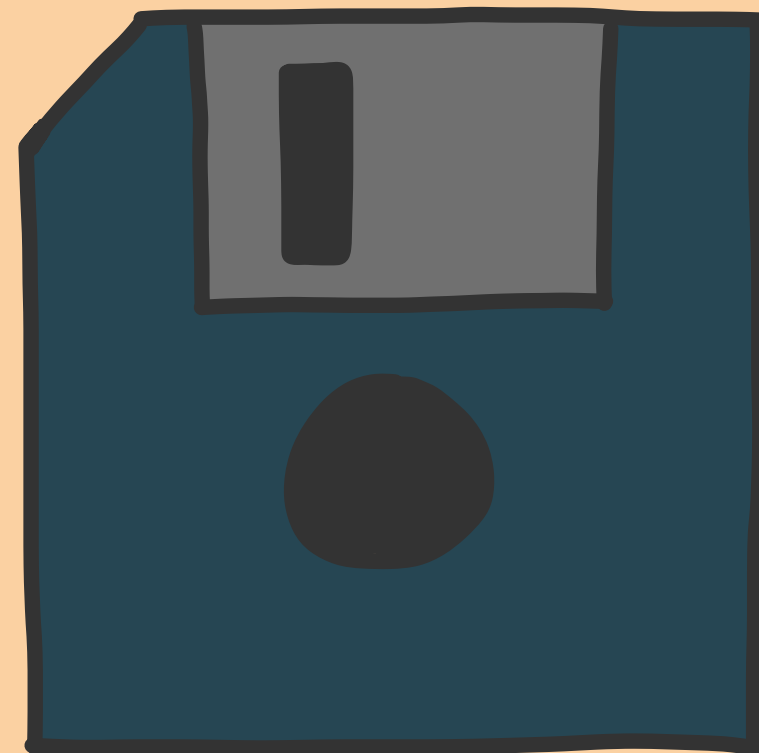


You used floppy
disks, so what?



You used <fill in the blank>, so what?

Heroku
Cpanel
Punch cards
MySpace
IRC
Email server
LAMP stack
Waterfall



Stories

Disclaimer



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I want people to get excited,
experience joy, and have
fun conversations about
technology.

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But not at the
expense of others



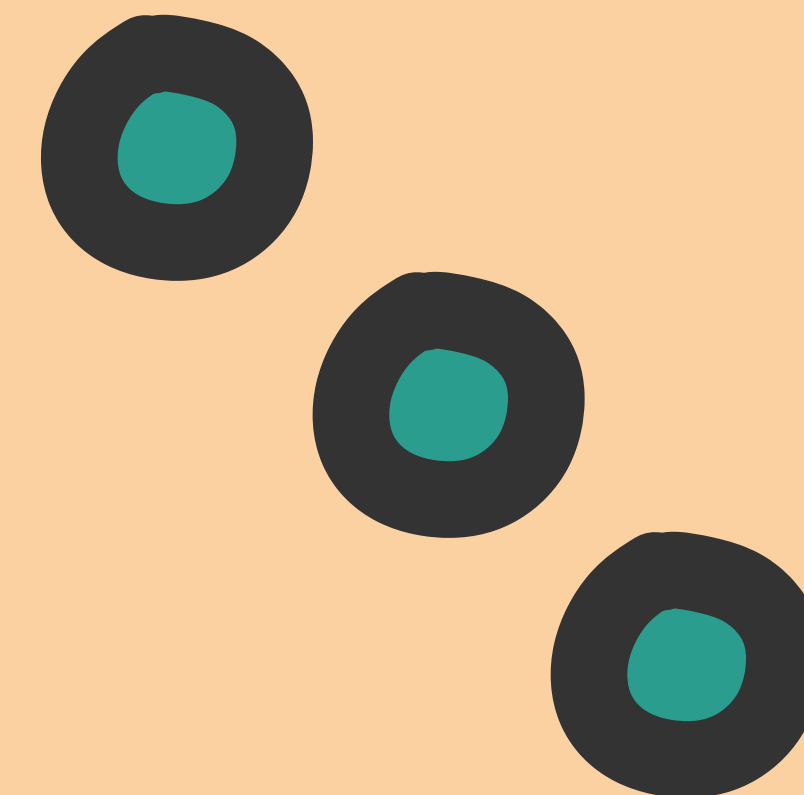
Taylor
Barnett-Torabi

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Based on a true story

What came before
Vercel and Netlify?

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Exclusionary nerdery

Introspection Gaps



Rachel Stephens

Exclusionary (adj.): having the effect of excluding or shutting out someone

Nerdery (noun): enthusiasm for a particular subject

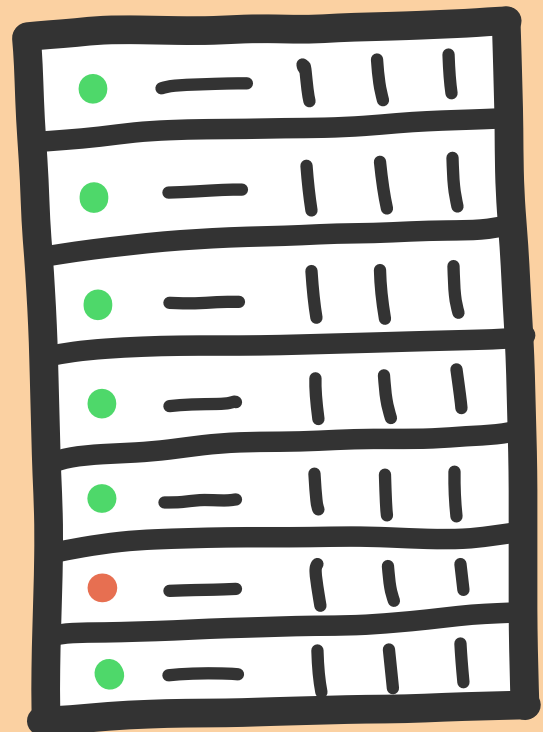
Intent vs. impact

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Examples



Manual work as a flex



Examples

frontend vs. backend

software vs. hardware

product vs. infrastructure

Examples

Reminiscing on older technologies

Examples

"This has been done before" person

Examples

Home labs and networking



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What is the **impact**?

- Makes people feel less than
- Doesn't actually help people learn
- Creates unnecessary division
- Continues the cycle

The impact is also intersectional

Pascal

Delphi

Lotus Notes

Microsoft Access

Pascal

Delphi

Lotus Notes

Microsoft Access



How do we learn
technical history today?



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git

Org/repo_name

<> Code Issues ? Pull requests Wiki

repo_name

main

0		
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Readme.md

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~~~~~  
~~~~~ The docs tell us ~~~~~  
~~~~~ everything (not really) ~~~~~  
~~~~~



# Formal education



# Museums



# Books (and blogs)



Word of mouth and  
personal curiosity

```
main()
```

```
{  
    printf("hello, world\n");  
}
```

Bria Kemp

We are bad at storytelling  
and communicating technical history

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I believe there is  
a better way

How can we explain technologies  
and experiences in a useful way?

# 6 tips for better communication and storytelling





No feigning surprise

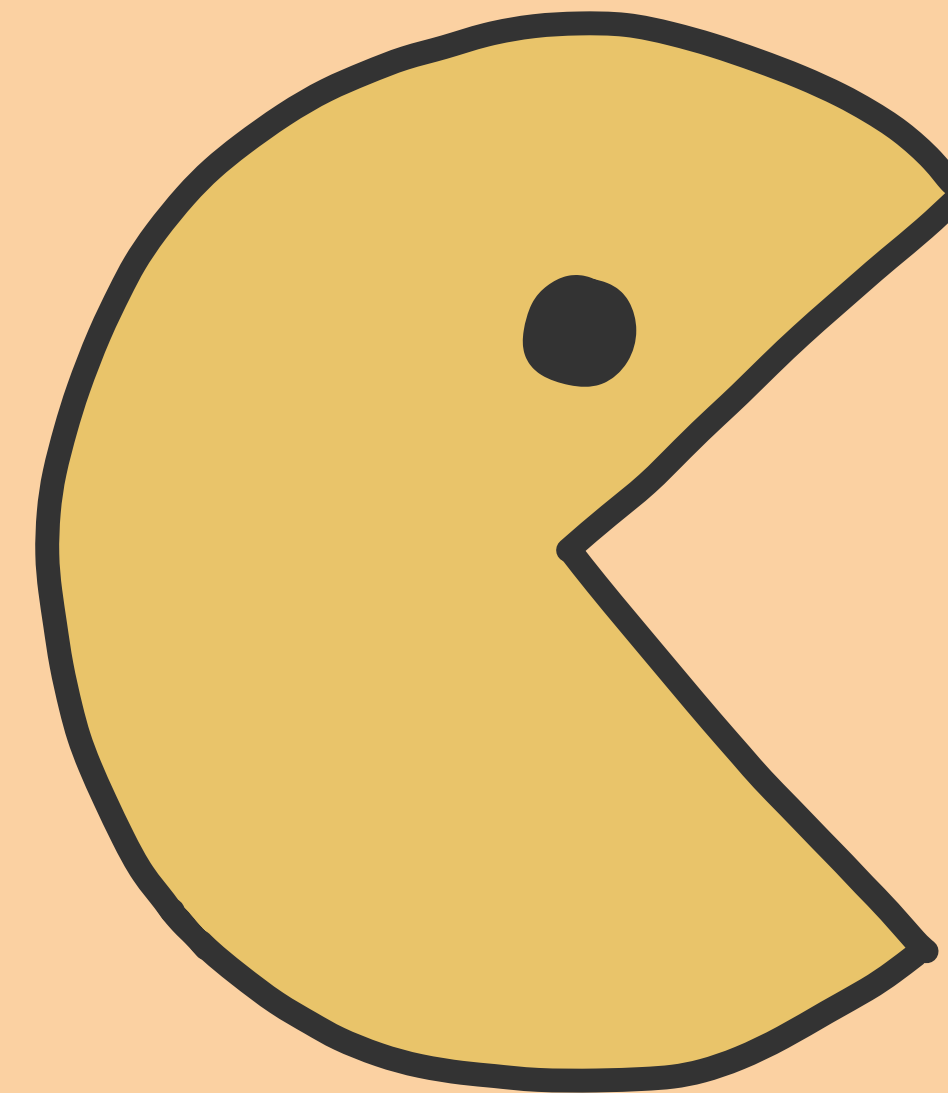
-Recurse Center

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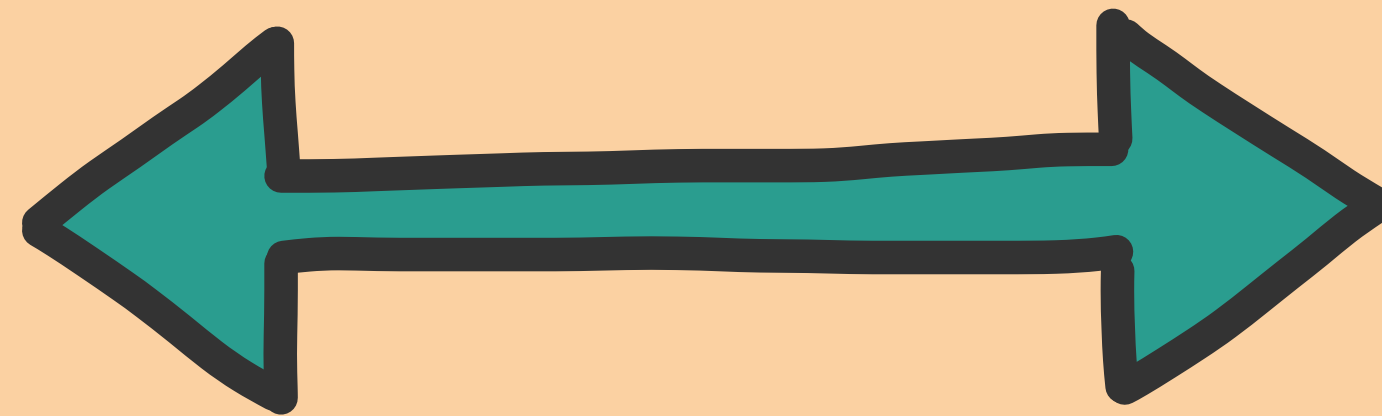


Know your audience

Leave space



# Empathy



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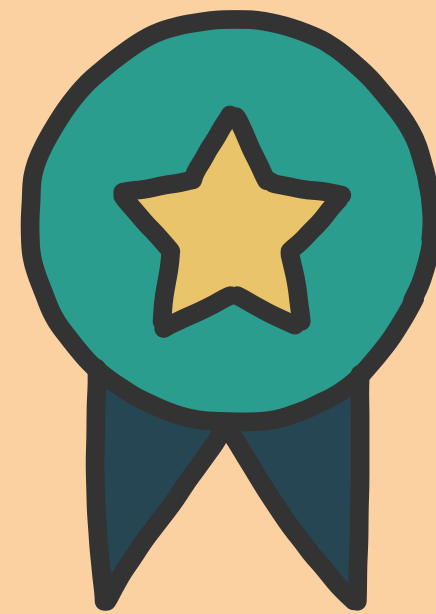
# The Power of Agile



Sarah Mei

When you mention a technology,  
explain it!

We don't need no  
stinkin' badges



Communicate emotion  
and pain

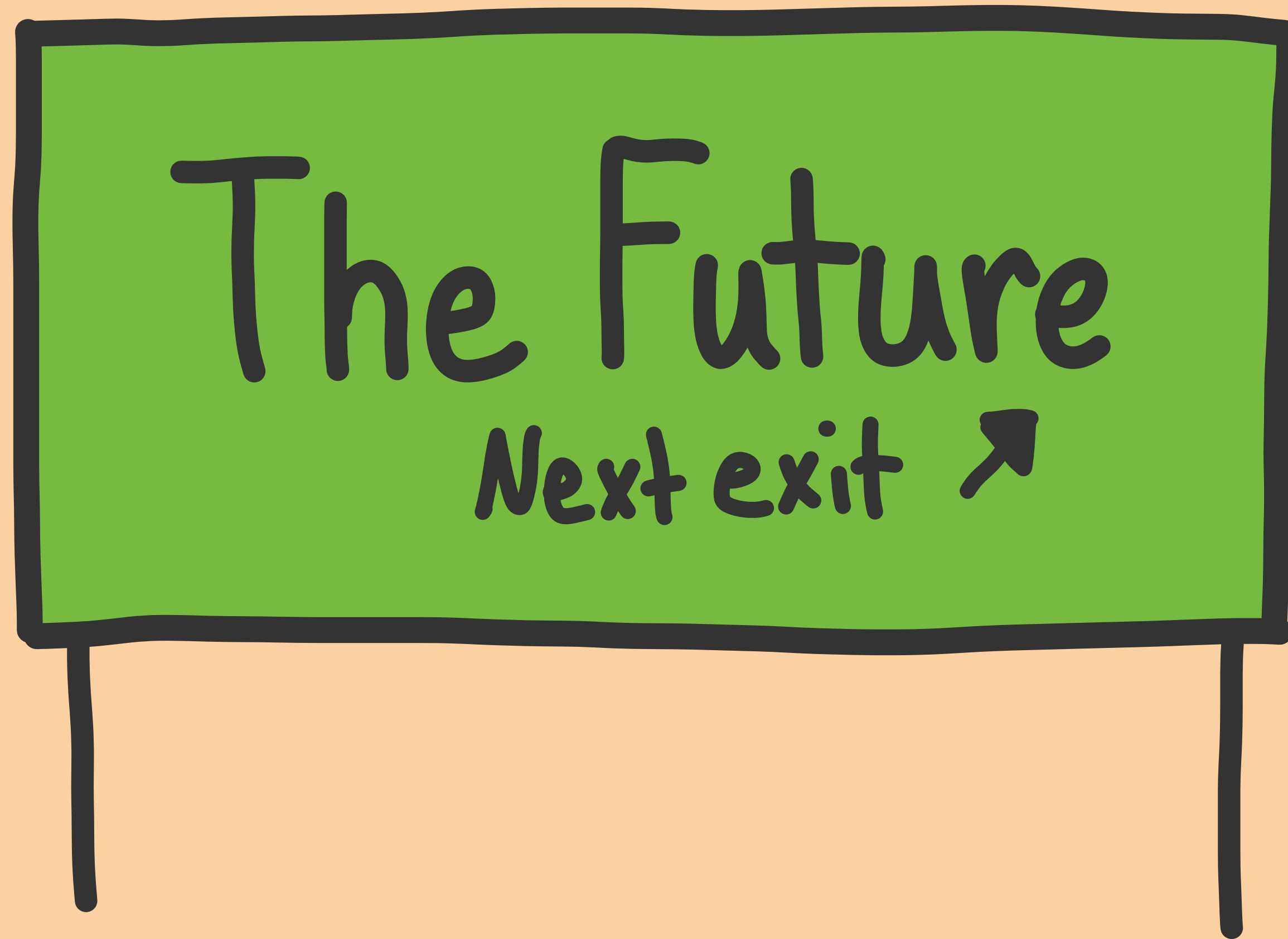


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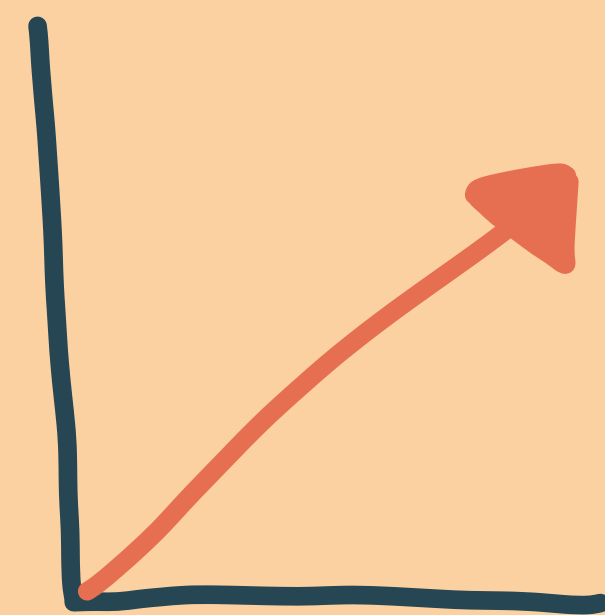
## 6 tips for better communication and storytelling

1. No feigning surprise
2. Know your audience
3. Leave space
4. Empathy
5. Explain technologies
6. No badges, but communicate emotion and pain





The need for storytelling  
and communication is only increasing



More informed solutions come from  
understanding the past

Are there stories you  
can go tell?



Thank you!

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