

ErectSoft INC presents
NotAPixelOfSanity

Viva la REVOLUTION!
Down with the capitalist
USERS and their
exploitation of the
DIGITAL masses!



People do not exist to fulfill the needs of work – work exists to fulfill the needs of people.
- From somebody's blog

I'm almost caught up to where I was this morning.
- Biff Mitchell, one day at work

Use this page for ISBN and copyright info.

NotAPixelOfSanity

Tales of an insane industry from the industry itself ...

These are the tales, rants & ravings, ramblings, memories, horror stories, anecdotes, lies, faerie tales, emotional outpourings, and other bullshit from that most picked-on, reviled, word-bashed, cursed, exploited, and expendable of all workers – the IT worker.

IT means Information Technology. On the surface, it means the electronic (or non-electronic) dissemination and/or manipulation of information and everything and anything digital or otherwise to do so. It takes in a lot of ground. Under the surface, it means Gantt charts that show you three weeks late on the project you started five minutes ago, it means letting your shoulders relax late in the afternoon after catching up to where you were in the morning, it means bending over so far for clients that you get fucked in the ear rather than up the ass, it means working into the wee hours of the night on weekdays and weekends so that you can climb up the salary ladder to that point where the only way the company can cut costs is by laying off everybody in your wage bracket. It takes in a lot of underground.

IT workers embrace a large and eclectic assortment of generally above-average-intelligence and talented individuals including programmers, graphic artists, interface designers, instructional designers, project managers, quality specialists, sales and marketing clones, HR managers, media specialists, documentation writers, technical writers, system architects, technical consultants, tech support staff, courseware authors, knowledge engineers ... the list goes on ad infinitum.

There are more than six millions stories in the IT Industry. These are just a few of them.

Thanks to all those who visited the ErectSoft INC site and sent in their stories. Reading these made me realize that none of us are really alone, it just seems that way sometimes. Well, most of the time. Maybe even all the time.

Thanks to Brock Parks for the cover art for Team Player, which I buggered up completely to make the cover for this book, but then, isn't that what IT is all about? Buggering up that which already works just fine. Well, OK, maybe not all the time. But according to the stories ...

Table of Contents

The People You Work With	6
What Was In Those Cigarettes?.....	6
God Is In Tech Support.....	7
Tech Jockey	7
The Well Rounded, Squared, Pickled and Diced IT Resume	8
Here Today, Gone Tomorrow, Here Today	8
Reality Checks by I.D.	9
The Real ADDIE process.....	9
7 Principles of Highly Defective IT Leadership	10
Empowerment: Not just a trendy term.....	12
The IT Employee Bill of Rights.....	14
Mistaken Assumptions, or What was I Thinking???	16
A Word about Word.....	18
IT Rants.....	20
So You Say Bill Gates Put Spyware in Your Machine	20
Oh Yes, Those IT Managers and Senior Execs ...	21
“Gone to Lunch”	21
Big Blue-Eyed Babies On Black Velvet.....	21
Mina’s Journey as an Instructional Designer.....	23
Day 1, at the Company’s Meeting	23
Three Months Later.....	23
One Year Later.....	24
Another Company Meeting.....	24
THERE IS NO ‘I’.....	25
Absurd Office Arrangement	27
Absurd Security	27
Absurd Development Processes.....	27
Absurd Companies.....	27
Absurd Gantt Charts	27
Absurd Management Decisions	27
Absurd Products.....	27
Absurd Products.....	27
Absurd Interface Design	27

The People You Work With

What Was In Those Cigarettes?

For about 8 years I would regularly go outside for a smoke break with this guy who quit smoking at least once a week. During these smoke breaks I got to hear about the evolution of a book he was writing – a laundromance I think he called it. The story took place in a Laundromat and all of the washers and dryers were sentient... interesting...

Since then, we've both quit smoking – him for 5 years, me for 5 weeks – but he's since released a book based on going to that same smoking spot behind our office building and conversing with a spider. I guess I missed some smoke breaks – I never should have let him go out on his own... what was in those cigarettes?

Phil, Previous owner of an IT company – what was I thinking?!

The Well Rounded, Squared, Pickled and Diced IT Resume

Here Today, Gone Tomorrow, Here Today ...

1993 - was hired by FirstClass Systems and was delighted to be paid fairly well, as I had been at school for a year.

1994 - was "promoted" to Instructional Designer despite no training in instructional design, no background in education.

1996 - made a lateral move to be a "tester" because I did not like having to write courseware without any guidance or information.

1996-1998 - became more and more unhappy with my job and with the company - lots of layoffs, men crying, women having panic attacks, etc.

February 1998 - was laid off with 14 other people, so the President could buy the company. My manager took me into her office to fire me. She had a friend with her for support - did she think I would become violent? She cried and I told her "well it's ok I need a break from this place".

May 1998 - was re-hired

August 1998 - I was lying in my bathtub crying one day after work, when it occurred to me that there must be another alternative than a) staying at this god-forsaken workplace, or b) doing myself in

August 1998 - I called work and told them I was resigning because of poor health. The day that I went in to sign papers or whatever I had to do was my birthday, and I noticed that THERE WERE BALLOONS TIED TO MY CHAIR as I walked by.

August 1998 - April 2000 - spent most of my RRSP because I could not find another job.

April 2000 - present - working for the Government in a job that is as dull as dishwater.

Present - trying to improve my lot.

Ginny, recovering IT worker

Reality Checks by I.D.

The Real ADDIE process.

So you, an instructional designer, have been handed a new e-learning courseware development project by Marketing. It's now time to apply that famous instructional design process, ADDIE for the stages of Analysis, Design, Development, Implementation, and Evaluation.

However, given my experience over the years working on these types of e-learning projects, I'd like to suggest the stages be renamed to the following:

Paralysis: This occurs at the outset of the project, after you have read what Marketing has promised in the proposal. It contains such statements as:

- Courseware will contain full-screen, full motion video and run on a 12K dial-up modem connection on IE and Netscape 2 and above, with no plug-ins
- Learners will be identified by retinal scan and the courseware will automatically customize itself for the learner by substituting pictures in the courseware with pictures of the learner's family and friends
- Courseware will be backwards compatible to a Commodore 64

Denial: This is that stage you reach after checking your bank account balance, then re-reading the proposal. At this stage, you honestly believe such things as:

- The client will send the complete, up-to-date, finalized content at the outset of the project
- Subject matter experts will answer questions within the 24-hour period critical to meeting the deadlines promised by Marketing
- Standards will be finalized before development begins
- The client's instructors, who will lose their jobs because of this new e-learning initiative, will gladly assist you
- All stakeholders will review deliverables with a 5-day turnaround period

We have all needed to believe such things at one time or another just to get out of bed in the morning and come to work.

Derailment: This is the stage at which the haze of denial, like the beer buzz you got at lunch, wears off and the truth sinks in. At this stage, two terms familiar to those in this line of work become complete oxymorons: change control and project management.

Discombobulation: This is where you stickhandle the constantly changing client demands, daily changing “standards,” and management actions that always side with the client and imply that you are an idiot. You learn that there are two project management modes: panic and crisis. Crisis is the daily lurching from one major project-unraveling emergency to another. Panic is when things get really bad.

Devaluation: At the end of the project, you look back and see what a big battering your self esteem and sense of accomplishment have taken. You realize:

- The actual project cost was three times what Marketing predicted
- You earned \$3.00 per hour, after factoring in the unpaid overtime you did to accommodate all the unpredicted changes
- You should have taken up sheep herding in New Zealand.

But don't despair. Look on the bright side... um... I'll get back to you on that in a future column.

Summary:

Here are the top ways in which your workplace can be transformed into a roiling pit of resentment and dysfunction. You don't even have to master all of them – two or three will do the trick.

7 Principles of Highly Defective IT Leadership

The principles discussed below represent the most effective guidelines by which to transform your workplace into a roiling pit of resentment and dysfunction.

Principle 1: Be a blowhard. People love to listen to a know-it-all talk condescendingly to them in an “I'm smarter than you are!” manner. It motivates them to extraordinary efforts, beyond anything you can imagine.

Principle 2: Give underlings all the responsibility, but no authority or resources. This way, they are to blame for everything, but can't actually do anything without your approval every step of the way. Just for fun, be inaccessible most of the time. This keeps employees from getting swelled heads. And, the *pièce de résistance*, make sure you never provide them with the software or any other tools they need, or with any training or coaching. If you did that, there may be a chance they could do a good job. Do anything to support them, short of help – heap on empty praise, give them wall plaques, tell them how brilliant they are, give them important-sounding job titles – anything, that is, that doesn't take time or money.

Principle 3: Undermine underlings at every opportunity. You may have given them responsibility, but that doesn't mean you can't contradict and embarrass them in front of peers, underlings and clients. It cultivates humility, one of the Seven Virtues. You are making them better people.

Principle 4: Take responsibility for nothing. You are a natural genius. If people don't do what you want, it's never because your ideas were poorly thought out, poorly communicated, or that you disempowered people by interfering in their work and then not following through. No, it's just that the underlings can't get anything right.

Principle 5: Model the opposite of the behavior you expect in underlings. Never prepare for a meeting. Don't review anything before commenting on it. Make things up as you go along. People will get the message.

Principle 6: Master the 30-minute focus. Who says adults outgrow attention deficit disorder? Focus on the immediate need as if it were a make-or-break issue. Make everyone else drop all their other work to focus on it. Then, change direction completely at the earliest opportunity. Focus on the next thing with the same intensity, and make everyone else do the same. Until they do what you want and send work for review, that is. When that happens, never respond. Who's the boss, after all? Make them find you and beg for feedback. For fun and variety, change your mind about what you want, but don't tell anyone. Wait until underlings call a meeting to discuss the issue, then present your new ideas as though they were your original ones, and insinuate that your underlings are just too stupid to understand the elevated thought processes of a genius like yourself.

Principle 7: Always assume your underlings are wrong. Automatically side with whoever has a complaint about any of them – client, co-worker,

manager – without getting their side of the story. They’re just stupid and screw up a lot – they’re not like you. Getting their side of the story is, like, hard. Better to just side with the first person to raise the issue, and get another of your underlings to tell the people affected about your decision. None of these principles are being used where you work? Funny, they’re not in effect where I work, either. Just thank your lucky stars and never, ever take a job anywhere else.

Summary: So-Su Mi has become an empowered ID, able to use her judgment to override project standards if there’s a good reason to do so. Let’s see how that works out.

Empowerment: Not just a trendy term

So-So Mi is an instructional designer working for an e-learning courseware development firm. At a recent 5-minute meeting (“we have deadlines, you know!”), her Project Manager said IDs were empowered to use their judgment, rather than slavishly following project standards. So-Su Mi was familiar with empowerment, having read about it in newspapers, magazine, on the Web and even in books.

The PM said IDs had been empowered to override standards all along, without realizing it – they just had to be able to make a good case for doing so based on sound instructional design principles. IDs have brains and know how to use ‘em, after all! This meeting coincided with the client’s less than enthusiastic response to the latest courseware deliverables, even though the project standards had been followed (standards set, of course, as always, before anyone actually works on any real content). So-Su Mi was not one of those who cynically suggested under their breath that this “empowerment” was management’s way of avoiding responsibility for poorly-thought-out standards. No sir! So-Su Mi knew that if she, as an empowered ID, had a good idea, she could implement it with the hearty approval of her peers and superiors!

And she did have an idea! The equipment images in the application exercises, although the maximum size allowed by the project standards, were still too small for sentient life larger than rodents to see enough

equipment detail to answer the questions. So, So-Su Mi, newly-empowered ID, enlarged them by 40%. There was lots of screen space to do so.

Well, the internal courseware review report, which came by email attachment from Reg Reverie, the reviewer extraordinaire who sat in the next cubicle, had a 500-word rejection of the increased size and demanded that the images be restored to standard size. So-Su Mi, feeling empowered, leaned over the cubicle divider to discuss the matter with Reg, but he was busy writing review reports flat out until next Tuesday, and suggested she talk with the Lead ID. The Lead ID recognized the benefit larger images immediately, but had to check with the Senior ID. The Senior ID was in meetings all day, along with the PM, the next in line.

Next day, So-Su Mi was called into a PM, Senior ID, and Lead ID meeting on the matter to justify her actions, since she was “in the best position to explain why this proposed change was desired.” Since enlarging the images required a change to (or at least a deviation from) project standards, process 42 had to be followed, which required that the 3-page “Form 13: Request for Deviation from Standards” be completed by the ID, and approved by the Lead ID and Senior ID before being taken up with the PM. So-Su Mi had not filled out this form, it was sharply pointed out. IDs may be empowered, but we have protocols to follow, don’t you know.

The PM was then required to take the matter up with senior managers, all of whom were away at a 2-day offsite retreat learning the latest tips on how to motivate employees, from a well-known industry guru (at \$5,000 a pop). They would be able to consider the matter next week, after they got back and settled in.

The PM asked So-Su Mi to resize the images to the standard size in the meantime, while awaiting the decision. She also had to revise the courseware to meet management-mandated changes to project standards, which meant changing the font size back to 11 point, changing title size, color, and case, changing the directives, changing the voice from first to second person, and image border treatments – you know, the usual stuff.

If the senior managers all sign off on the deviation request, it will be OK from the vendor side. All that has to happen then is for it to go through an equivalent check and review procedure on the client side. The client’s

reviewer saw the benefit of the deviation immediately but, of course, it was not up to him – various managers, usability specialists and quality control people needed to be involved.

After due deliberation, it was decided that although So-Su Mi's idea had potential, and that she was to be commended for having initiative, the project standards had been set by experienced high-level professionals for very good reasons and, once you start deviating from them, project consistency and control are lost. Plus, there's the issue of the cost of retrofitting existing courseware to make it consistent. It's just as well – the courseware was running live by then, although apparently performance on the application questions was not quite what was anticipated.

For So-Su Mi, empowerment is NOT just a trendy term. In fact, it's nothing at all.

The IT Employee Bill of Rights

Never let it be said that the IT industry does not have its employees' best interests at heart (or, more accurately, the protection of its "most valuable asset", its "human capital," blah, blah, blah...)

Since IT employers are natural humanitarians and are concerned that employees never be abused and that their rights be protected (and especially, that they never, ever band together and unionize, or some such unspeakable thing), the following IT Employee Rights are herewith delineated:

1. We, as IT employers do hereby pledge that never, ever, under any circumstances, will any IT employee be required to work more than 24 consecutive hours in any given day, or more than 7 consecutive days in any given week.
2. We promise to free you from the abject slavery of hourly-paid work and to make you salaried employees with no maximum number of work hours per week required by law.
3. We encourage that you spend time with your family. So, bring your spouses and children to the workplace with you as you work after

hours and on weekends. They can surf the 'Net and play computer games, compliments of your employer.

4. You will be given salaries comparable to the IT industry average in N.B., for the entire time that billable work lasts.
5. You will be given responsibility and promotions commensurate with our perception of your abilities, for which you will receive impressive titles, commemorative motivational plaques, and approving mention at company meetings.
6. We encourage you to invest in a retirement plan by buying RRSPS. We do the encouraging. You do the investing.
7. We will empower employees to activate their talent and ability by taking initiative and making decisions that affect the quality of their work, provided these decisions are approved in advance, in triplicate, by the project manager, program manager, department manager, director of operations, vice presidents (all 8 of them) and the CEO.
8. You are not alone. We encourage communication and teamwork. You are free to communicate with your team members at the pre-approved times and dates contained in your project plan or Gantt chart (and these times only, please – collaboration takes time and costs money).
9. You may be compensated for extra hours worked by keeping these hours in a compensatory time off bank, depending on the policy of your project, department, and/or program manager. The time off will be taken in the evenings and weekends.
10. You will start with 2 weeks paid vacation per year. We reserve the right to keep sliding this vacation into subsequent years until there is a lull in your work, or until you die of old age or stress-related illness.
11. We provide flexible work hours. You can work at any time that best fits your personal schedule. However, there is a common set of hours during which you should be in the office in case there are meetings to attend. This common set of hours is 9 – 5, Monday to Friday.
12. We provide benefits for work stress related counseling, up to \$50 in any given year. You can take your sessions during regular work

hours, since you will undoubtedly be working evenings and weekends to finish the work you missed by going for counseling.

Summary: Many common-sense assumptions we may have had about the e-learning instructional design workplace when we started in this business have been found to be faulty. What were we thinking?

Mistaken Assumptions, or What was I Thinking???

When I started working as an e-learning ID many years ago, I guess I had a lot of assumptions about instructional design, although I didn't realize it at the time. I didn't do a lot of thinking at the time, I just said "yes" to the job offer because it didn't involve calling people at home to sell them stuff, nor did I have to ask "D'ya want fries with that?" No, these assumptions wended their circuitous way to my consciousness only as they were, one by one, found to be incorrect. Here's what I mean:

I always assumed that:

- E-learning companies, who make their revenue from selling training to others, would train their own staff.
- You would be given a reasonable amount of time to do your work, so you could do a good job.
- You would be given the resources it took to do your job properly – actual course content, access to subject matter experts who knew what they were talking about and who could reply to questions before you became old enough to retire, software tools and templates that worked, standards that were settled, etc. etc.
- When new people were added to a project, they would be briefed on even the basic details before being put to work.
- Managers and peers would actually say what they meant in plain language.
- If there was a problem with your work, you would be told about it (as opposed to everyone else in the company hearing about it except you).

- Managers and co-workers would use a file naming system that made it possible to find files easily – that is, that there would be some kind of logical connection between, say, a file name and the document name.
- There would be a file version control system that ensured you always got the latest version of active files, other than a directive to “be careful.”
- Managers and co-workers would keep shared work files on the network where all team members could have access, rather than squirreled away on their hard drives.
- Network backups would actually back up work daily (only after a server crash do you find out how naïve you were); and that files that were actually backed up could be retrieved during the lifetime of the project you were working on when the crash occurred.
- You would be asked in advance before being assigned new work, especially if it involved travel.
- You would be given reasonable notice of meetings.
- People responsible for giving you feedback on your work would actually review it prior to meetings called to provide that feedback.
- People who were supposed to review your work prior to a meeting scheduled to give feedback, but who had not, would feel even some small compunction to temper their comments, lest they show their ignorance of the details of your work.
- People would actually remember what you agreed to in a meeting after the meeting ended.
- Managers, especially those who insist on signing off all client deliverables, would keep staff informed of their whereabouts when away from the office.
- People managing e-learning design and development would have had previous experience actually doing the work.

Yes, indeed, what was I thinking?

Summary: How does Microsoft Word sense that you absolutely need something done quickly and crash on cue? This is artificial intelligence at work. If only it could be harnessed for good.

A Word about Word

The document is due to the client today. The courier comes in less than an hour. I finally have the last of the required review changes. I feverishly revise the document, do a double-check, and click print. Why is it that Word first messes up the print job, then crashes partway through? Why does this sort of thing happen only at critical points, and not every day? Obviously, Microsoft has mastered artificial intelligence and is using it to sense when a software crash would take the greatest productivity toll, and signals a malfunction at that point. Imagine if such power could be harnessed for good in the world!

If that were to happen, maybe computer technology would actually begin to live up to the promise hypesters have been preaching for more than a decade, instead of being an anxious morass of frustration.

There is a lot of pent-up frustration on the part of office software users. Using a computer keeps you on edge because you're waiting for something to screw up and make you redo a bunch of work. It is a widely known but seldom acknowledged fact that computer hardware and software works dramatically less reliably than any other manufactured product. Internet jokes abound that feature what would happen if cars worked as unreliably as computer software. Software is sadly in need of Six Sigma! It's as though the whole world is paying to be Quality Assurance testers.

Try not reflecting on the irony that the software designed to make you work more effectively actually creates at least 40% of the work you need to do when creating deliverable documents. You spend that proportion of time fixing repeated formatting screw ups (auto formatting is there to HELP you!) and redoing lost or corrupted work as several people contribute parts of the document.

I know, the software designers will tell me that I'm an idiot and am not using the software properly. All I know is that two versions back, it

worked much better, but since it has been “improved” with the addition of more “enhancements,” it’s a dog. I admit I’m not a member of Mensa, but if you need hours of training to use a product effectively, then d’ya think there might be a design issue? I can easily operate all systems on my car, TV, VCR, DVD player, stereo, clock radio, and all household appliances. Somehow I don’t need to read a “For Dummies” book about them, or take hours of training or spend countless hours rummaging through “Help” files that tell me everything except what I need to know. That special treat is reserved for software users only!

While down this tirade pathway, it seems that our local newspaper, along with all others as far as I can tell, has no proofreaders because Word has both “spell check” and “grammar check.” Whoever made that decision must definitely have been a Mensa club member. That’s how I get to read about drivers breaking for read lights. Or how well you’ve been lead by inspirational management. And in the Microsoft world, you can actually loose your virginity. Not to mention these gems:

- In IT, Project Mangers mange projects
- If your are in doubt, just ask
- Ion many cases...
- 2500 employees’ worldwide
- How to integration tools into the courseware
- Getting there first contract

No doubt the Techutopia will come. I suspect, though, that when it does, the major players won’t be the current ones.

Reality Checks by I.D. were submitted by *Bev*, *not yet voted off the IT island*.

had to be about 5 or 10 minutes long, and somewhere, it had to work in big blue-eyed babies on black velvet.

Oh yeah, for convenience, he wanted it on a floppy disk.

Jo, Graphic Artist and Interface Designer

Mina's Journey as an Instructional Designer

Day 1, at the Company's Meeting

Mina, has just finished her Master's Degree in Instructional Design and is hired as an Instructional Designer by a top-notch IT company. At the company meeting, the company's CEO is speaking about the company's Glories Past, Glories Now, and Glories Future with the figures to show in a PowerPoint slide presentation. Mina is intrigued and inspired. She is looking up and down taking notes. She feels so lucky to be part of this great team.

Three Months Later

Mina and Freda are colleagues working on the same project. They get along well until the end of the project when Freda's name appears first on the acknowledgement page of the project. Mina thinks she should be acknowledged as the first contributor since she is leading the project. Freda thinks the names of the contributors should appear in alphabetical order – as is – and doesn't want to change it. In all the years of Mina's academic life, the first author is always important because people always check on the first author, skipping the rest. All these years, Mina has been working hard to get to first place. Mina and Freda can't agree, so Mina goes to her project manager Mrs. Cooler for help. Mrs. Cooler assures Mina that she will look into the matter and get back to her. Mina believes the manager will be on her side since that is the way it should be. The next day, Mina is called into Mrs. Cooler's office. Mrs. Cooler says, "I have thought about your concern. Since I am the project manager, I think, my name should appear first on the acknowledgement page of the project." Mina cannot believe what she hears. She is shocked! She gets out of the project manager's office, still confused. She knows something is definitely not right! Definitely not the way she has learned at school!

One Year Later

Mina now does not have any problem with whose name is first on a project acknowledgement page since she realizes that whatever is right for the particular company's policy is the normal practice in the IT industry, even if not at school. The IT industry has a uniquely different set of standards! Mina has learned that by now.

Another Company Meeting

At a company meeting, the company's CEO is still talking about the company's glories past, glories now, and glories future, only with some slightly changed figures on his PowerPoint slide show. Mina doesn't understand what point the president of the company is trying to make since, as she is told by other colleagues, he has been doing that for a couple of years. She does not feel a sense of belonging to any part of the company: past, now, or future. She drifts away, thinking what a hell of a year it has been for her, what will be like next year, and the year after ...

Mina, still living in instructional design hell

THERE IS NO 'I'

A true story of the Stoopid Bastard's adventures in I.T.

"We are a team!" he shouted. "T-E-A-M. Team!"

A few muffled 'yeahs' could be heard against the slobbering backdrop of pizza consumption. Afterall, this was Pizza Day. The King had decreed it.

"Graphic artists! Programmers! Technical writers! Interface developers! Instructional designers! We are a TEAM!" reiterated The King. "No sacrifice is too great! No contribution too small!"

Another round of, albeit less than enthusiastic, 'yeahs' followed, and would continue to do so, until all pizza objects were obliterated.

"There is no 'I' in I.T.!" shouted the exultant King with great expectation of glorious, synergistic consensus, his massive white teeth gleaming with spittle.

"What a stoopid bastard," mumbled The Prog King.

"The competition is fierce," cried The King, "but we are fiercer than all of them! We are The Fierce US!"

The 'yeahs'—and the pizza objects—had now dwindled to a slurping murmur, but The King was determined to reach his self-aggrandizing climax with or without the low-brow, red-brick educated, bloody peon masses.

"So let's get back at it and show them why we are The Fierce Us!" His eyes shot a glance at The Prog King who immediately croaked a responsive 'yeah' as green pepper and anchovy drool coursed down his chins—all five of them.

"We are The Fierce Us because we work harder and faster—HARDER and FASTER—than every other them out there! So let's JUST DO IT!"

And with that he suddenly stopped rocking on his heels and spun out of the room, not to be seen again in the office until a new update on www.malaysian.hardbelly.skoolgURLs.edu arrived in his in-and-outbox for him and his pet project manager grrrl to pant on about while their pants came off.

"Well I'm sufficiently motivated," droned The Prog King, profoundly ribbeted to his spot by The King's latest Fiat of Misery. "Funny, though—I've heard that before. Harder... faster... hmmm... the last time I heard that I was getting—"

But the pizza was gone and so were the highly-valued members of The I.T. Team. And since there was no longer an 'I' in I.T., or in Team for that matter, no one hoisted the mantle of responsibility upon their already drooping shoulders. No one bothered to pick up the latest CANNT chart at the printer. Nobody did anything at all.

And the job was never finished... or begun. Not that anyone ever really quite knew what the job was anyway.

Spike, VP of an unspecified award-winning software company

Absurd Corporate Culture

Absurd Office Arrangement

Absurd Security

Absurd Development Processes

Absurd Companies

Absurd Gantt Charts

Absurd Management Decisions

Absurd Products

Absurd Products

Absurd Interface Design

