# Bad idea killer bingo

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Well, wouldn't it be easier to just look at the checklist of 24 issues before you go into a meeting and waste other people's time with your bad ideas? Sure, during a brainstorm the rules prevent these issues from coming up, but that shouldn't fool some creative people into thinking these issues should never come up, or every meeting they are in is somehow magically a brainstorm session, and they should be rewarded for their ideas before anyone is allowed to point out how bad they are. A third of the issues are just questions that only kill an idea if the one coming up with the idea has no clue on how to answer them. Which probably indicates the idea is just from the bottom of the barrel, not a good idea, just the least bad idea before a deadline. What's the point of a meeting if you just seem not to be able to accept that your idea can be bad, that it's always wild and crazy and can grow, because it's your idea? Don't you realize it's the others' job to not let you get away with getting paid for crappy ideas? It's not Kindergarten anymore.

Good programmers know they are crap. They've got test systems constantly telling them they made some mistake, use version control systems to find out on monday the idiot screwing things up was themselves last friday, and to stay in business you'll have to address those 24 issues about every minute. That's why good code is never wild and crazy, or why programmers don't fool themselves into thinking their wild and crazy idea will grow in a good way. Programmers evaluate their code constantly.

When do creative people evaluate their ideas? After they put them in their portfolio and left for another company? After they can blame the execution for implementing it badly? I mean, I have this idea involving flying pigs...

Via mon petit vole.

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