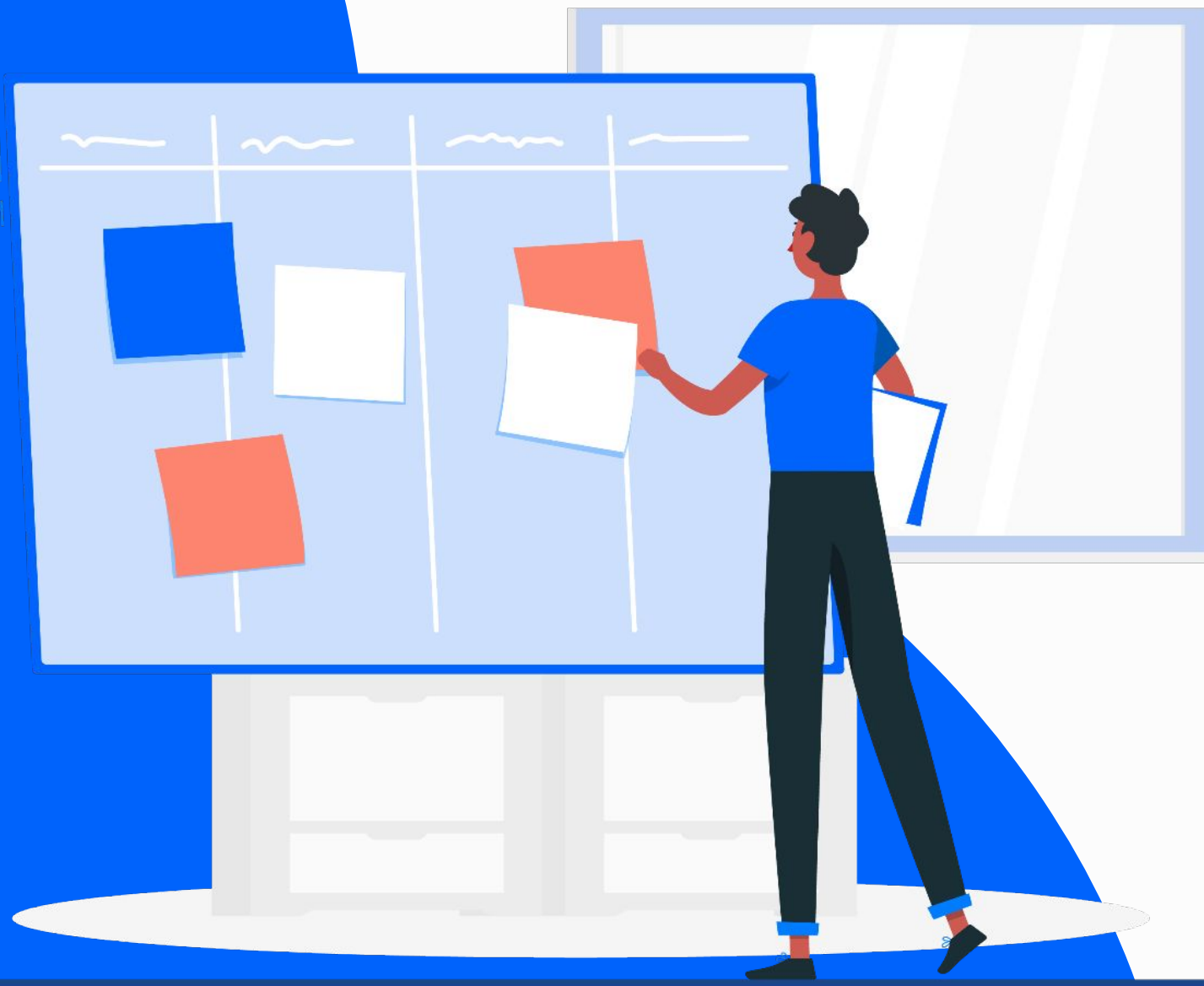




**SKILLER  
WHALE**

Motivating  
Through  
Opportunities

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01

# What Developers Want

## What Developers **Say** They Want

Work/Life Balance

Professional Growth  
Opportunities

## What Models of Social Behaviour **Tell Us**

**B**elonging  
**I**mprovement  
**C**hoice  
**E**quality  
**P**redictability  
**S**tatus

# Create opportunities that connect to goals



“any fool can **know**. the point is to **understand**.”

**Albert Einstein**

## Traditional 'e-learning'



Outcome

**Recalling  
Some Information**

## Deep Coaching

30% Explanation  
50% Problem-solving code  
20% Discussion & Feedback

Small groups;  
live & interactive



Outcome

**Deep Understanding;  
New Skills**

# 02

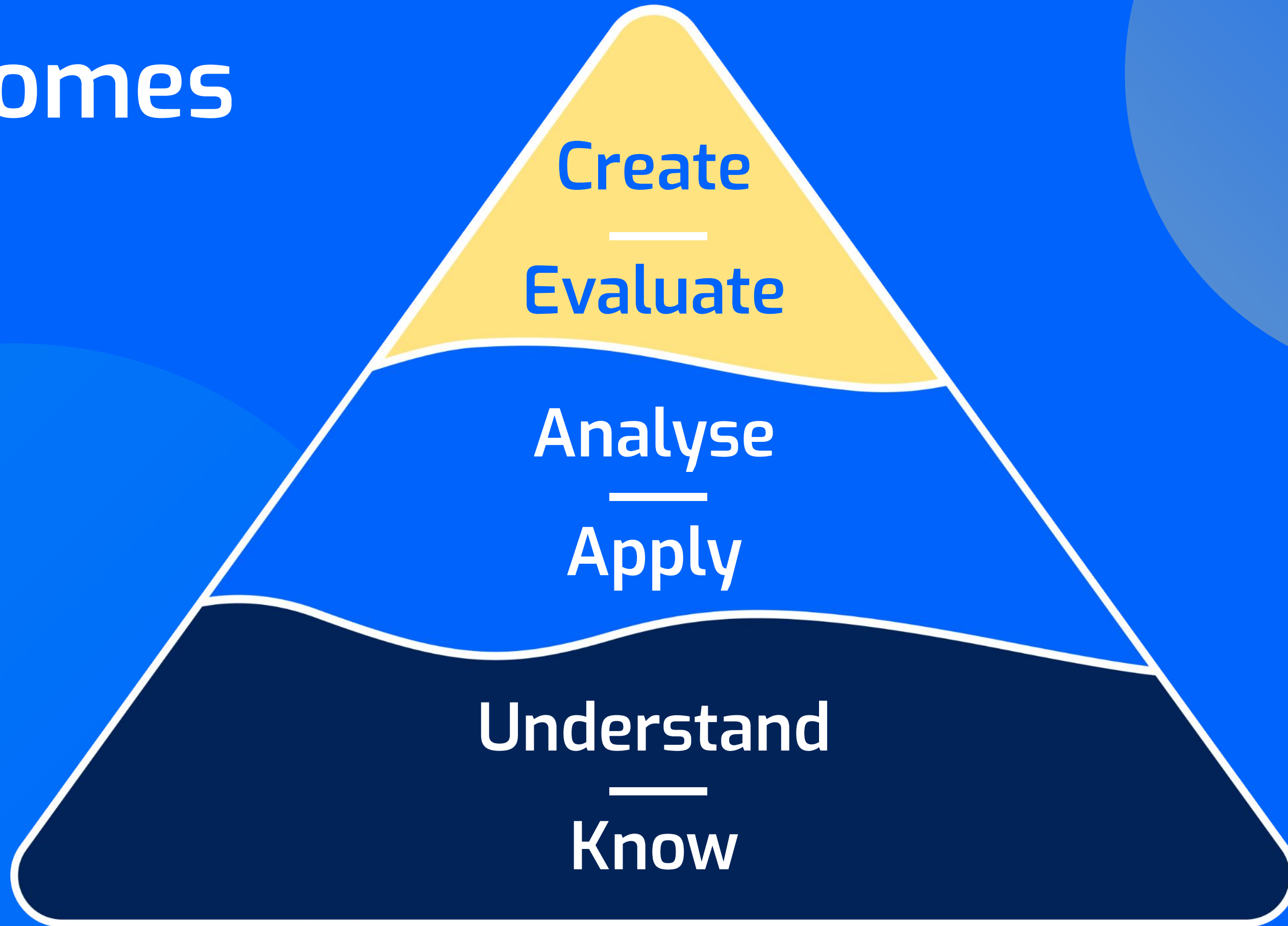
## Meaningful Opportunities



**Two Frameworks:**

**Bloom & ICAP**

# Outcomes





Inputs

Interactive *beats*

Constructive *beats*

Active *beats*

Passive

# Involve Peers





03

**Personal  
Opportunities  
From Team Goals**

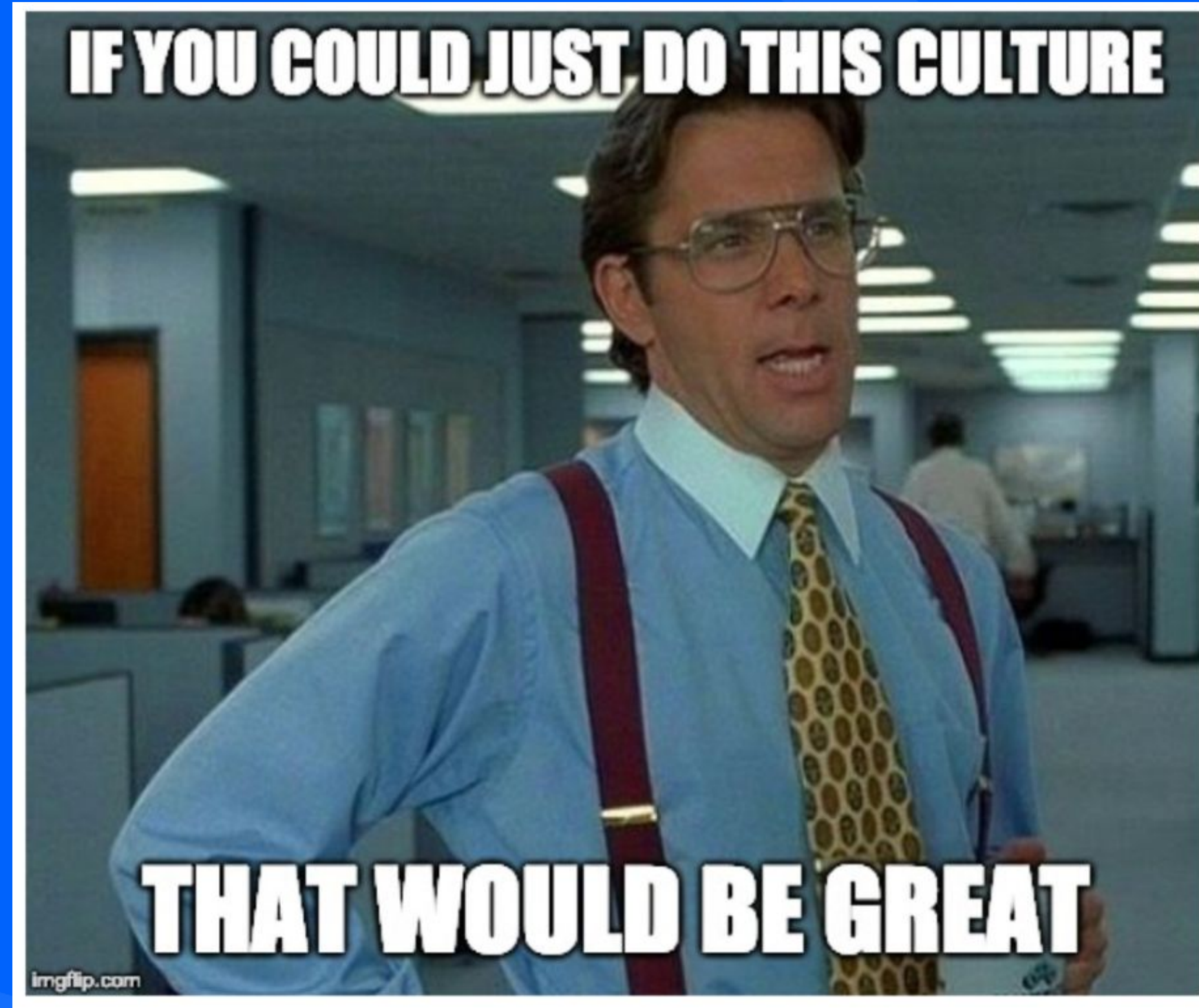


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10

# Don't Underestimate the Impact of Culture



# Things to Try Today

- 
- Avoid saying “wait your turn”
  - Swap roles to avoid boredom
  - Delegate





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