

# How Not to Be Creepy

## Ways to Raise Your Social Status

a 2011 talk by Graham Mitchell  
comprising 72 slides

The Daily Handout - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://cs.leanderisd.org/old/html/97-98web/cs/archives/2-ind

Hacker News The Daily Handout

posted that information.

There are no new assignments for the day. Everyone finish your programs.

**Monday, 6 Oct 1997 and Tuesday, 7 Oct 1997**

If you have not turned in a signed Internet access form, please get a new one from me and get it back next class period. If your parents refuse to sign it, have them sign an Internet denial form so I'll know for sure.

There are still a few of you that have not checked off [Assignment 2-1](#), the counting program. Today will be your last day. Anyone not checked off after today will not receive credit. However, anyone who is checked off after today gets a hundred. So get busy.

Next time will be the last day for the other two programs which are outstanding (the [triangular number](#) problem and the [number guessing game](#)). No credit will be given for assignments turned in after that time.

Everyone else will begin work on a [new program](#). You will be able to reuse most of the code from the number guessing game, so this one won't take very long. See the [assignments](#) section for the details.

**Thursday, 2 Oct 1997 and Friday, 3 Oct 1997**

Today, we won't be doing anything new. It's a catch-up day for everyone to finish working on the daily assignments from the last week or so.

Need a little [review](#) on while loops? I have added considerably more examples since last class to this section.

---

The Plan for today · [Programming Assignments](#) · [C++ Toolbox](#)

---

Business Computer Programming - 1997-98  
Graham Mitchell - Leander High School

Done

oh, my

The Daily Handout - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://cs.leanderisd.org/old/html/97-98web/cs/archives/2-ind

Hacker News The Daily Handout

posted that information.

There are no new assignments for the day. Everyone finish your programs.

**Monday, 6 Oct 1997 and Tuesday, 7 Oct 1997**

If you have not turned in a signed Internet access form, please get a new one from me and get it back next class period. If your parents refuse to sign it, have them sign an Internet denial form so I'll know for sure.

There are still a few of you that have not checked off [Assignment 2-1](#), the counting program. Today will be your last day. Anyone not checked off after today will not receive credit. However, anyone who is checked off after today gets a hundred. So get busy.

Next time will be the last day for the other two programs which are outstanding (the [triangular number](#) problem and the [number guessing game](#)). No credit will be given for assignments turned in after that time.

Everyone else will begin work on a [new program](#). You will be able to reuse most of the code from the number guessing game, so this one won't take very long. See the [assignments](#) section for the details.

**Thursday, 2 Oct 1997 and Friday, 3 Oct 1997**

Today, we won't be doing anything new. It's a catch-up day for everyone to finish working on the daily assignments from the last week or so.

Need a little [review](#) on while loops? I have added considerably more examples since last class to this section.

---

The Plan for today · [Programming Assignments](#) · [C++ Toolbox](#)

---

Business Computer Programming - 1997-98  
Graham Mitchell - Leander High School

Done

# On Popularity

## **Social norms are usually:**

- **arbitrary**
- **temporary**
- **subtle**
- **non-verbal**



**Popularity is a stupid, shallow game.**

(drink me)



**Popularity is a stupid, shallow game.**

**But you can't choose not to play.**



**What's her favorite band?**

**What's his  
favorite  
video game?**





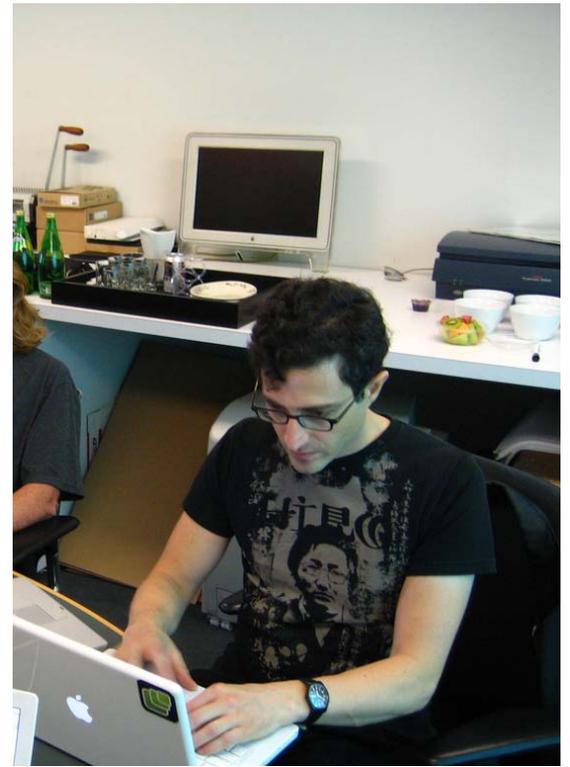
**What's their major?**

# What'd they make on the SAT?



# What does he do on weekends?





?



**You choose to be  
stereotyped.**

Do you know the rules?



# Observations



**In 1995,  
I discovered that people  
sometimes tell me things  
they don't mean.**

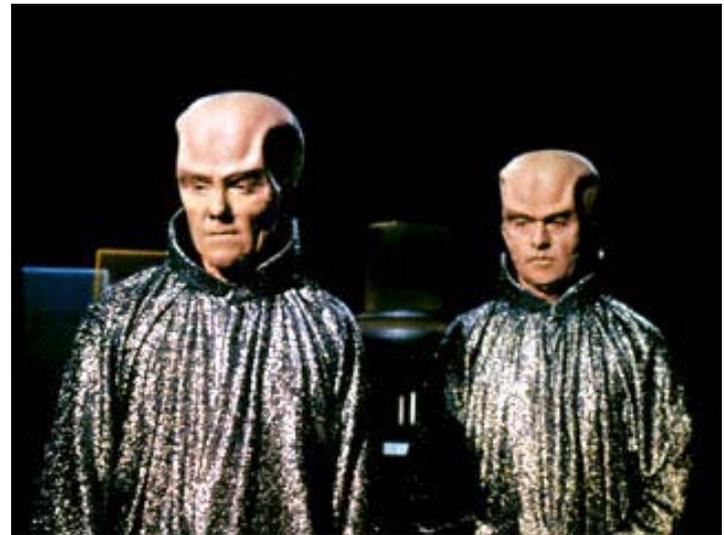


**7% - words used**

**38% - tone of voice**

**55% - nonverbal**





deaf ?



Juliet: No, no. But all this did I know before.

What says he of our marriage? What of that?

Nurse: Lord, how my head aches! What a head have I!

It beats as it would fall in twenty pieces.

My back o' t' other side, - ah, my back, my back!

Beshrew your heart for sending me about

To catch my death with jauncing up and down!

Juliet: In faith, I am sorry that thou art not well.

Sweet, sweet, sweet nurse, tell me, what says my love?

Nurse: Your love says, like an honest gentleman, and a courteous,  
and a kind, and a handsome; and, I warrant, a virtuous - Where is  
your mother?

Juliet:                               Where is my mother? Why, she is within.

Where should she be? How oddly thou repliest!

'Your love says, like an honest gentleman,

"Where is your mother?"'

Nurse:                               O God's Lady dear!

Are you so hot? Marry come up, I trow.

Is this the poultice for my aching bones?

**from William Shakespeare's *Romeo and Juliet***

“Bella,” my mom said to me — the last of a thousand times — before I got on the plane. “You don’t have to do this.”

My mom looks like me, except with short hair and laugh lines. I felt a spasm of panic as I stared at her wide, childlike eyes. How could I leave my loving, erratic, harebrained mother to fend for herself? Of course she had Phil now, so the bills would probably get paid, there would be food in the refrigerator, gas in her car, and someone to call when she got lost, but still...

“I *want* to go,” I lied. I'd always been a bad liar, but I'd been saying this lie so frequently lately that it sounded almost convincing now.

**from Stephenie Meyer’s *Twilight***

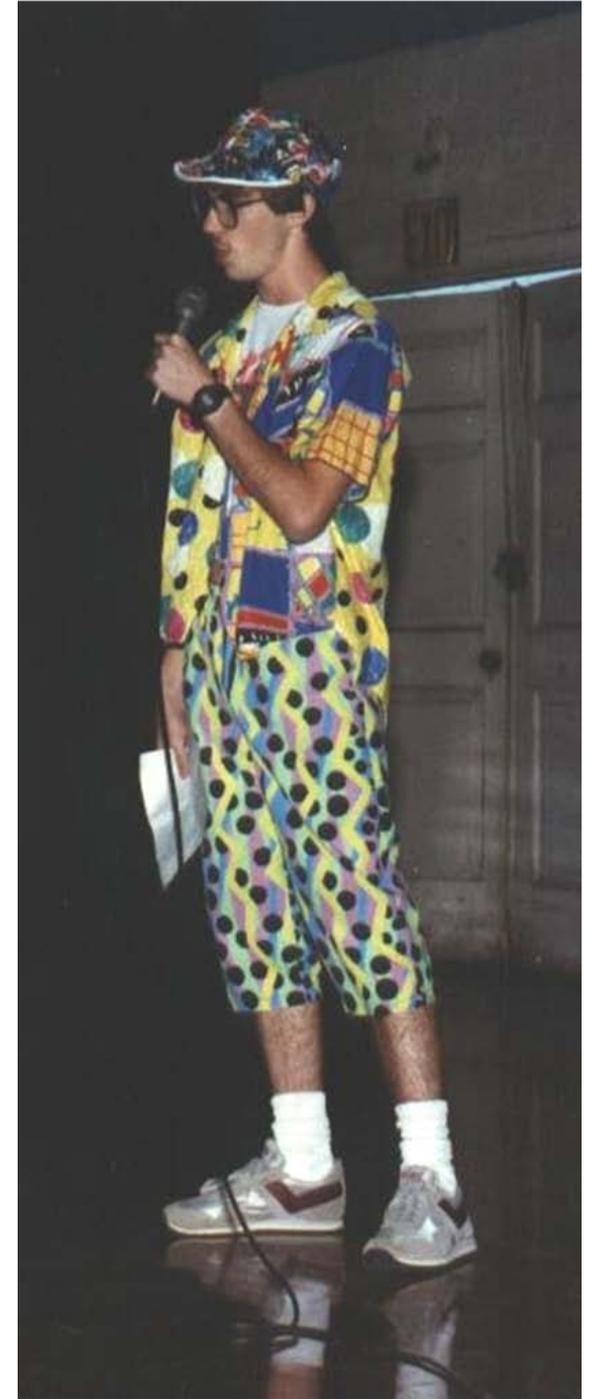
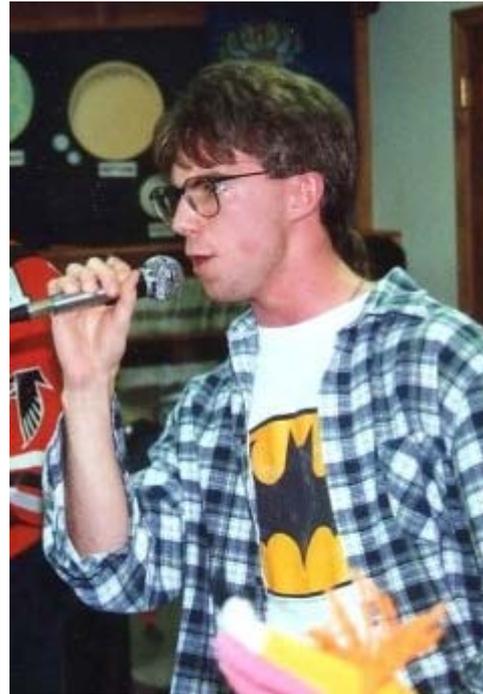
**(Observations)**

# 0. “Clothes make the man.”



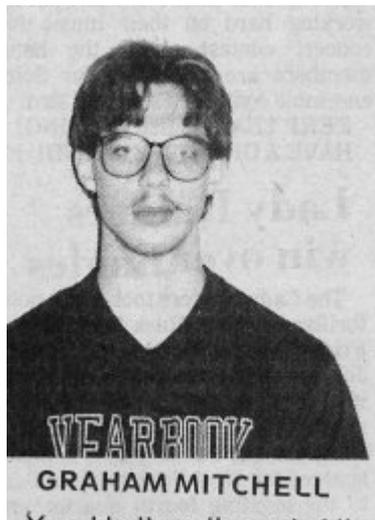
**“When you pretend to be something you’re not, you become the thing you pretend to be.”**

**Marc S. Lewis, Ph.D.**  
Associate Professor of Psychology  
The University of Texas at Austin



# Graham Mitchell

“former” weirdo



# 1. The little things matter.

**shaking hands**

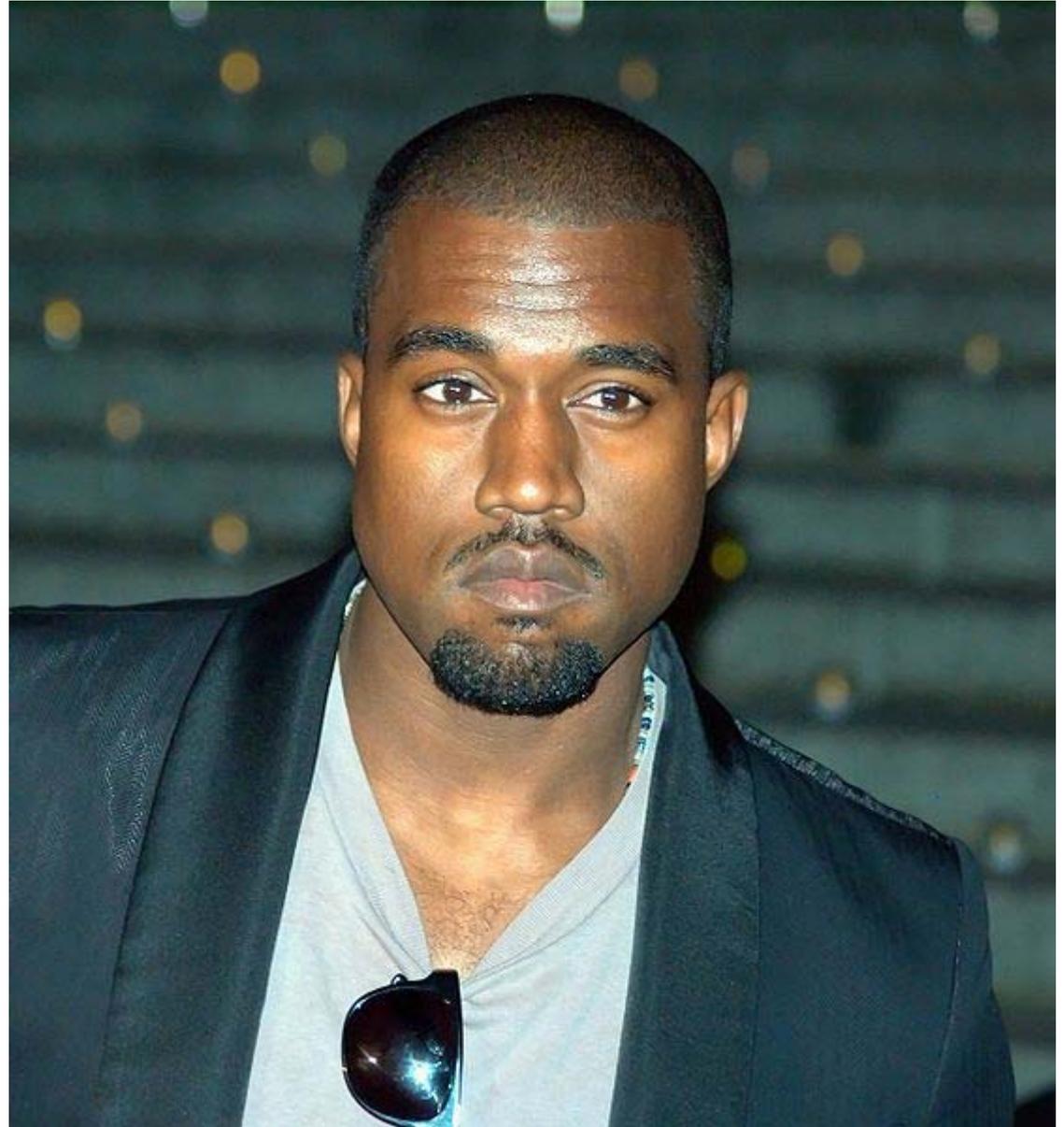
**eye contact**

**hygiene**

**(breath or body odor)**



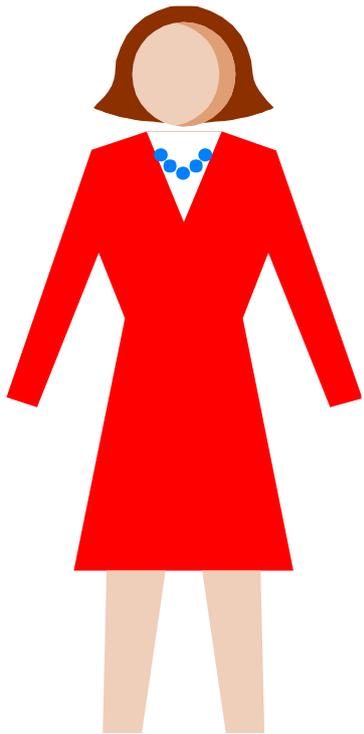
## 2. Tact is incredibly useful.



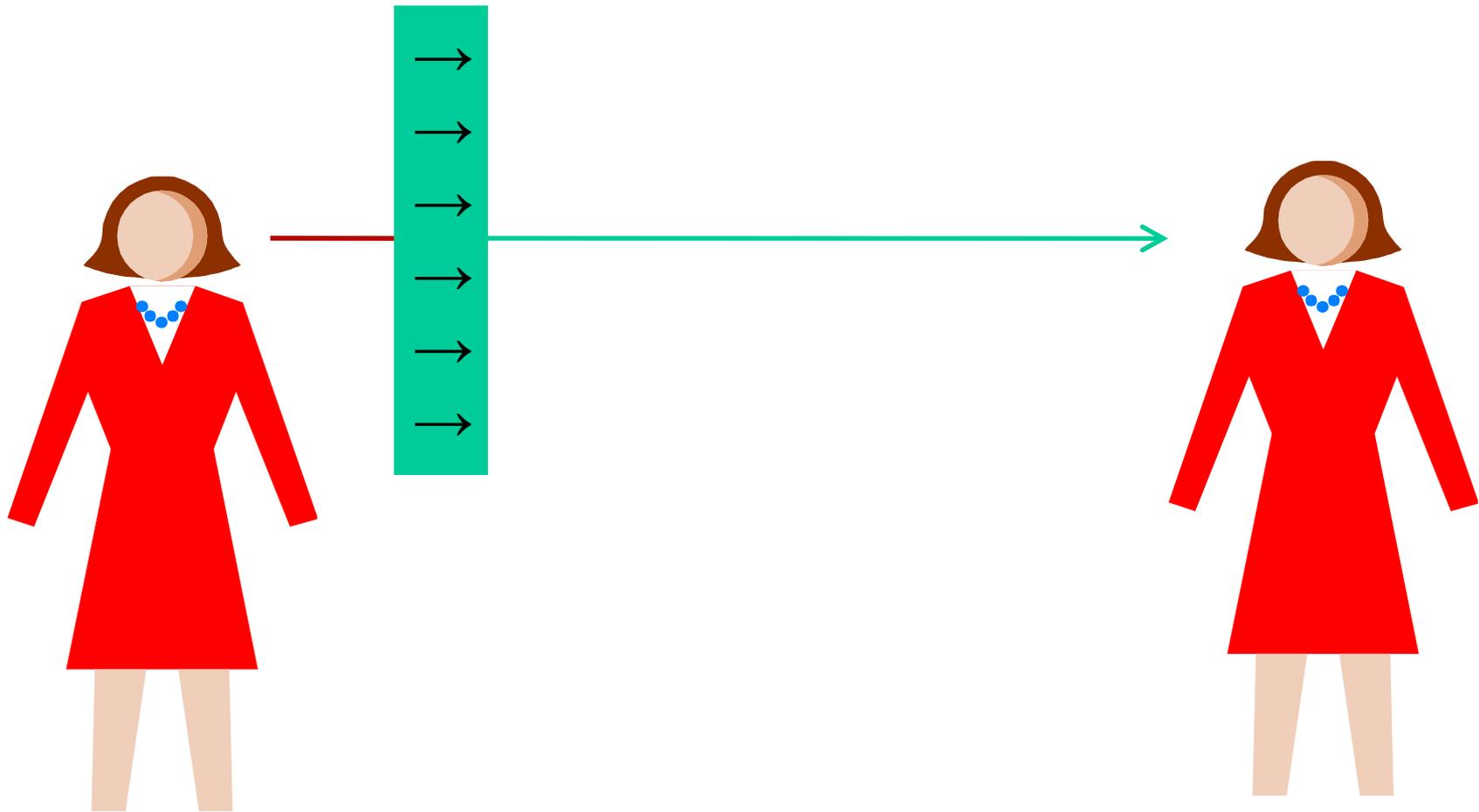
# Tact Filters

(idea courtesy of Jeff Bigler from MIT)

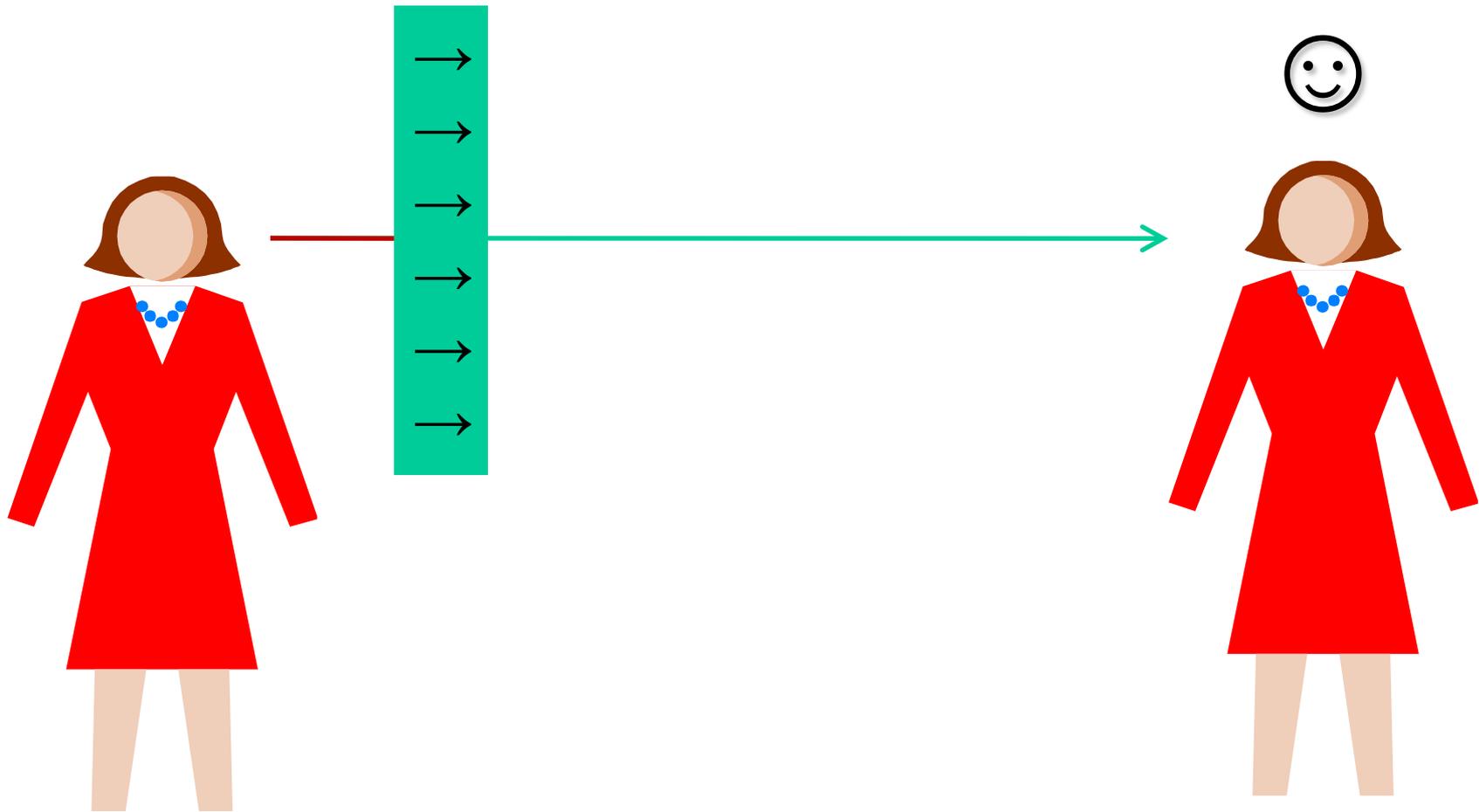
# Tact Filters



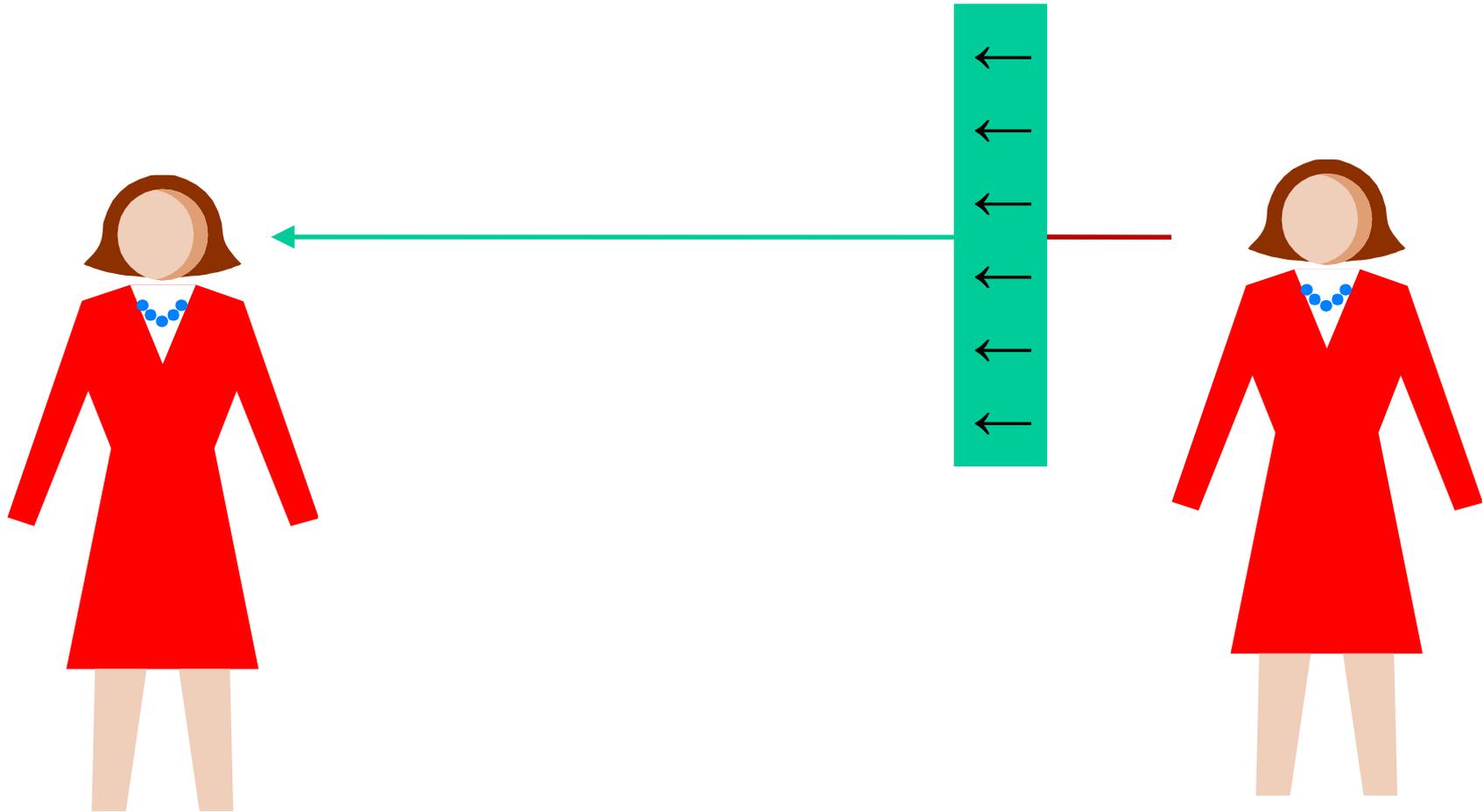
# Tact Filters



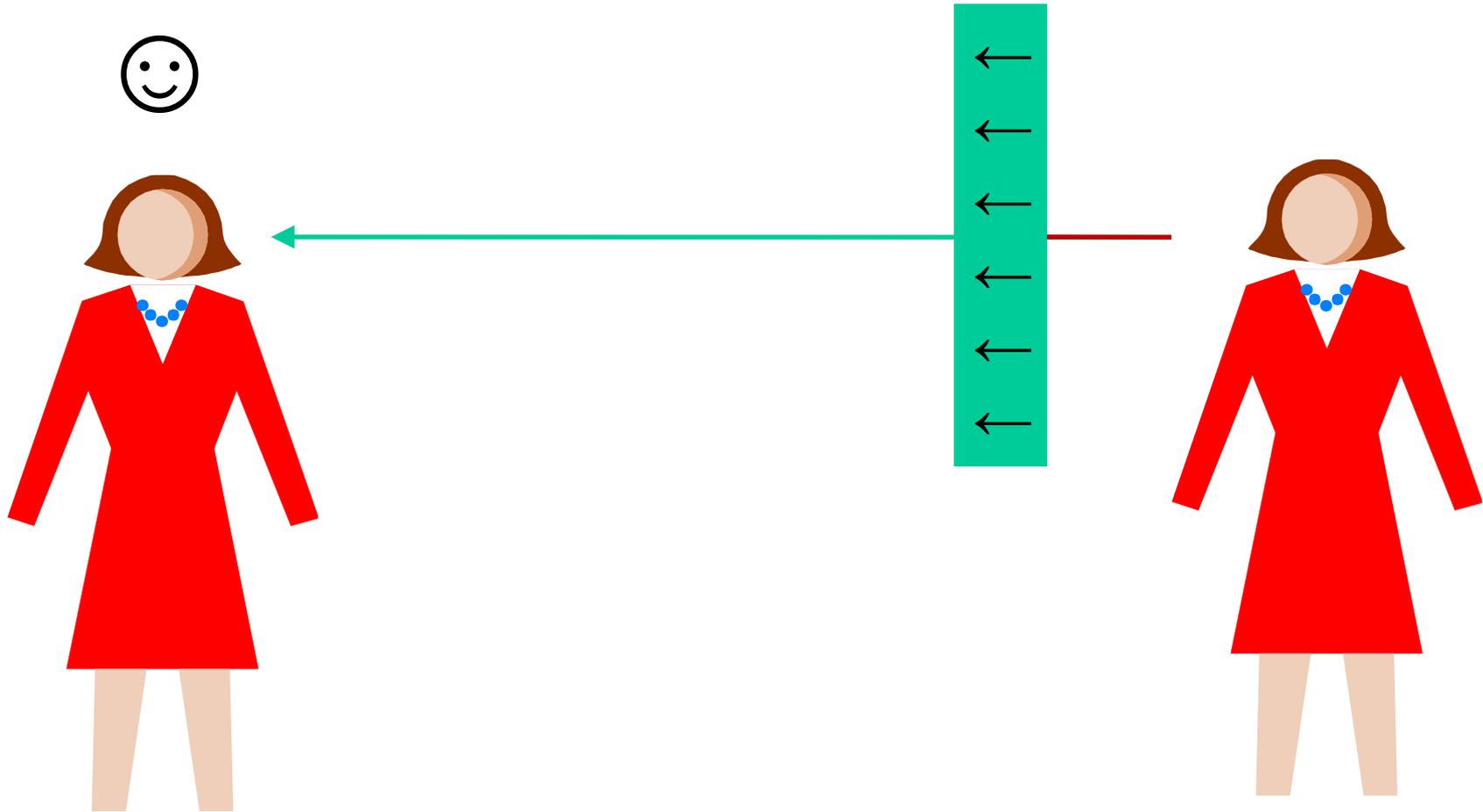
# Tact Filters



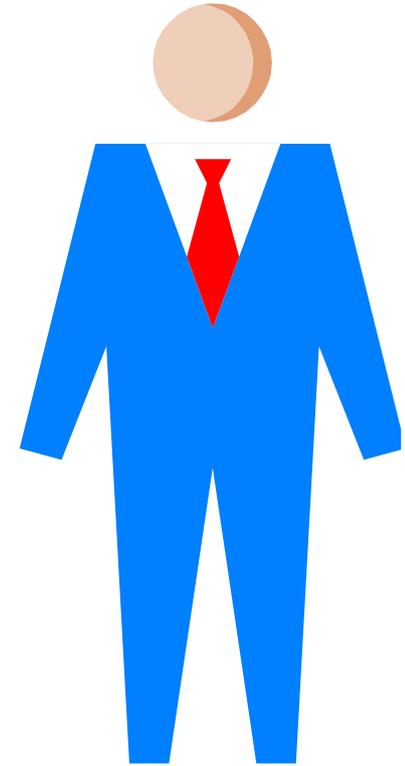
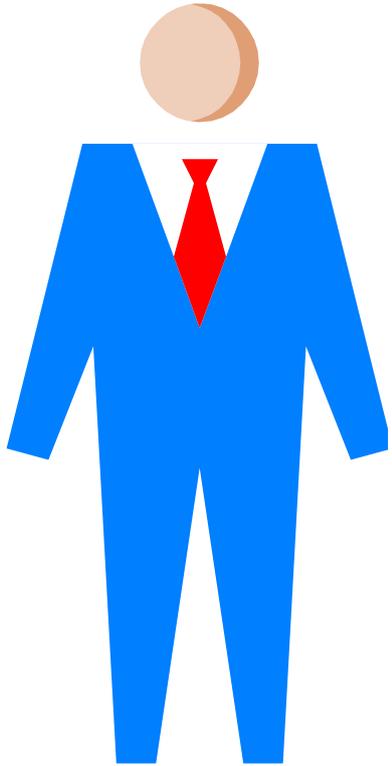
# Tact Filters



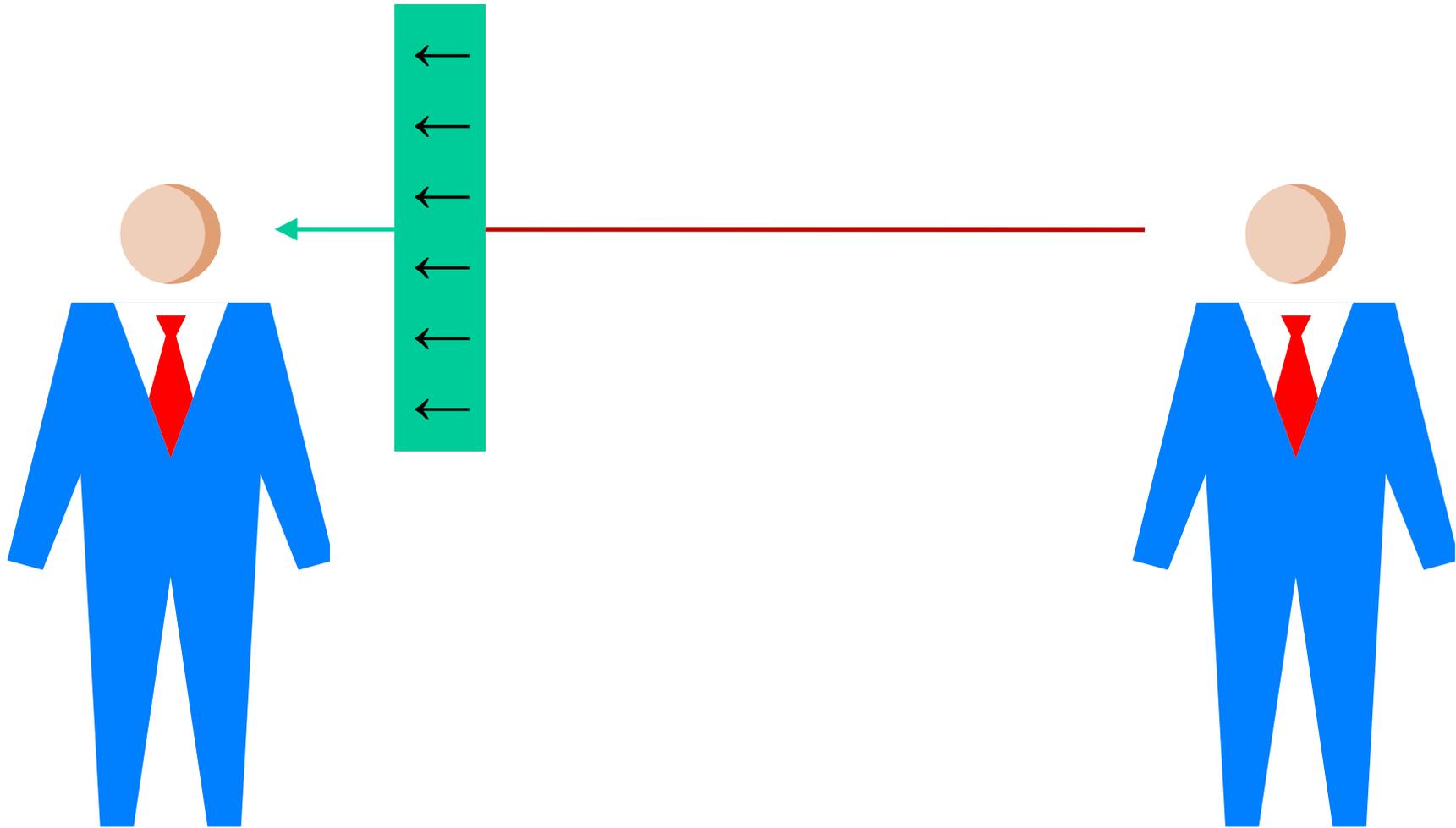
# Tact Filters



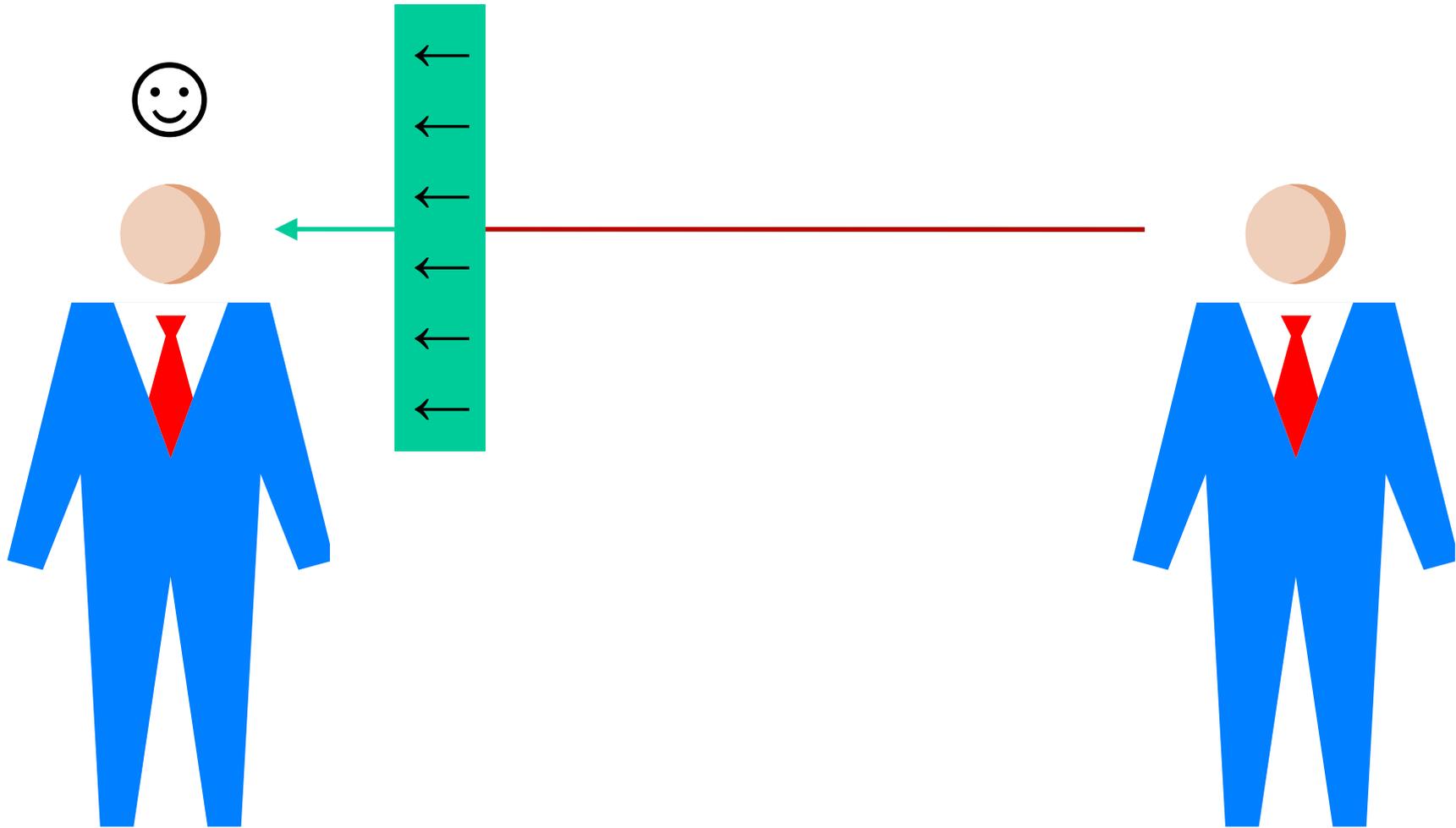
# Tact Filters



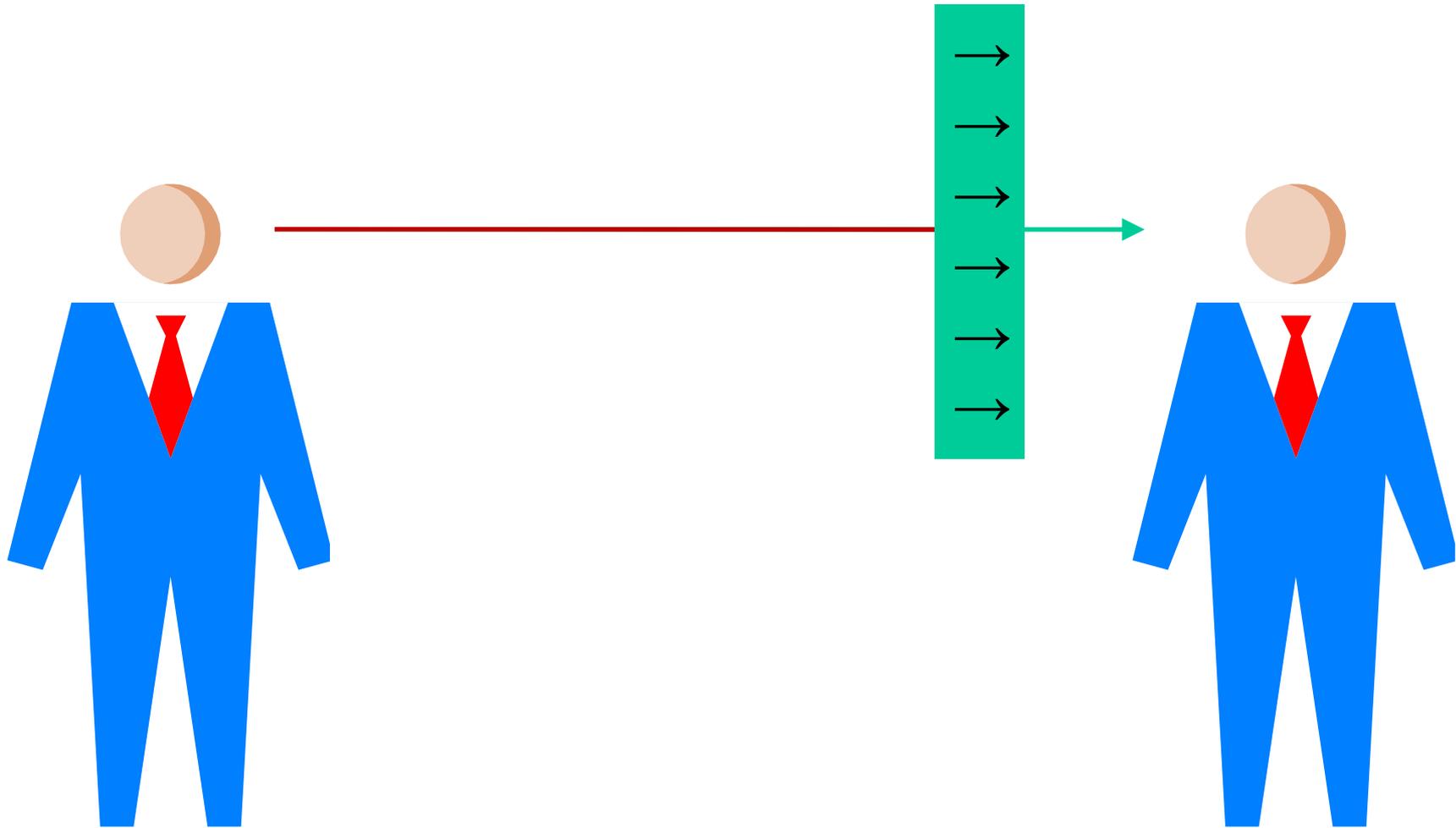
# Tact Filters



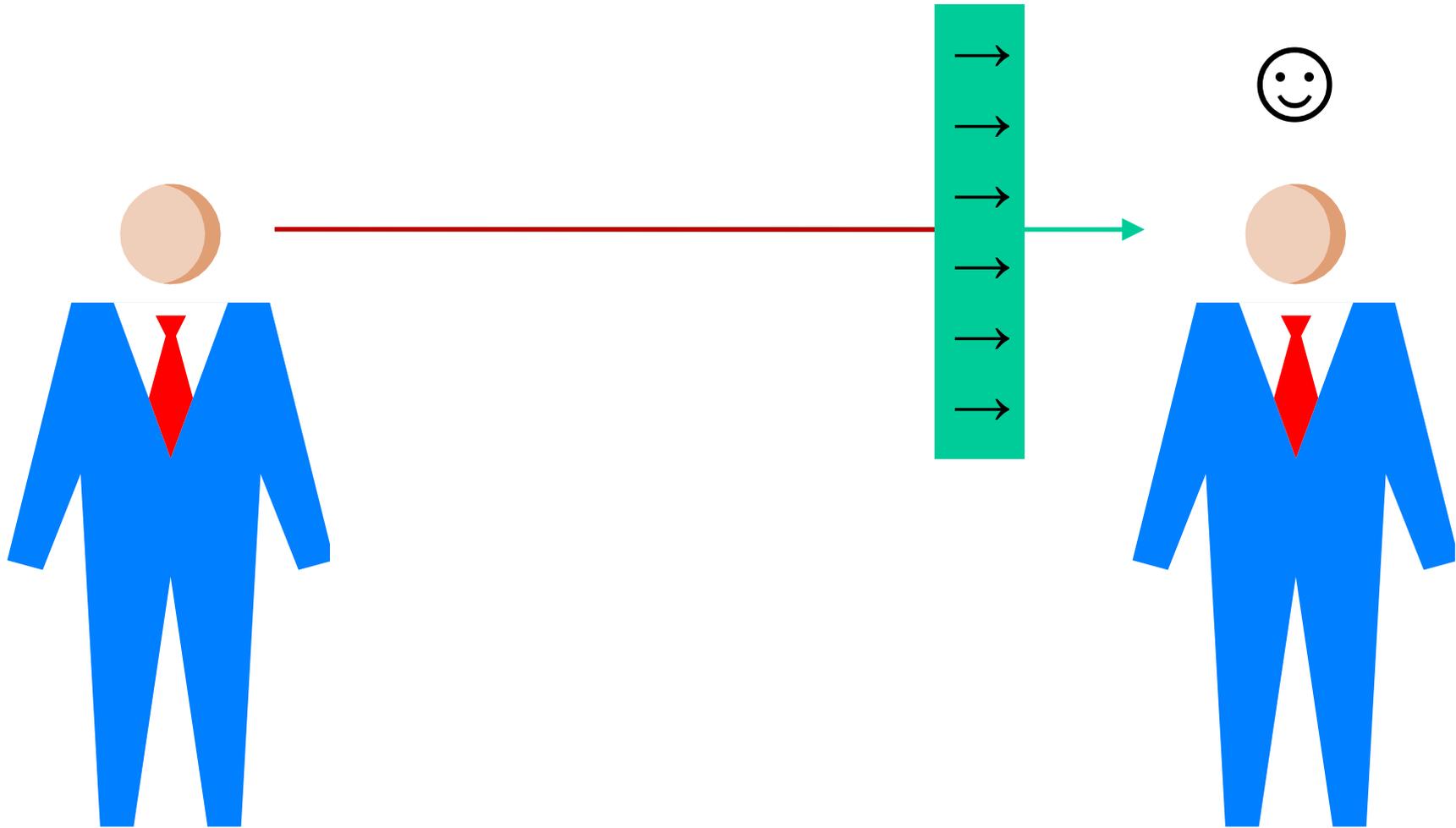
# Tact Filters



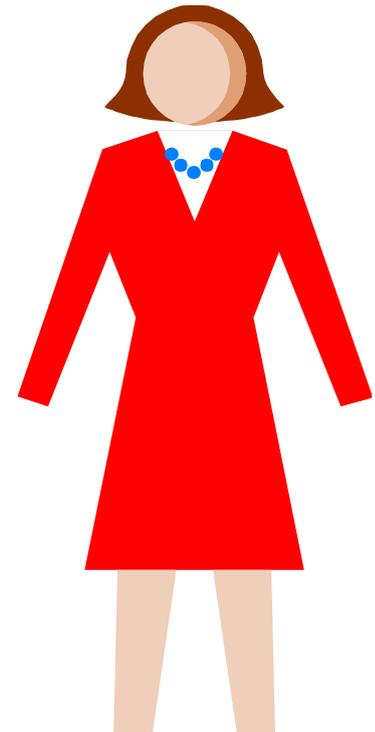
# Tact Filters



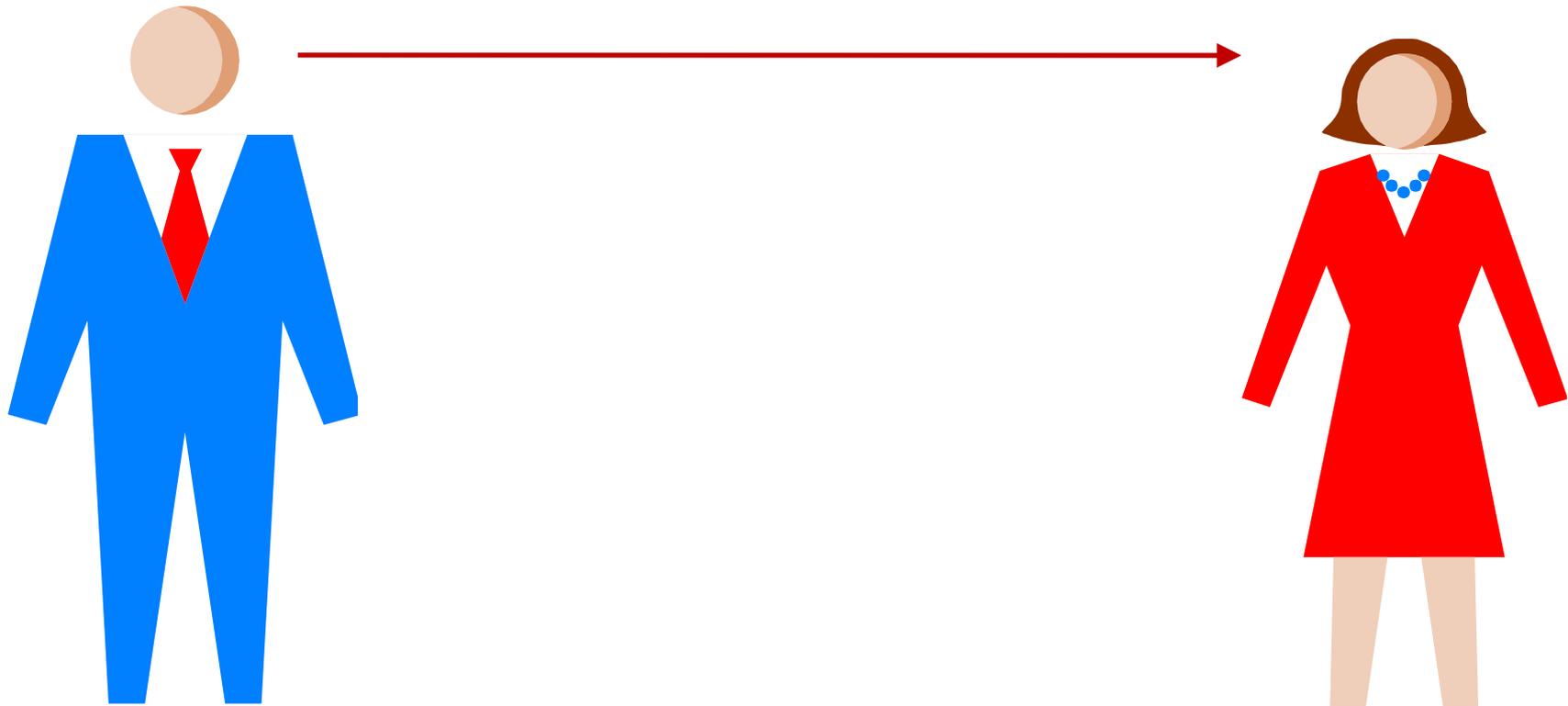
# Tact Filters



# Tact Filters



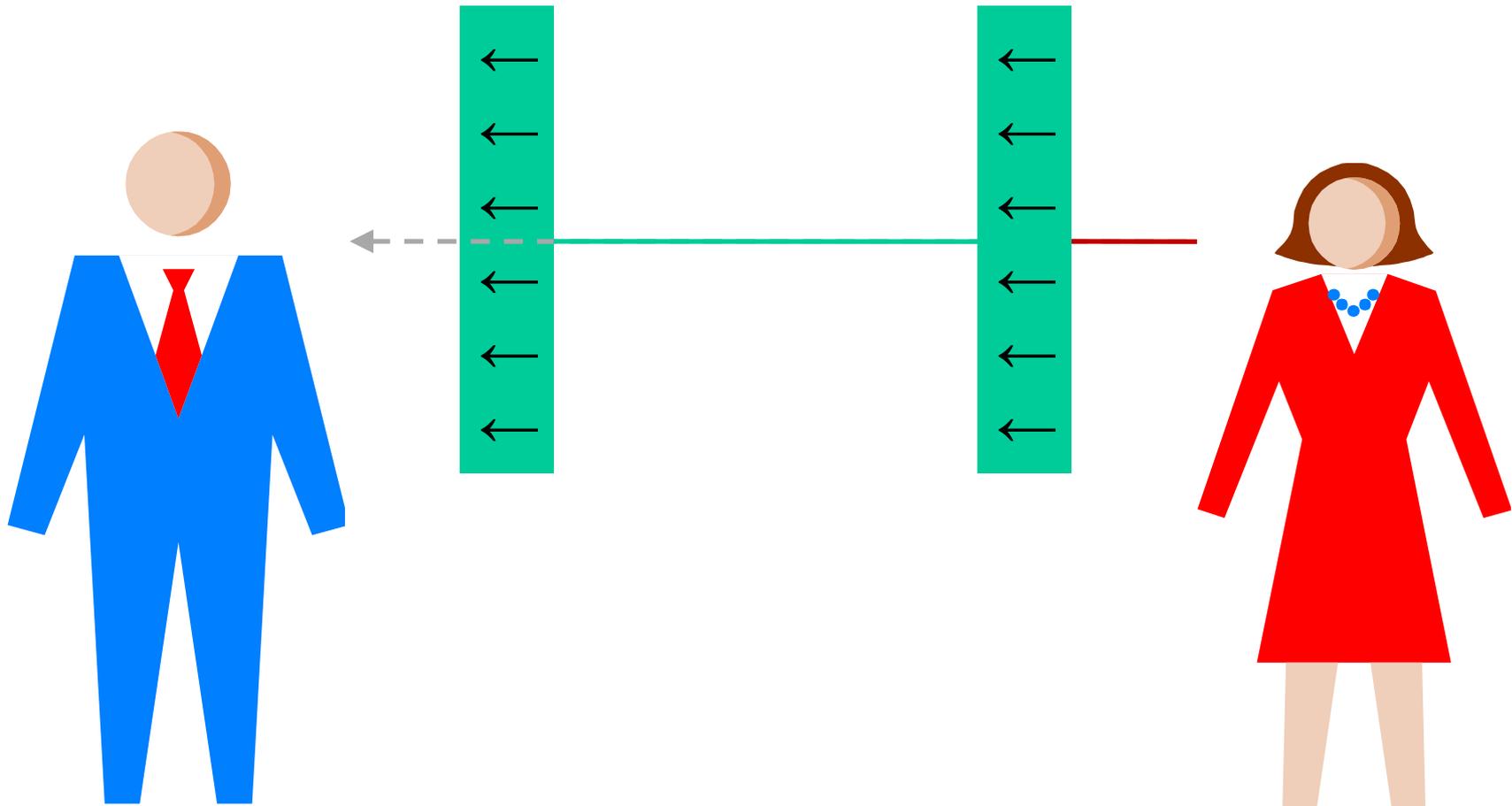
# Tact Filters



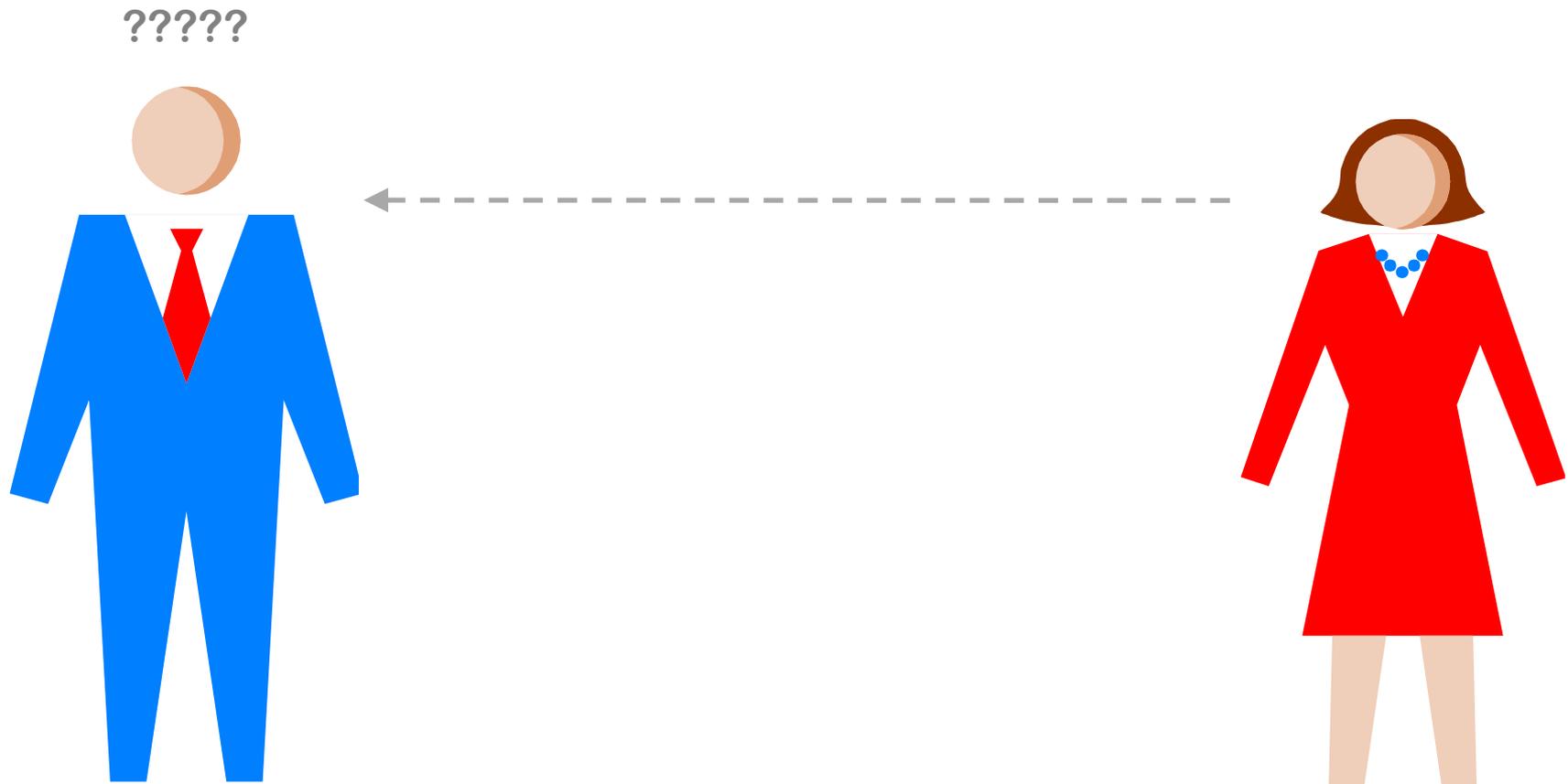
# Tact Filters



# Tact Filters



# Tact Filters



# Tip for “Alice”

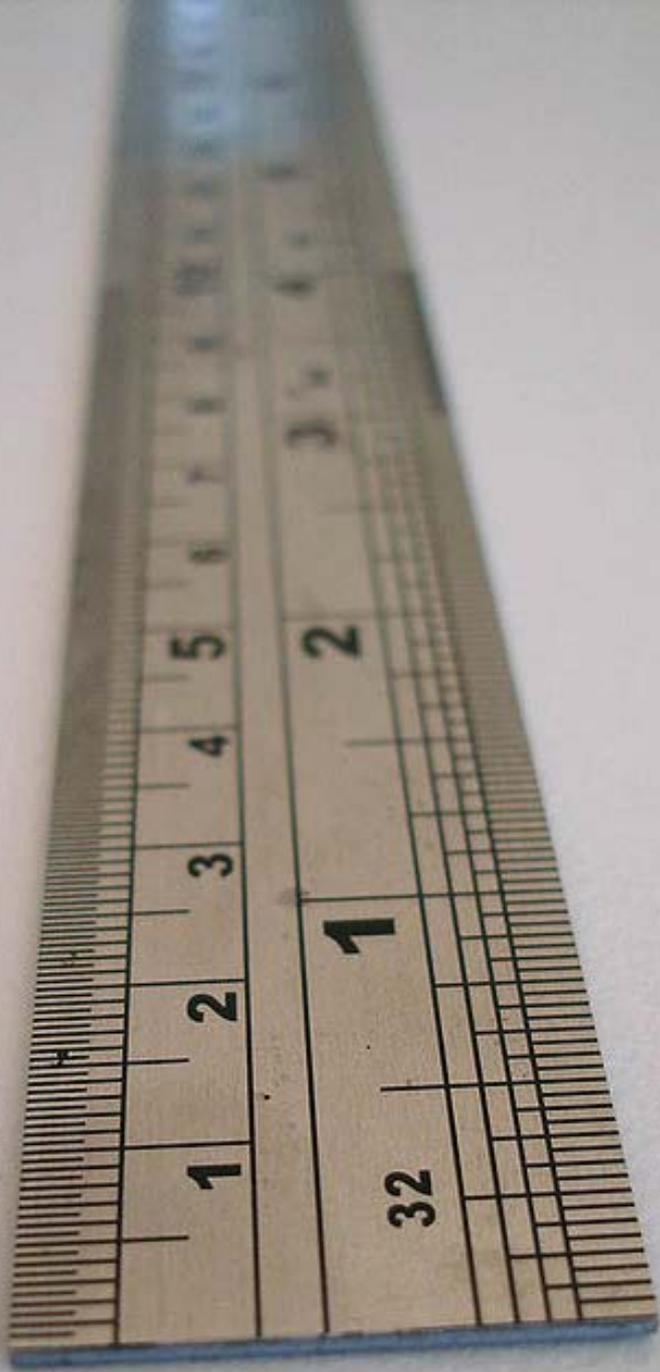
**It’s okay  
to be direct.**



# Tip for “Bob”



**Be a word ninja.**



**I'm not that smart.**

**IQ doesn't help that much.**

# Pet Peeves

# 0. porn



# 0. porn

**Porn creates the illusion of intimacy, but without requiring relational effort.**

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
3. friends
4. dating
5. boyfriend/girlfriend
6. engaged
7. married

# Stages of typical relationships:

- 0. unknown**
- 1. strangers**
- 2. acquaintances**
- 3. friends**
- 4. dating**
- 5. boyfriend/girlfriend**
- 6. engaged**
- 7. married**

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
3. friends
4. dating
5. boyfriend/girlfriend
6. engaged
7. married

# Stages of typical relationships:

0. unknown
1. strangers
- 2. acquaintances**
3. friends
4. dating
5. boyfriend/girlfriend
6. engaged
7. married

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
- 3. friends**
4. dating
5. boyfriend/girlfriend
6. engaged
7. married

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
3. friends
- 4. dating**
5. boyfriend/girlfriend
6. engaged
7. married

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
3. friends
4. dating
- 5. boyfriend/girlfriend**
6. engaged
7. married

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
3. friends
4. dating
5. boyfriend/girlfriend
- 6. engaged**
7. married

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
3. friends
4. dating
5. boyfriend/girlfriend
6. engaged
- 7. married**

# Stages of typical relationships:

0. unknown
1. strangers
2. acquaintances
3. friends
4. dating
5. boyfriend/girlfriend
6. engaged
7. married

# 1. Insisting you're right when you aren't.



**Learn to admit  
when you're wrong.**

## 2. “only jerks get women”





WINTERFEST

TOURNAMENT

# To My Someday Daughter



WRITTEN BY: GEORDIE TAIT

“[Women like Bereznak] don't represent shallowness but a preemptive strike against being treated like a mere accessory. A gamer might promise to treat his partner better than ‘some alpha male,’ but what he really wants is a partner who will pop out of a Pokéball when A WILD LONELINESS APPEARS, use the FORNICATION ability, and then retreat mutely back into his collection, dormant until needed again. ”

**Any relationship will  
require give-and-take.**

**Even your “soul mate”.**

**You can play their game  
without  
becoming one of them.**

**Don't** **Be** **Creepy**

**<http://dontbecreepy.com/>**