Links

A Decade in Links

To summarise any one of the many dominant narratives of the 2010s would be a full-time job. You can find coverage of the era from every dimension, <u>anywhere you look</u>. Tech ascended. The gatekeepers fell. And greyer areas of the human experience <u>emerged in the process</u>. *Yada*. That's why this list does not attempt to capture the <u>cultural zeitgeist of the decade</u> gone by. As you can imagine, it would spiral out of scope fast — and lose its appeal even faster.

Rather, you will find a collection of writing that influenced my thinking in the last 10 years. Looking forward, I hope some of these are worthy instigators of curiosity *for you*. Treat this as an assortment of anytime reads, varying greatly in authorship, perspective, and length while being consistent in only its shared relevance for the future.

Video essays, documentaries, Twitter threads and sundry internet material worth your while can be made available, as a separate list, upon sufficient badgering from you lot. For now, themes underlying these ninety links is simple: creativity & art, science & discovery, or making things while embracing ambiguity, chaos, and creative destruction. Enjoy. —<u>@ishtaarth</u>

<u>The Builder's High</u>	<u>The Best</u>
Design Is About Intent	<u>The Art of Not</u>
<u>The Voyeur's Motel</u>	You're probably using the wrong dictionary
How to Be an Artist	Being obsessive about detail is being normal
Disruption is not a Strategy	Hit the Reset Button in Your Brain
The Shape of Things to Come	<u>The Curse of Smart People</u>
404 Page Not Found	<u>The Internet With A Human Face</u>
Exquisite Balancing Act for Doing Science Right	Someone is Coming to Eat You
John Carmack on Idea Generation	Congratulations on Your Opinion
Secrets of Surveillance Capitalism	Everyone Is Still Learning
Discrimination by Design	Welcome to the Post-Text Future
<u>It's going to be okay</u>	When Pixels Collide
Innoveracy: Misunderstanding Innovation	The Information
What Makes Uber Run	Atemporality for the Creative Artist
<u>Art at Scale</u>	How Politics Makes Us Stupid
The Gift of Doubt	The Moral Bucket List

<u>Special</u>	<u>Human Scale</u>
You Are the Product	<u>Hunter S. Thompson on Living versus Existing</u>
Stock and flow / Snarkmarket	Stop Trying to Be Creative
The Uninhabitable Earth	Lifelong learning is an economic imperative
The Perils of Perfection	<u>Welcome to AirSpace</u>
Surgeons Should Not Look Like Surgeons	<u>The Utopian UI Architect</u>
The Heart of the Builder	What Really Happened When Instagram Sold
The Next Big Thing will Look Like a Toy	<u>Diamonds Are Bullshit</u>
How Default Settings Rule the World	<u>The Tail End</u>
The iPhone and Disruption: Five Years In	<u>Only Apple</u>
<u>Amateurs/Professionals</u>	<u>The New Astrology</u>
<u>The Web's Grain</u>	<u>61 Glimpses of the Future</u>
Learning How to Think	Jeff Bezos's Baccalaureate Remarks
How Netflix Reverse-Engineered Hollywood	<u>What Doesn't Seem Like Work?</u>
<u>Time Is a Privacy Setting</u>	In Praise of Unfairness
<u>The War on Cash</u>	Invisible Asymptotes
<u>Speed Matters</u>	Christmas Gifts and the Meaning of Design
<u>After Authenticity</u>	Everything is Amazing, but Nothing is Ours
<u>My Personal Moonshot</u>	Product Performances
Write Like You Talk	How to Get Rich (Without Getting Lucky)
Seriously, the guy has a point	<u>Friction</u>
Mental Models on Farnam Street	<u>The Cobweb</u>
Ground Control To Silicon Valley	<u>Smile, You're Speaking Emoji</u>
<u>Hypercritical: Jony Ive</u>	Universe Dented, Grass Underfoot
<u>Becoming a magician – Autotranslucence</u>	<u>The Creative World's Bullshit Industrial</u> <u>Complex</u>
The Smarter You Are, The Stupider You Are	<u>Military Cartographers Created a House of</u>
On Literature and Elitism	Horrors in South Africa
Everyone's offended these days	<u>How I wrote The Remains of the Day in Four</u> <u>Weeks</u>
The Rest is Advertising	Isaac Asimov Asks, "How Do People Get New
How to Live Unhappily Ever After	Ideas?"