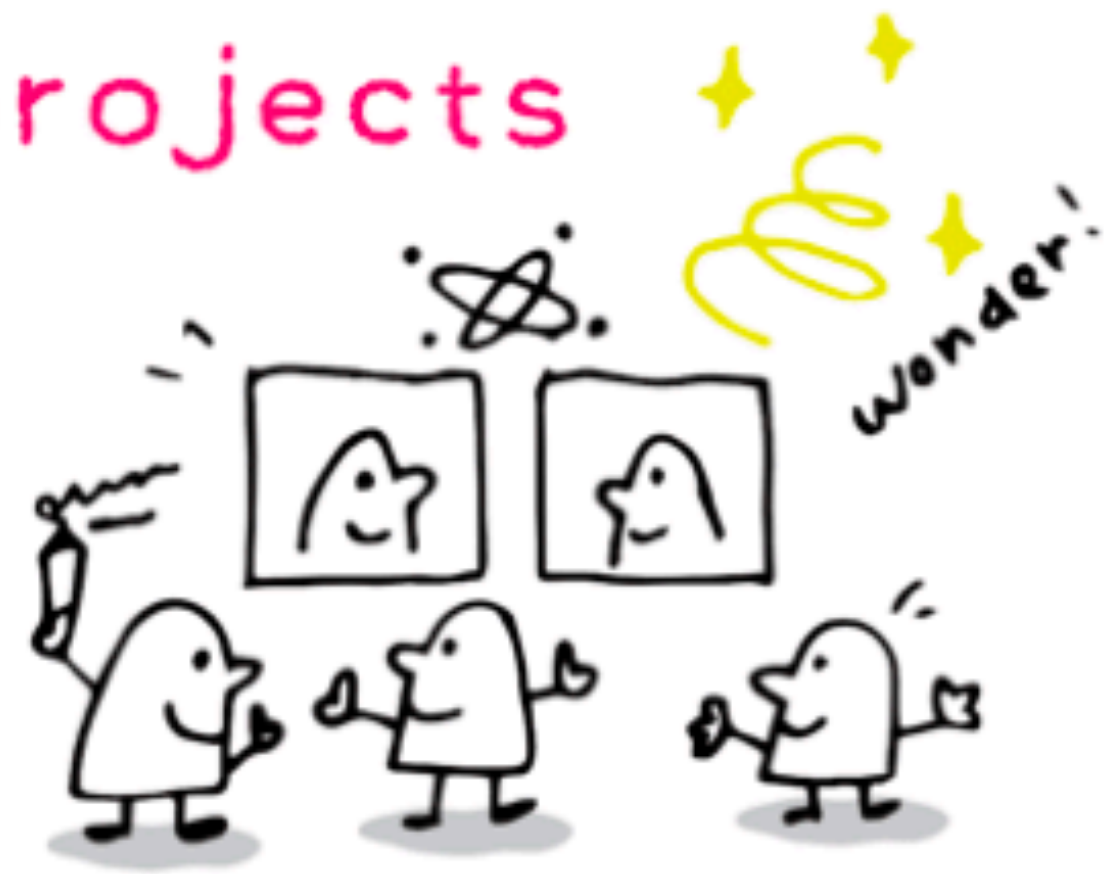


What can you do to learn?



Mitchel Resnick

projects



passion



play



peers



4Ps of Creative Learning

Story no.1

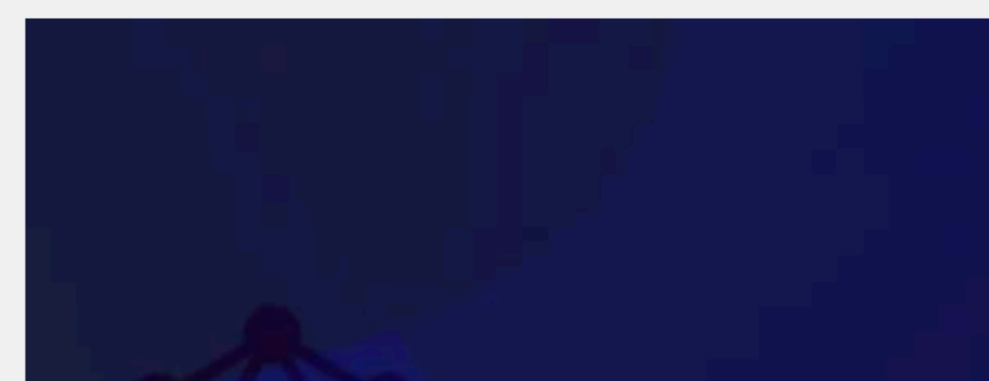
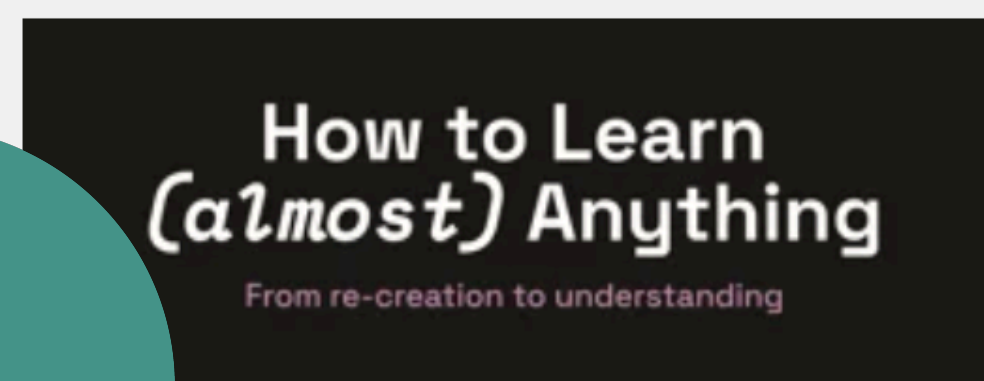
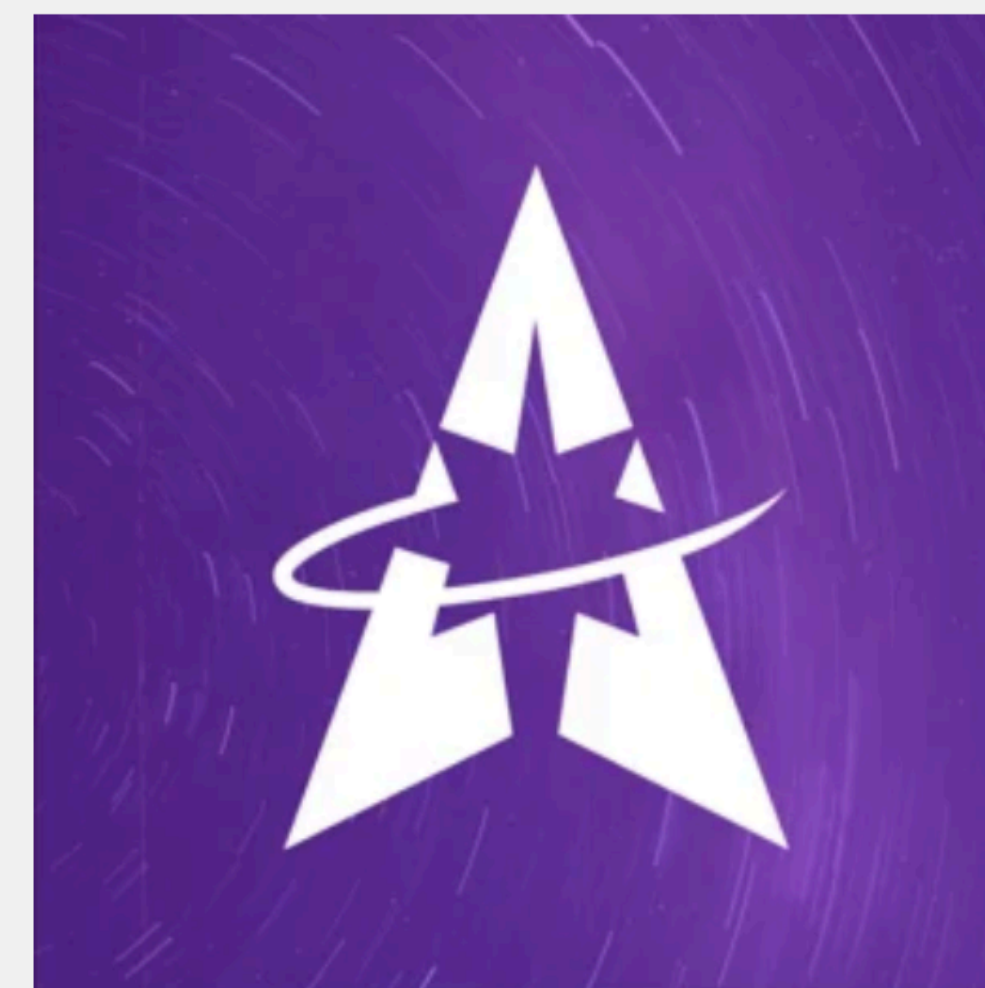
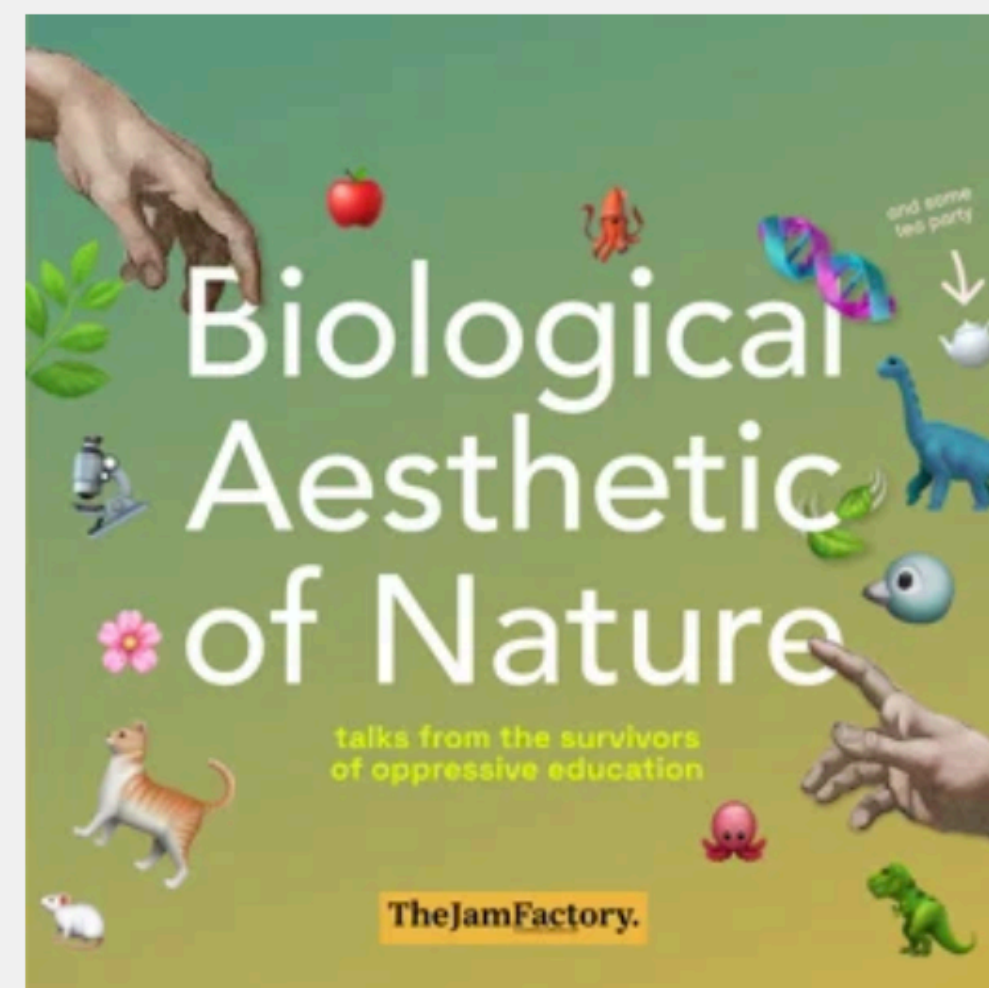
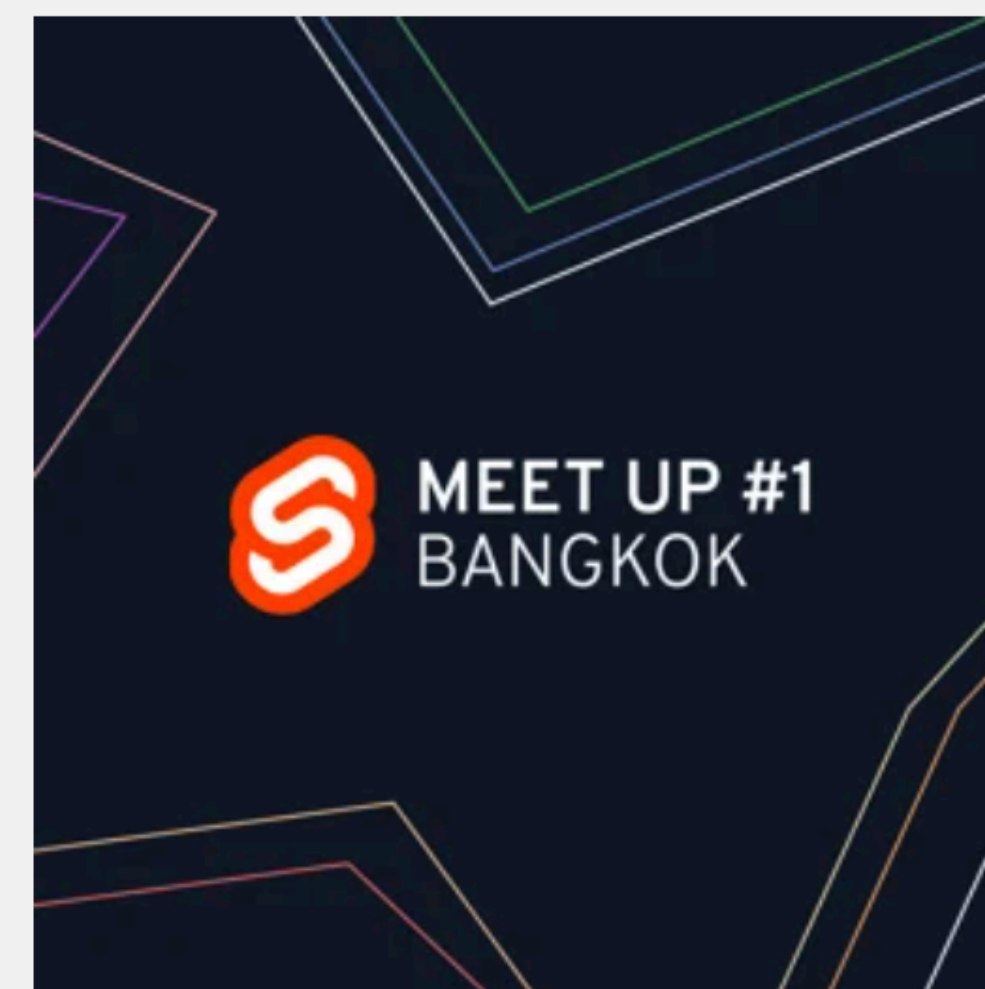
Retrospective

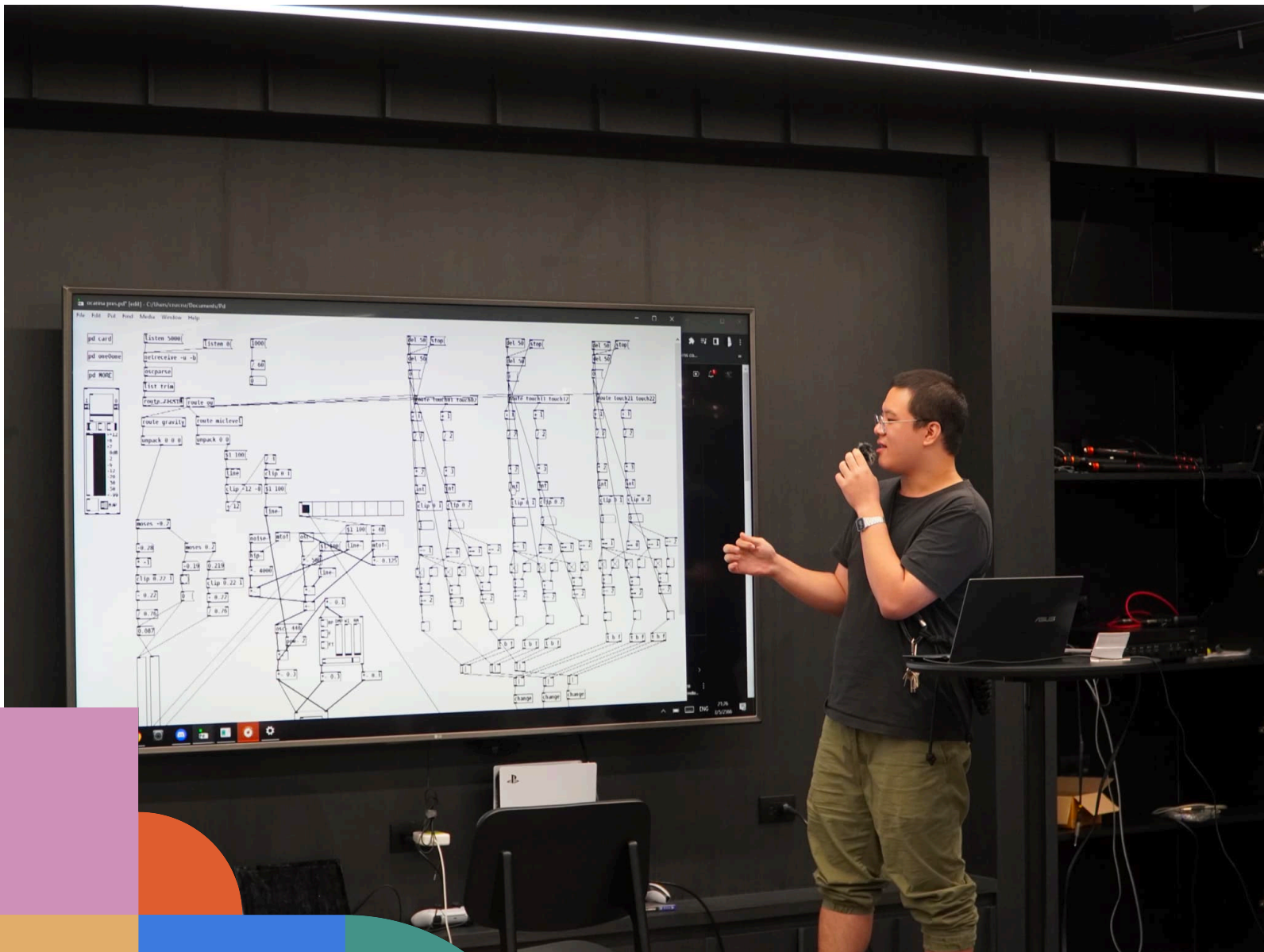
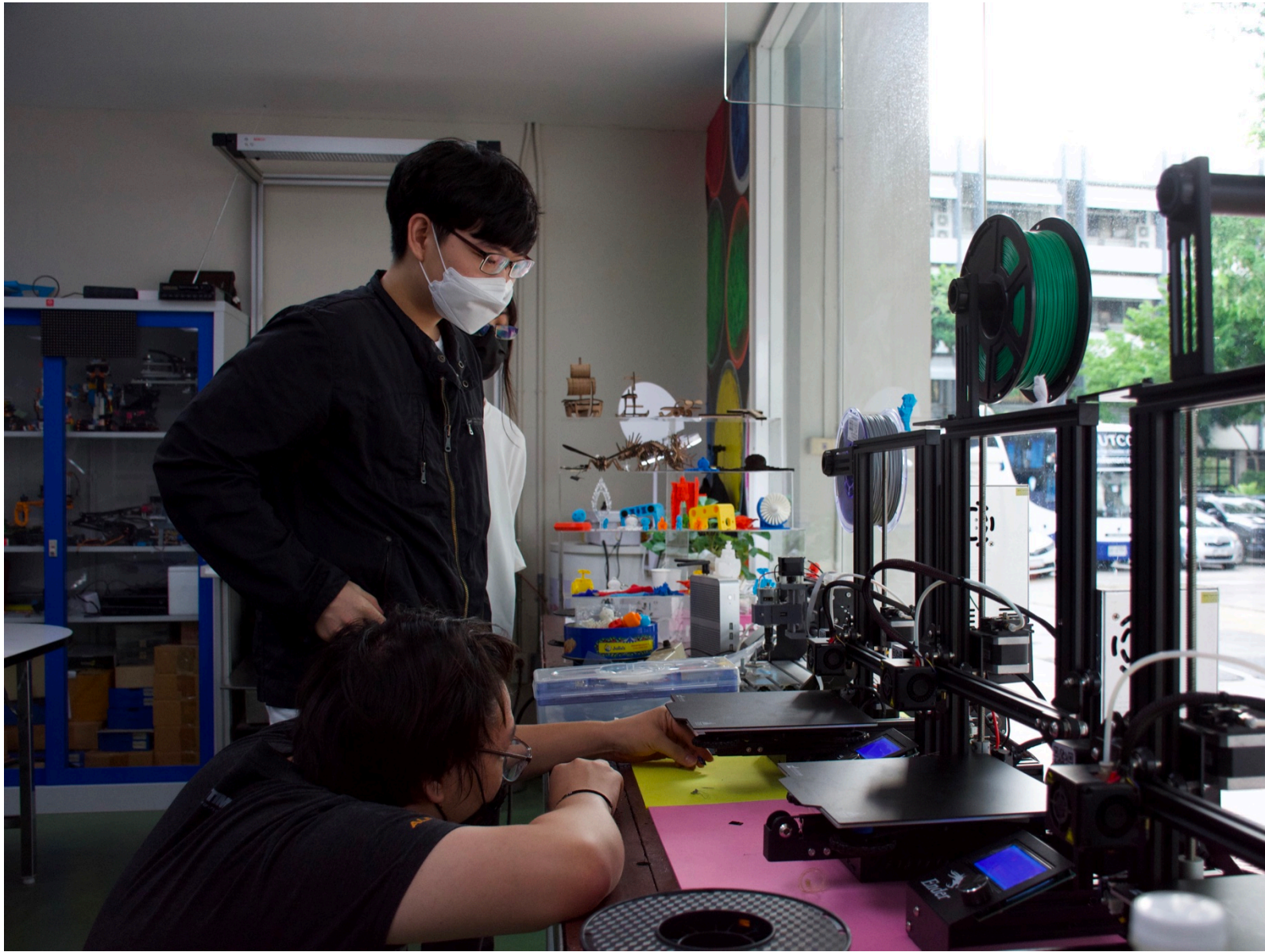
(on your ways to learn)

(Themes)

What are you good at +
What do you want to do

(Tools)







Tortilla endofunctors, and more jokes about monads 🚬

Chayapatr Archiwaranguprok
Functional Programming Meetup



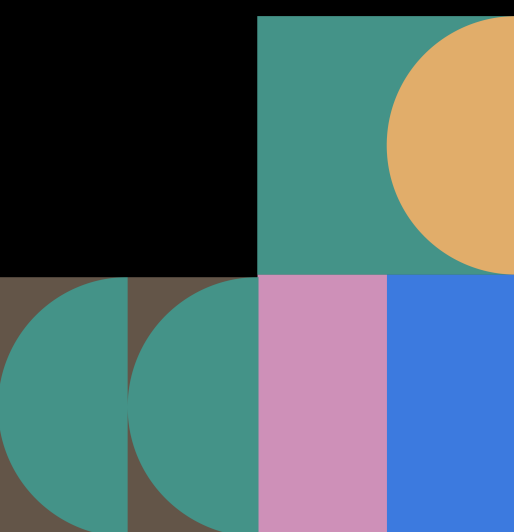
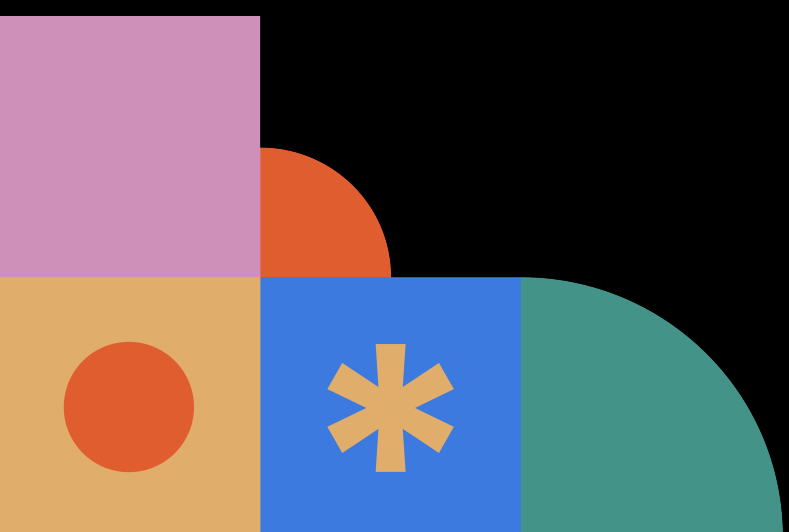
(functional programming meetup)

Story no.2

Exploration

(or how to sharpening your tools
and explore the new frontiers)

What do you want to
explore next?



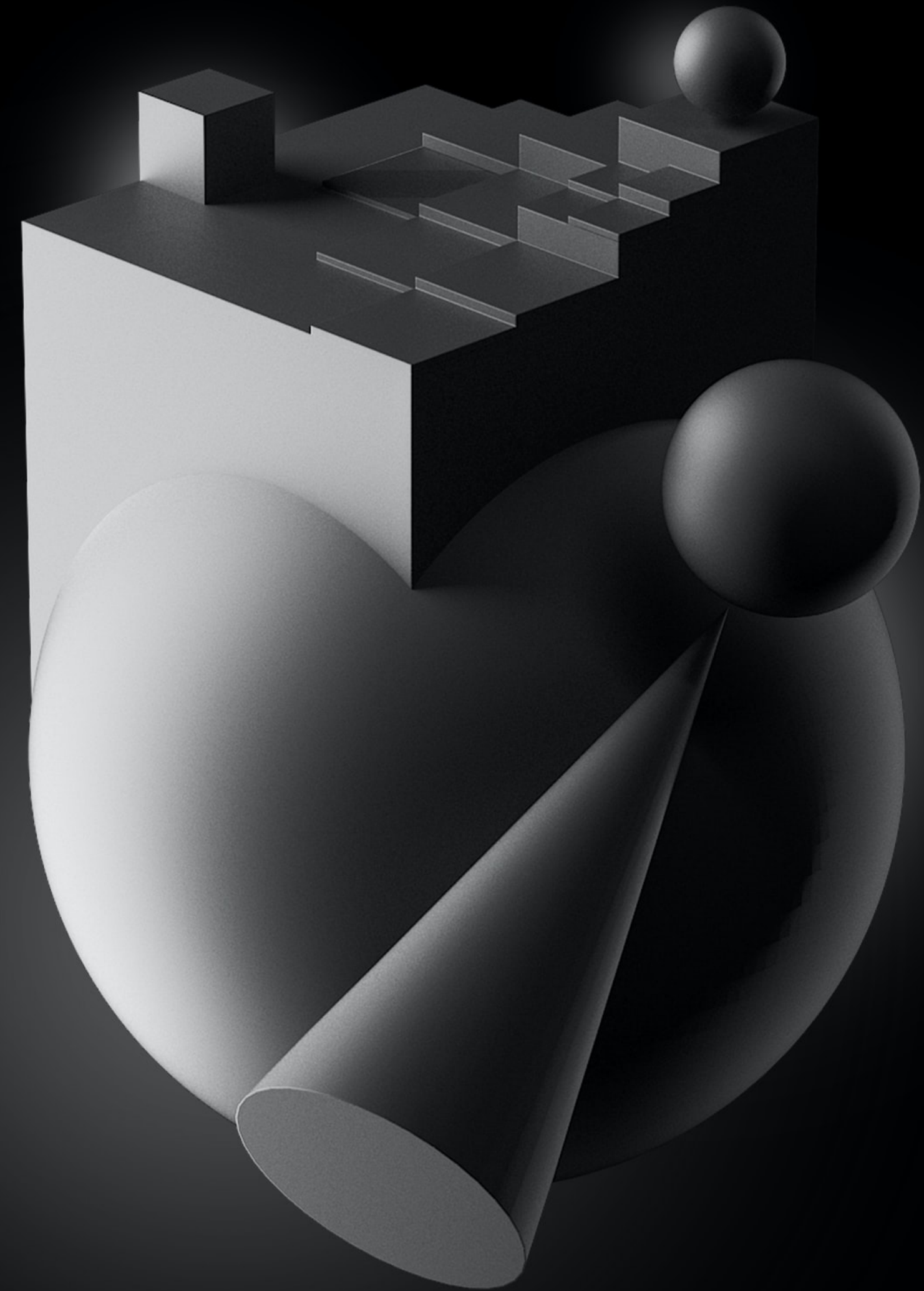
4 Tips

Learning at Max Speed
Pareto Principle
Mind and Hands
Learning in Public

I.

Black-Box Approach

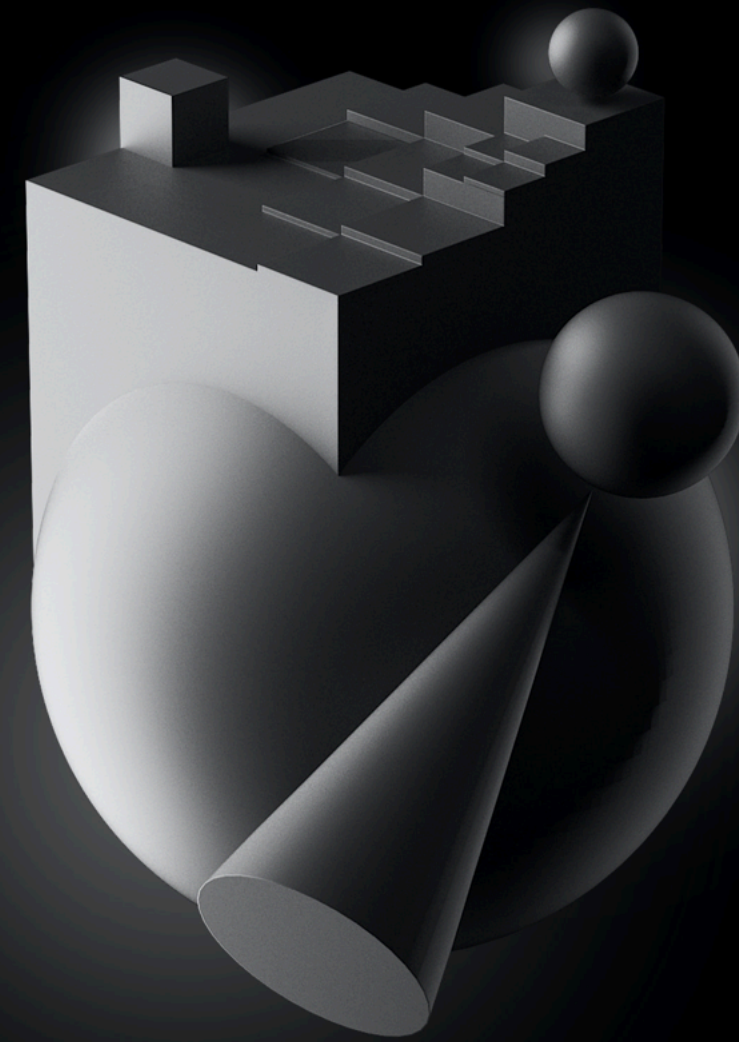
Driven by *curiosity*.



I.

Black-Box Approach

Driven by **curiosity**.



II.

Hacker Culture

Mix and match **disciplines**.
Hack it to be **possible**.



III.

Bridging the Fundamentals Gap

Mix-and-matching Your Magic



IV.

Learning in Public

Feedback Loop
Soft Skills





JUNK PLAYGROUND



Why safe playgrounds aren't great for kids

Vox



Mind and Hand: The Magic of Making at MIT

การดู 14,099 ครั้ง • 1 ธ.ค. 2016



MIT Mechanical Engineering

ผู้ติดตาม 3.66 หมื่น คน

The magic of making is told through the personal stories of MIT students, whose passion runs deep and from an early age.

แสดงเพิ่มเติม

MIND & HAND BOOK 2019-2020

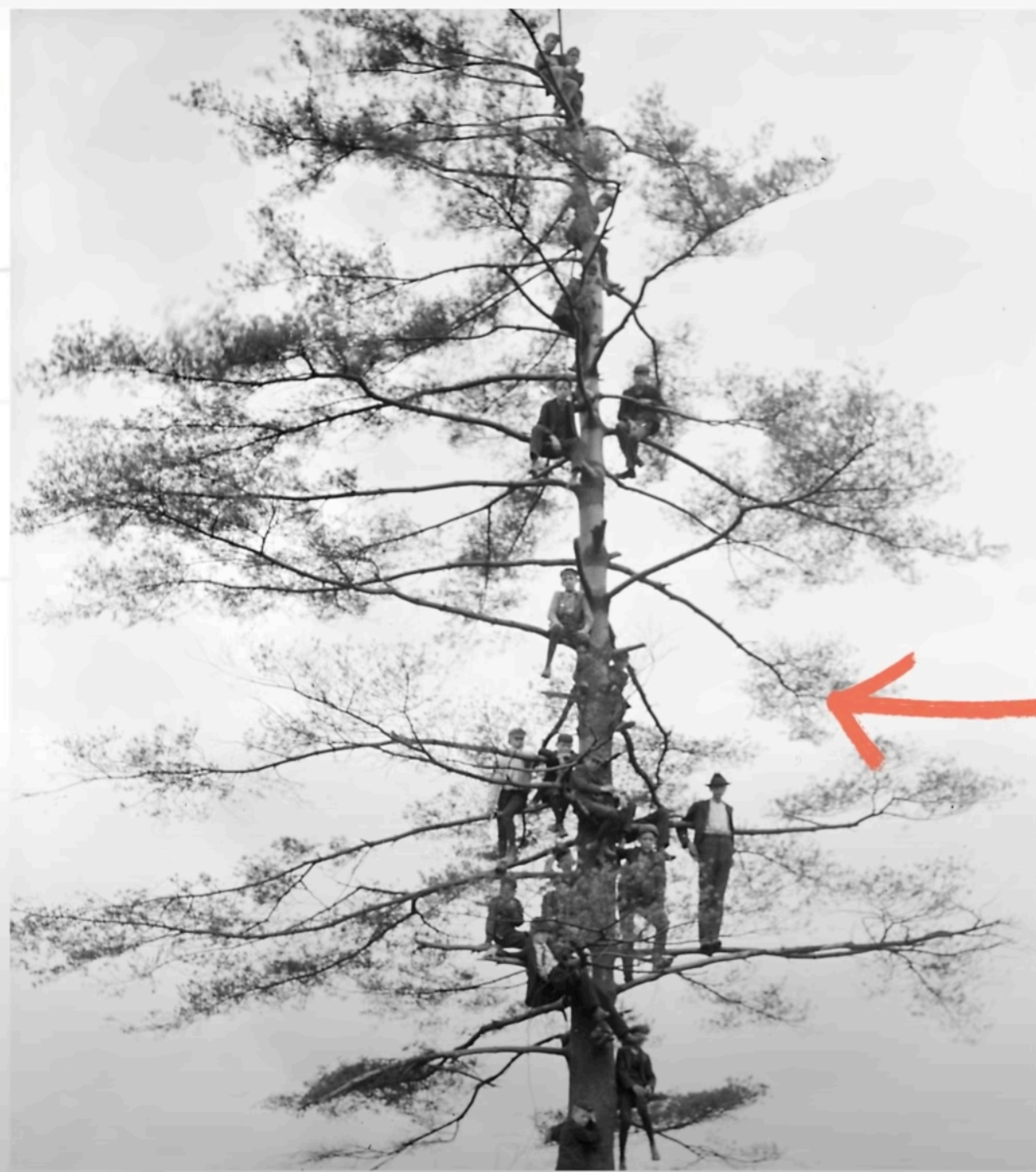
II (10). Hacking

Hacking is a long-standing tradition at MIT and a part of its culture. It can be defined as either the curious exploration of MIT's campus or the design and implementation of harmless pranks, tricks, and creative inventions that demonstrate ingenuity and cleverness. Exemplary hacks have been executed in such a way that the hackers have been safe, no one has been injured, no damage has been done to personal or Institute property, while maintaining the privacy and personal dignity of individuals.

Hack Etiquette

1. Be Safe – Your safety, the safety of others, and the safety of anyone you
2. Be Subtle – Leave no evidence that you were ever there.
3. Leave things as you found them – or better.
4. If you find something broken call F-IXIT.
5. Leave no damage.
6. Do not steal anything.
7. Brute force is the last resort of the incompetent.
8. Do not hack while under the influence of alcohol or drugs.
9. Do not drop things off (a building) without a ground crew.
10. Do not hack alone.
11. Above all exercise some common sense.

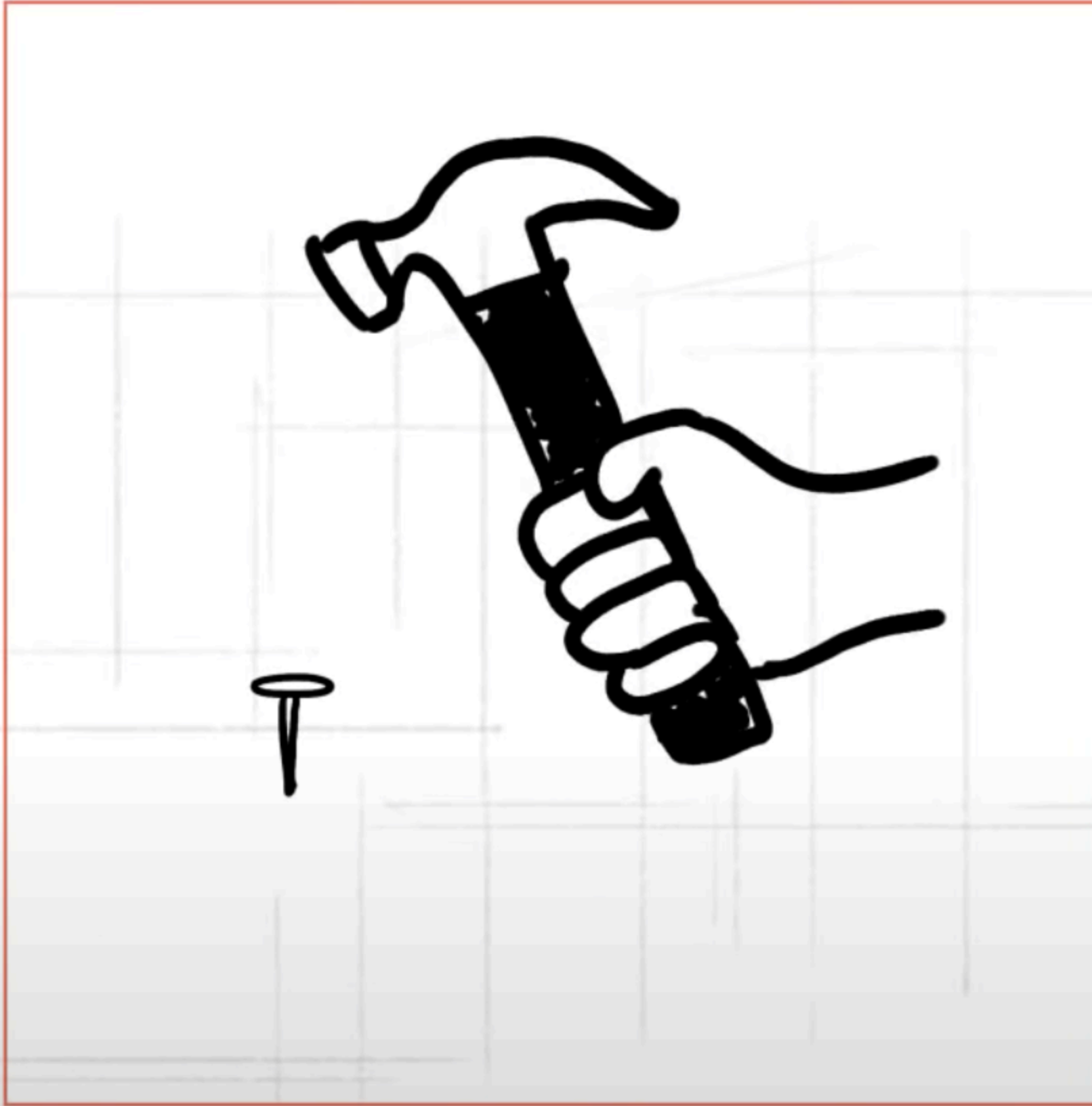
Risk



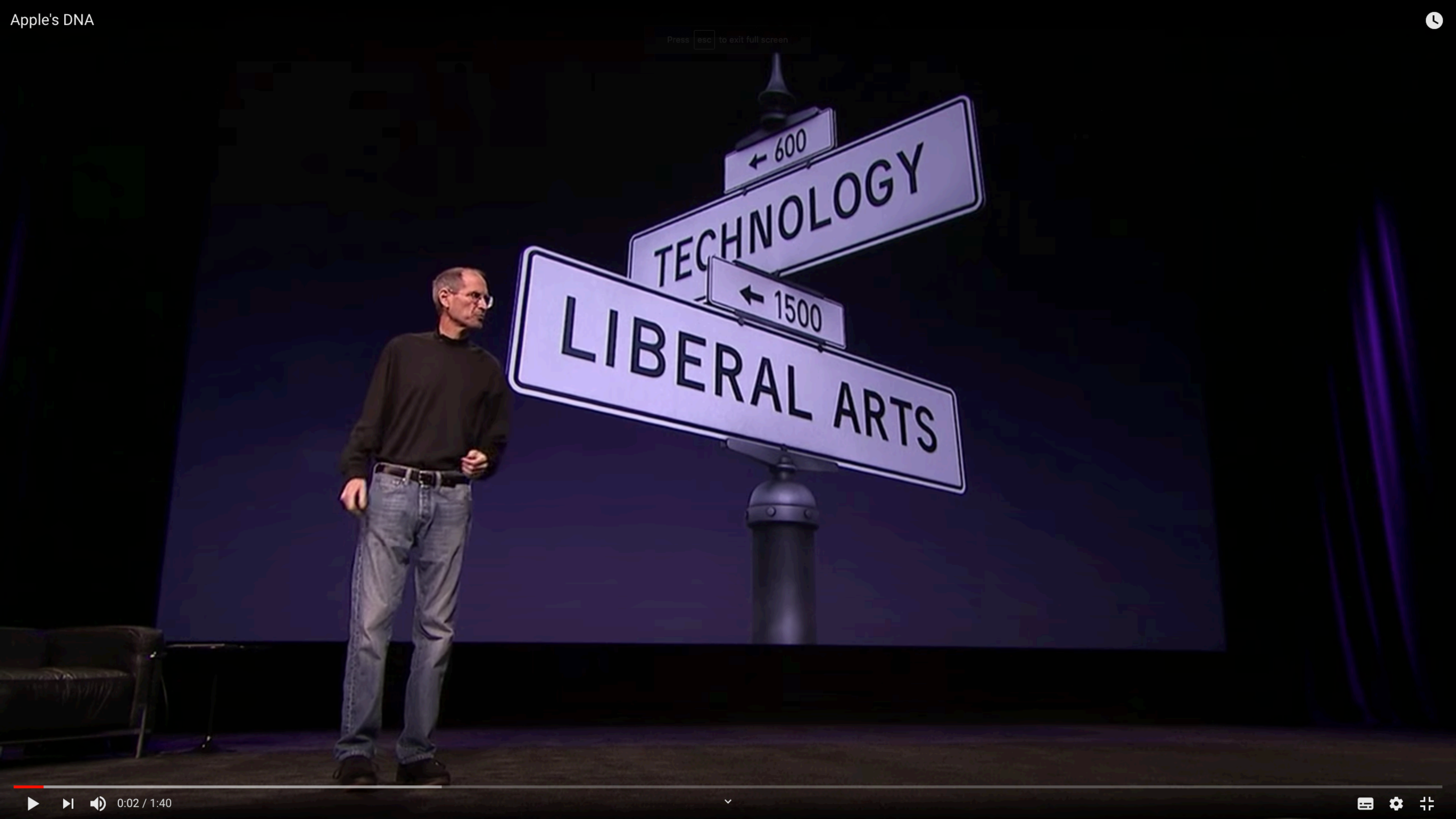
Hazard



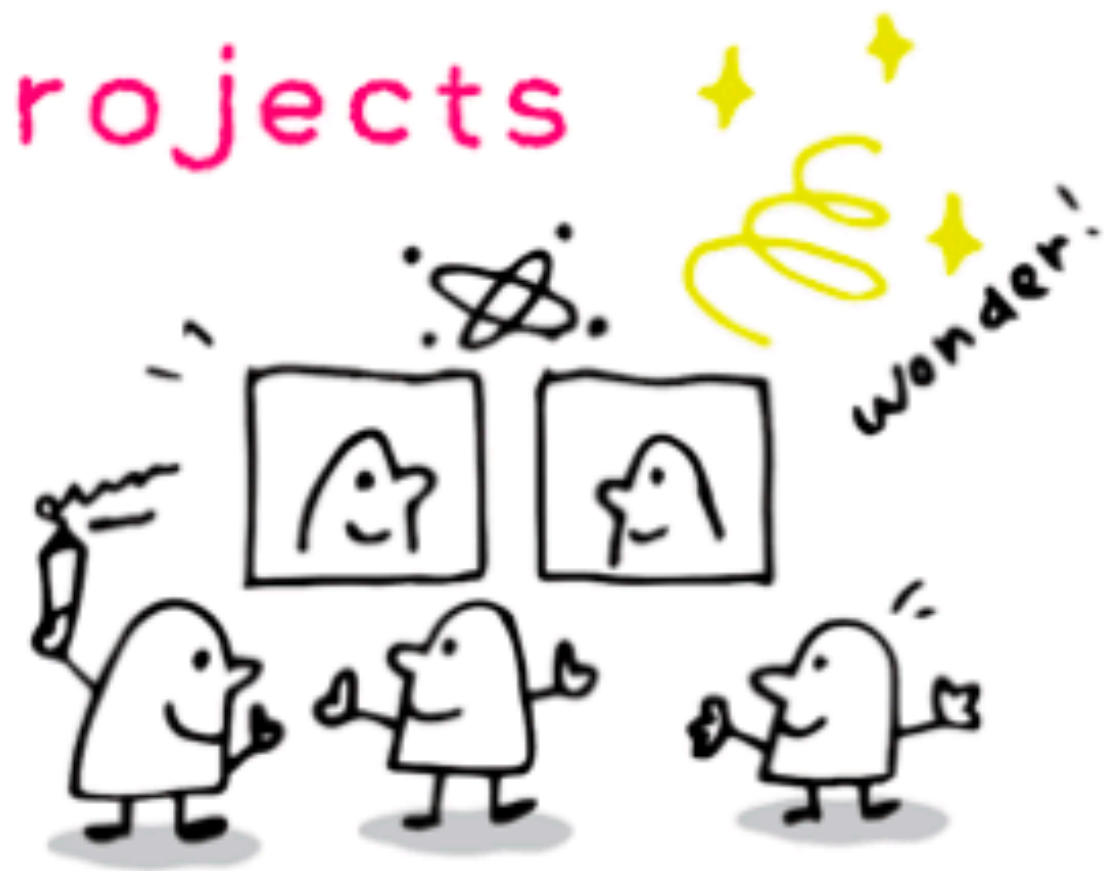
by design



Press **esc** to exit full screen



projects



passion



play



peers



4Ps of Creative Learning

Thank you!