# Learning in Practice

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### Motivation

Learning worth doing is limited to acquisition of creative skills.

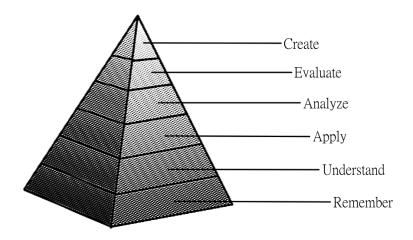


Figure 1: Bloom's Taxonomy

Lower order skills in the taxonomy are necessary for purposeful creativity. However, there is no inherent value in any of these, except for functional creativity.

# **Functional Creativity**

"Functional Creativity" excludes creativity without intentions.

"Art without practice is nothing." - Piero Aretino "To entrust what is greatest to luck would strike a very false note." - Aristotle "All of my decisions in life have been strictly non-revenue maximizing." - Gappy

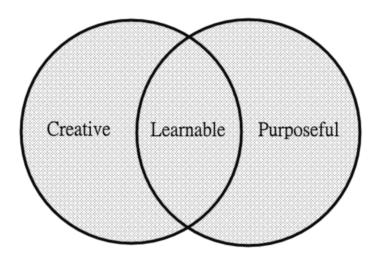


Figure 2: Functional Creativity

I have nothing interesting to say about creativity that cannot be practiced, and practice aimed at something other than creativity. Learning then is constrained to activities that point at creative skills with some purpose in mind.

## Optimization

There are better and worse ways to practice functional creative skills. Good methods tend to look like an activity with three qualities:

- 1. Results of the activity must be identifiable as better or worse than some other result.
- 2. Success must require some capacity not possessed by the learner when they began.
- 3. There should not be a mechanical process to perform the activity.

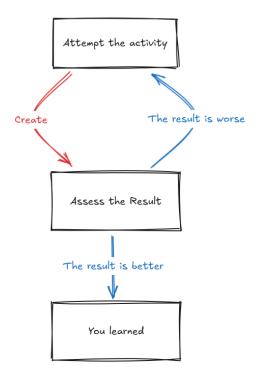


Figure 3: Flow Chart

Doing an activity with these qualities will produce the results above. So, to learn, you must produce a good result, which means you have some new capacity important for the activity.

### **Practical Wisdom**

Any helpful advice for improvement in creative skills would describe how to perform the "Create" step such that a good result is produced. By definition, this kind of advice does not exist.

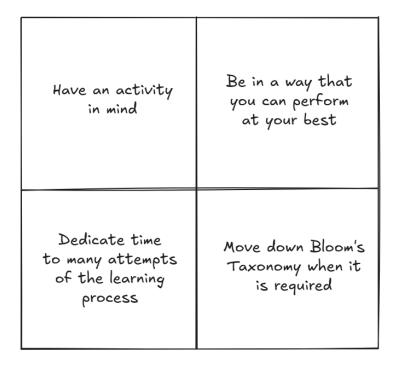


Figure 4: Necessary States

If I wanted to have any hope of learning something, I would put myself in a state where it is possible that I would learn something, and stay there.