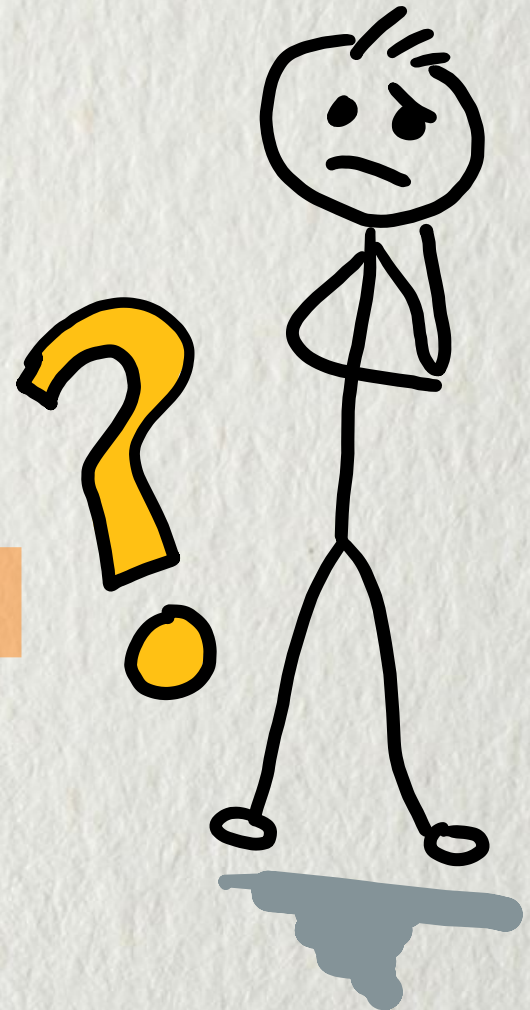


SKETCHNOTE

101

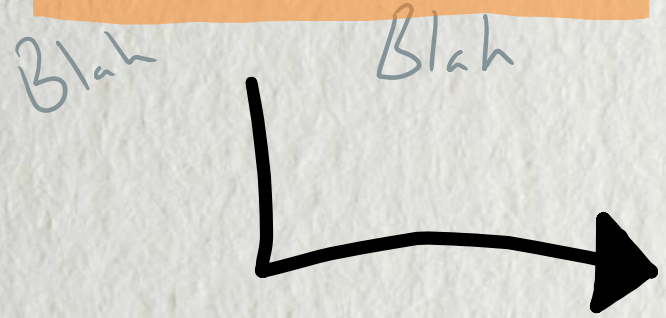
@adrianbanks

SKETCHNOTING







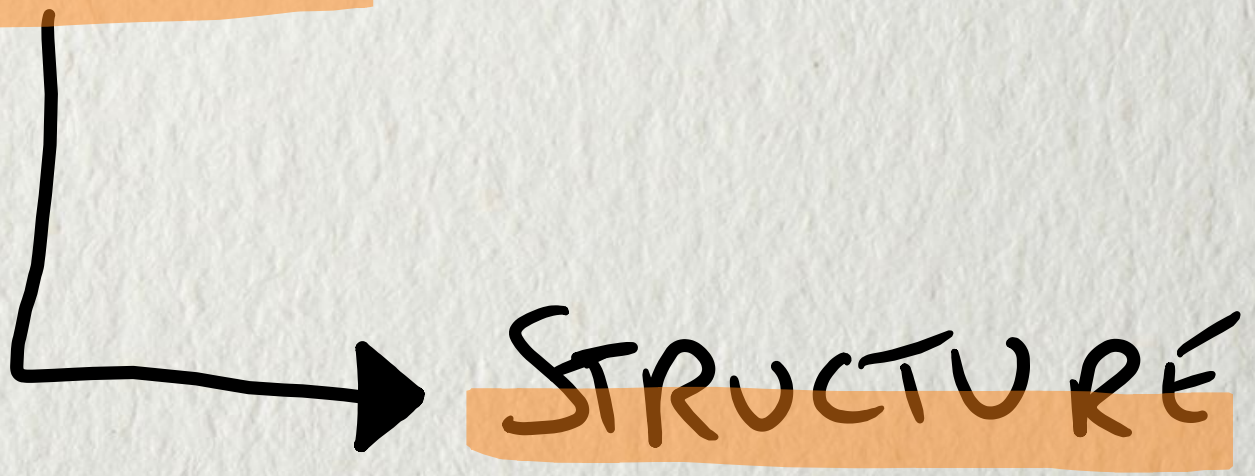
Blah Blah
WORDS

FONTS
FONTS




DRAWINGS  

 
SHAPES
 



DP ENERGY

GWNT GLAS
OFFSHORE WIND FARM- CELTIC SEA
DP Energy Ireland is developing a 300MW FLOATING OFFSHORE WIND PROJECT

ONE ROTATION
EQUivalent to POWER a
HOUSE FOR
TWO DAYS!

CELTIC SEA

FLOW

FLOATING OFFSHORE WIND

LOCAL RENEWABLES and NET ZERO STRATEGIC VISION

THE BEST WAY TO COMBAT CLIMATE ANXIETY IS TO TAKE ACTION

NO SINGLE COUNTRY IS LEADING IN THE RACE TO REDUCE ENERGY CONSUMPTION

HOW DO WE GO FROM HERE? WE NEED TO BE OPEN TO UNUSUAL IDEAS AND TO HAVE CONFIDENCE IN OUR YOUNG PEOPLE. WE NEED TO STAKE OUR FUTURE ON THE INNOVATION PROGRAMMES THAT COUNT!

TRHIVE!

PEMBROKESHIRE COUNTY COUNCIL

RENEWABLES HYDROGEN

UK CAPITAL FOR GREEN ENERGY

ENABLING ROLE

HOUSE BUILDINGS

SKILLS DEVELOPMENT AND DELIVERY

CONSTRUCTION BUILDING NEW JOBS and SKILLS FAMILIES

MILFORD HAVEN PORT AUTHORITY

40 MW PROJECTED

20% OF UK ENERGY

INNOVATION

CREATIVITY

JOBS

CORE FOCUS

OPERATIONAL EFFICIENCY

CATAPULT ORE

WISE UNIQUE TEST FACILITIES

WE ACCELERATE GROWTH IN THE COMMERCIAL TEST FACILITIES

LABOUR SHORTAGE FACILITY

ALL FOR A SAFER LOW CARBON ECONOMY

MARINE ENERGY TEST AREA WALES - META

WALE'S FIRST ONLY TEST BED FOR MAKING RENEWABLE TECHNOLOGY

TRIALING DEVICES IN REAL SEA CONDITIONS IN A HIGH QUALITY WAVE AND TIDAL RESOURCE

8-12M DEPTH 195HA AREA > 5HA TEST AREA

MARINE ENERGY ENGINEERING CENTRE OF EXCELLENCE - MEECE

WAVE TIDAL TEST SITES

MEECE TEST BUOY

MISSION: PLACING WALES and WELSH COMPANIES AT THE HEART OF THE UK'S SUSTAINABLE ENERGY

PREPARING LEARNERS SKILLS DEVELOPMENT AND LEARNING

FOR OUR STUDENTS

WORKING WITH EMPLOYERS THROUGH THIS HOUSING LEARNING PROCESS

WORKING WITH INDUSTRY CO-DELIVERING

WORKING WITH INDUSTRY PARTNERS ON SPECIFIC PROGRAMMES

EDUCATIONAL INITIATIVES

APPRENTICESHIPS

IN A DECLINING POPULATION

ATTRACTING NEW AND RETURNING TALENT TO THE AREA

DESIGN FOR THE FUTURE

STUDENTS THRIVING!

MEANINGFUL WORK

DOING SOMETHING THAT MAKES A DIFFERENCE

TO BE PART OF THE RENEWABLES REVOLUTION

with PASSION EXCITEMENT

PEMBROKESHIRE COLLEGE

PREPARING OUR STUDENTS TO BE JOB READY

GAS LINE CONNECTION SUPPLYING TO THE UK

WORKING WITH INDUSTRY PARTNERS ON SPECIFIC PROGRAMMES

EDUCATIONAL INITIATIVES

APPRENTICESHIPS

IN A DECLINING POPULATION

ATTRACTING NEW AND RETURNING TALENT TO THE AREA

SCALE OF THE PROJECTS AND OPPORTUNITIES

● FLOW IS NEEDED TO DELIVER NET ZERO

● 70,000 UK OFFSHORE WIND JOBS

● 59,000 FLOW JOBS BY 2050

THE SECTOR NEEDS YOU!

THE RENEWABLES REVOLUTION

BLUEGEM WIND

WONT GET TO NET ZERO WITHOUT FLOATING WIND

ENGINEERING CHALLENGE

the sector NEEDS YOU!

think more learn more be more

BLUEGEM WIND

23000 MW

THE SECTOR NEEDS YOU!

ENGINEERING CHALLENGE

the sector NEEDS YOU!

BOMBORA WAVE POWER

THE SECTOR NEEDS YOU!

ENGINEERING CHALLENGE

the sector NEEDS YOU!

GREENLINK

THE SECTOR NEEDS YOU!

ENGINEERING CHALLENGE

the sector NEEDS YOU!

WILLIAMS SHIPPING

THE SECTOR NEEDS YOU!

ENGINEERING CHALLENGE

the sector NEEDS YOU!

GRID CAPACITY

THE SECTOR NEEDS YOU!

ENGINEERING CHALLENGE

the sector NEEDS YOU!

ORE CATAPULT and PEMBROKESHIRE COLLEGE CPD EVENT

WAVE POWER

Y CHWYLDRO YNNI ADNEWYDDAWY

Chapple cartoons.co.uk

#TESCO

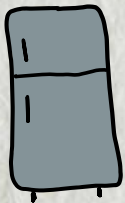
SHOPPING LIST

MAY
16
2026

FRUIT + VEG



FRIDGE



Grapes

Apples

Banana

Carrots

Broccoli

Potatoes

milk

Chicken

Cheese

Lam

Bread rolls

Bagels

Doughnut

Crisps

Cornflakes

Crackers

Chocolate bars

Rice cakes

mint humbugs

Jelly babies

Washing Up liquid

Bin bags

fabric conditioner

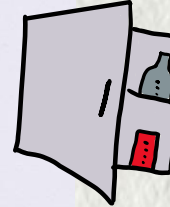
AA Batteries

Shampoo

Toothpaste

Deodorant

Hair gel



CUPBOARD

MISCELLANEOUS



@adrianbanks

ASYNCHRONOUS CONVERSATION

WALL OF INFO YOU CAN MANIPULATE

- Physical Manipulation of data See patterns

Structured Insights

- models - information we can actually use

VISUAL REPRESENTATION TO HELP REVEAL HIDDEN TRUTHS

Reveal GOAL OF THE RESEARCH

Things to Think With. PUSH THINGS TO THINK WITH INTO IDEATION QUANTITY!

Ideation should reveal:

- o Pain Points - only come during emergencies example
- o opportunities - capture these people when they come to the site


BRAIN-STORMING SPRINTS

45 min - 1 hour, incentives, lots of ideas fast

② Quantity of ideas is important here.

BRAINSTORM FOR CATEGORIES THEN CONVERT OUTPUTS TO A MATRIX

CHOOSING? Use Principles. A combination of findings + ideation

FINDING: People hated  TIVO missing fav shows.


PRINCIPLE: Make it easy for people to never miss favorite shows. This led to the Season Pass on Tivo.

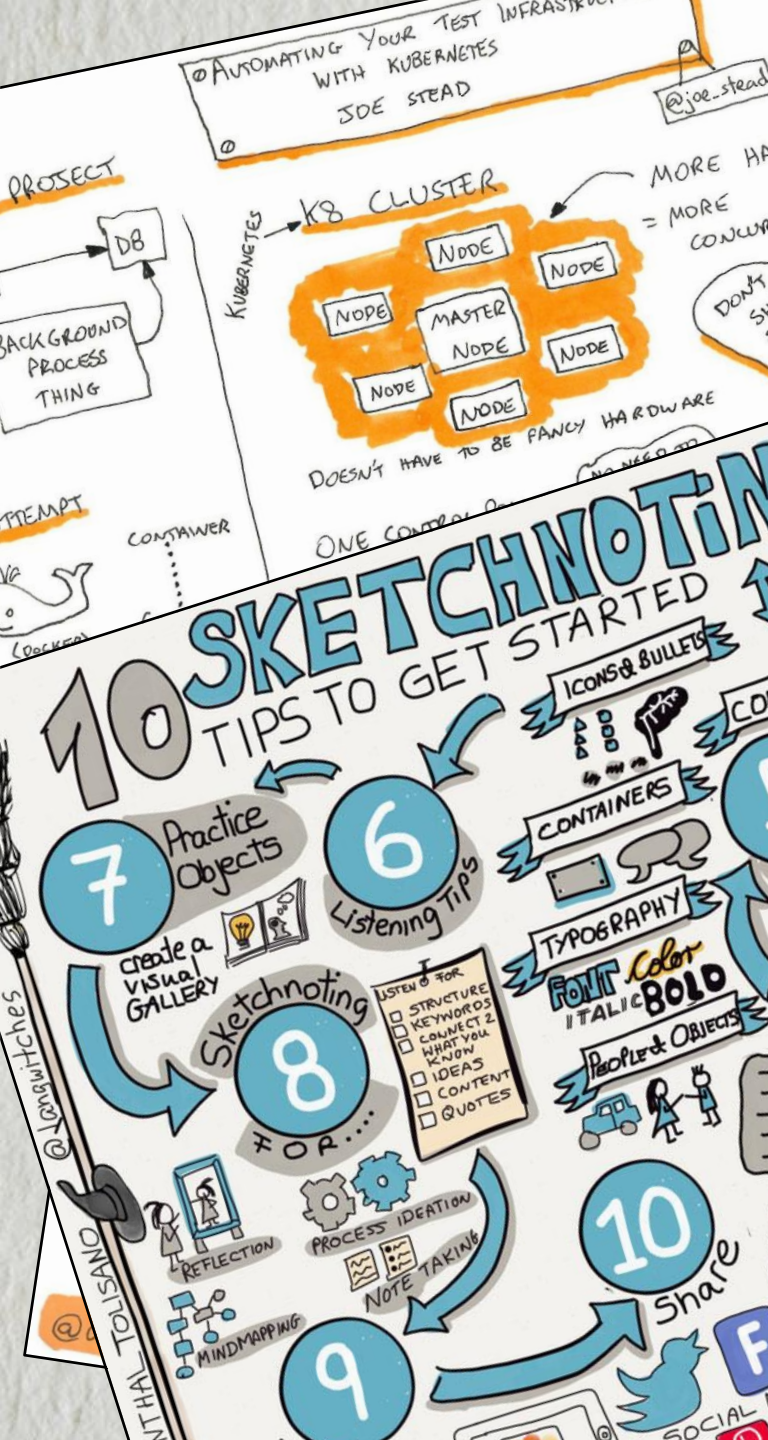
+ ADD CONSTRAINTS and then balance against the principles. Adjust as needed (ideally constraints).

Refinement - learn what it takes to really make a design - witty gritty. Iteration using our standard tools + approaches.

DON'T ELIMINATE RISKS!

Try something risky - risking and failing will teach you. Fail faster!

50% FAILURE RATE. 



How to make a DECISION

Whenever I have to make a decision... I GOOGLE! What do other people do?

Remove Unnecessary Decisions! Reduce COGNITIVE LOAD.

More confused than ever!

should I....?

DECISION FATIGUE!

COOKIES VS RADISHES. (will make you quit)

IT TAKES PHYSICAL ENERGY... EGO DEPLETION.

Same clothes

An egg!

EFFORT VS WILL POWER

HS BRAN CHEMISTRY.

1 DIAGNOSIS

2 GUARD RAILS

3 COHERENT ACTION.

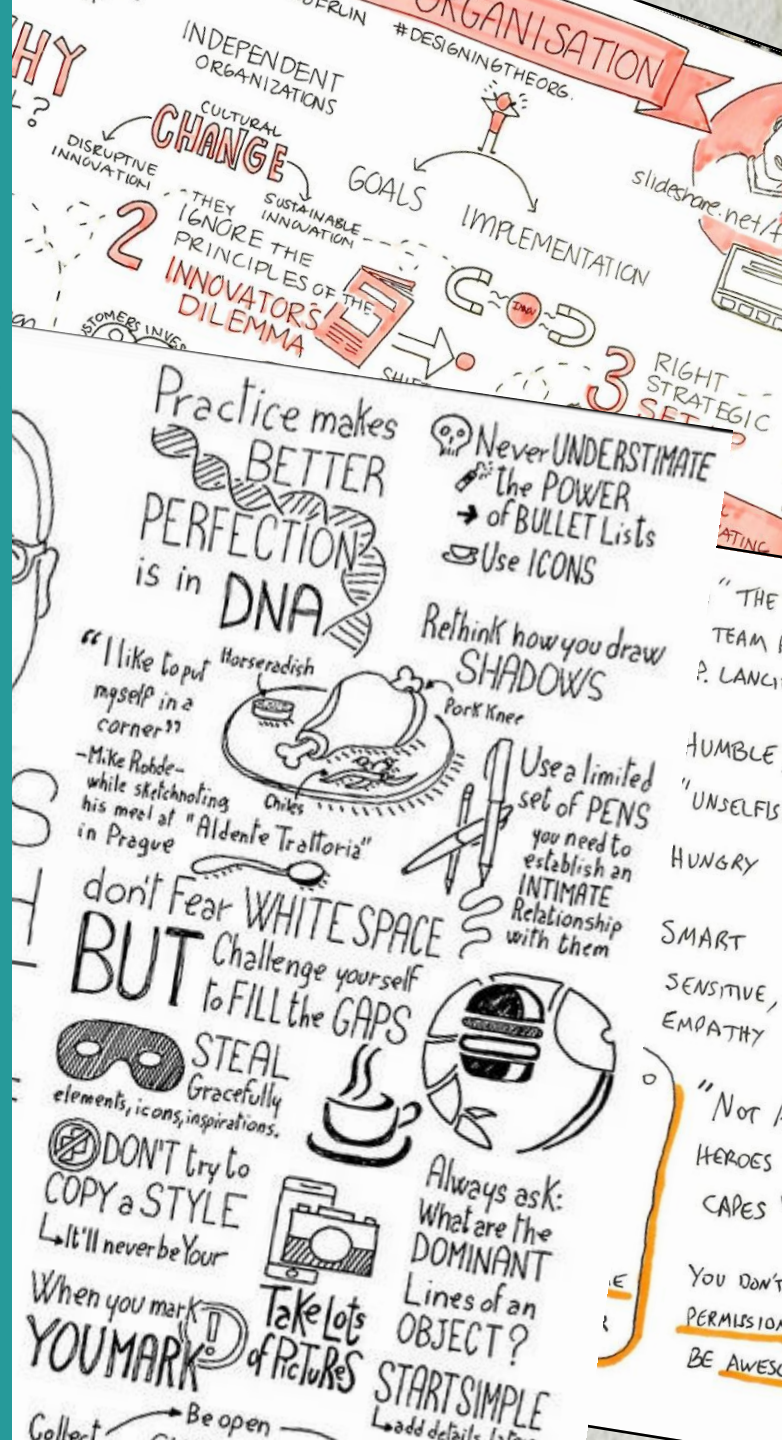
What forms your Mental Model?

How SYSTEMS work

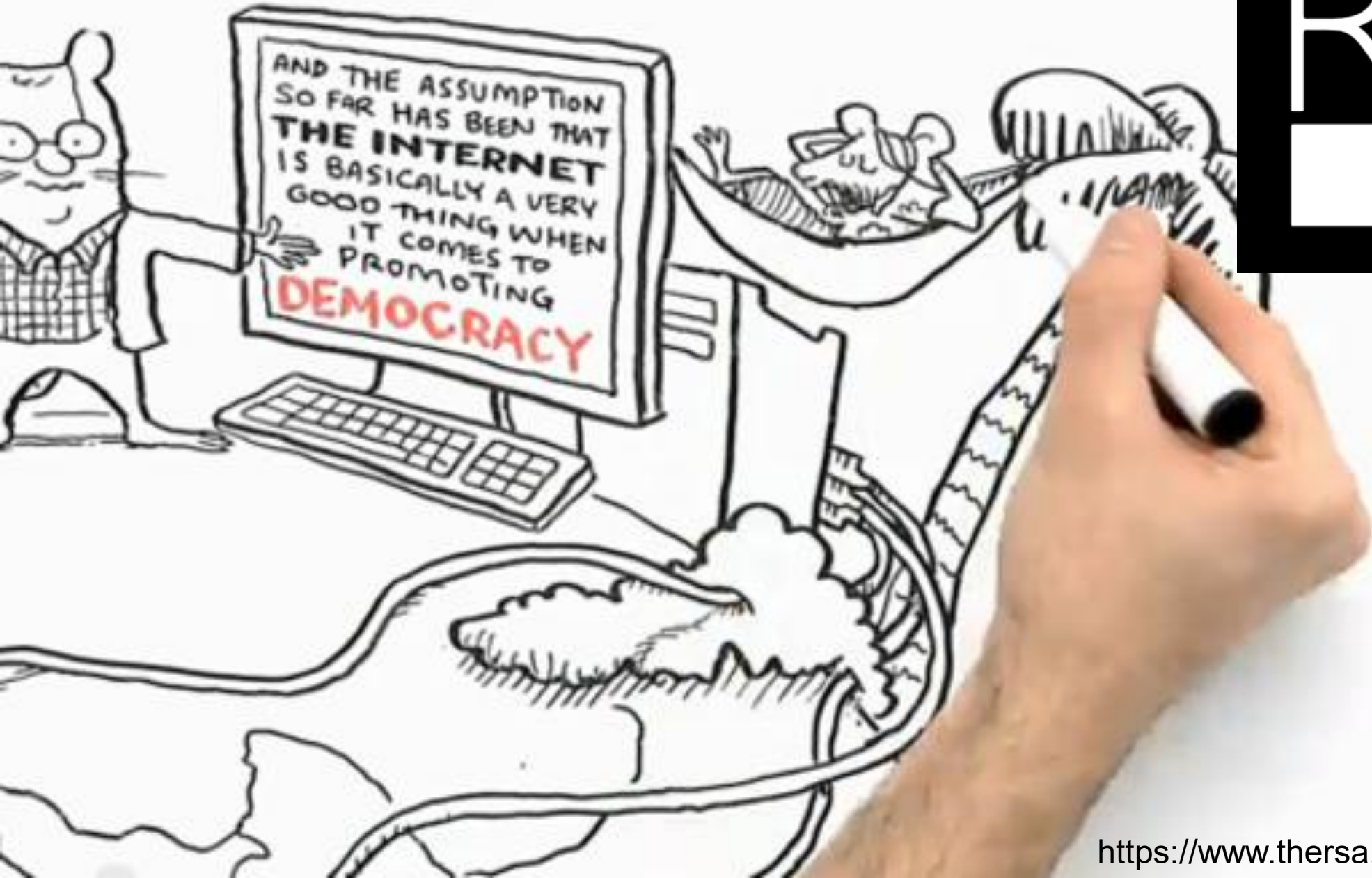
BETTER DECISIONS

How DOES IT WORK?

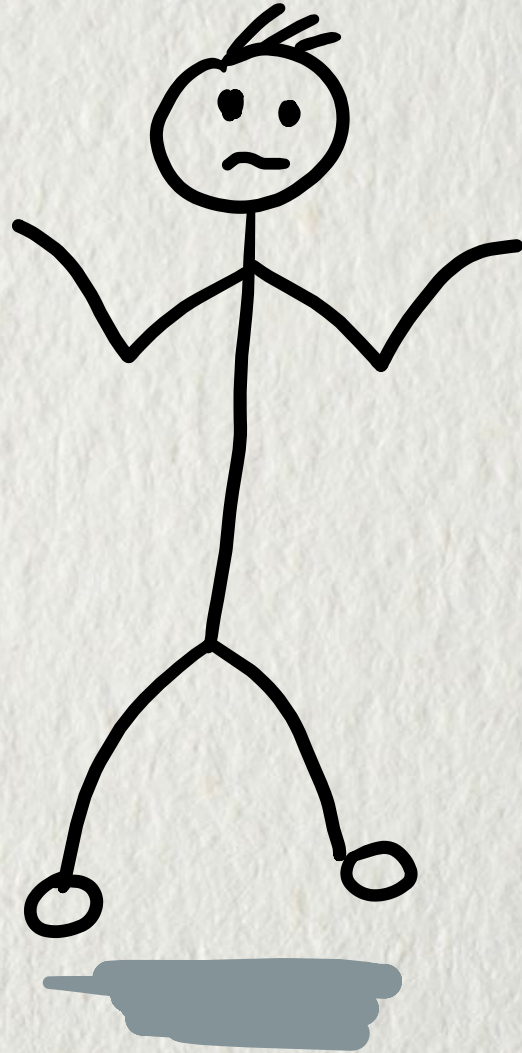
What if you BREAK, how you THINK?

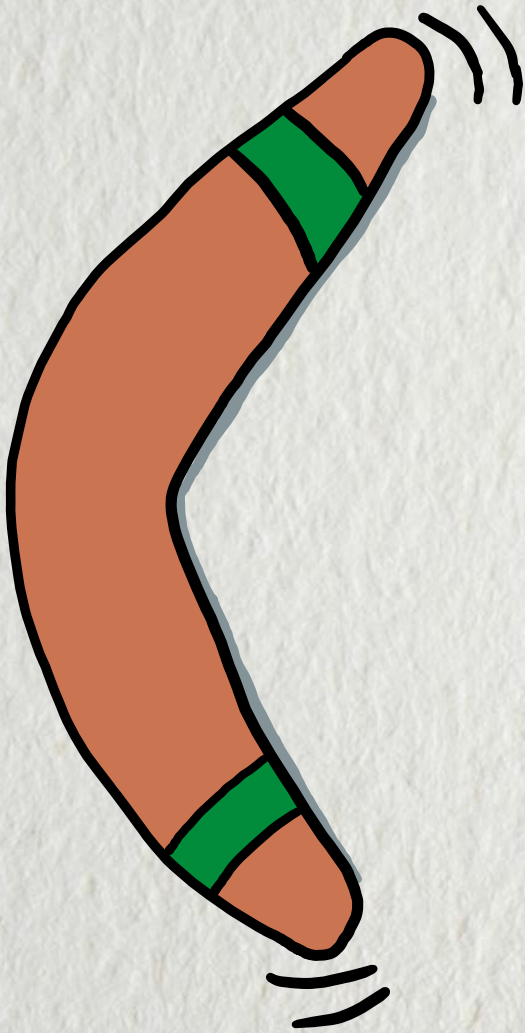


POWERING OR CENSORING CITIZENS?



WHY?





The drawing effect: Evidence for reliable and robust memory benefits in free recall

Jeffrey D. Wammes, Melissa E. Meade, and Myra A. Fernandes

Department of Psychology, University of Waterloo, Waterloo, ON, Canada

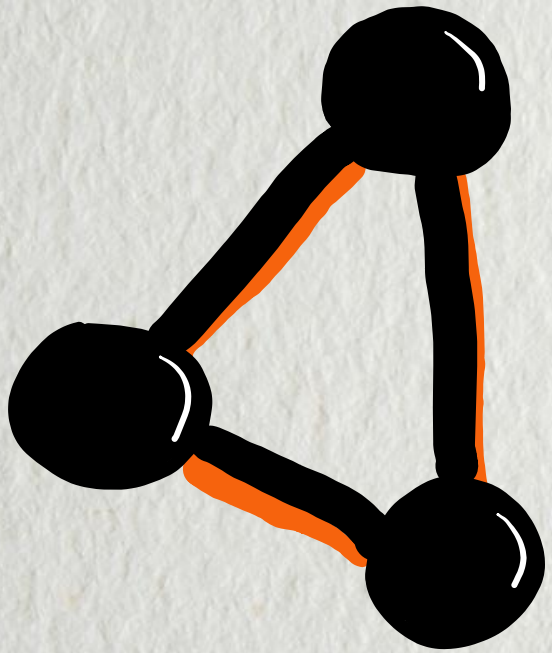
(Received 23 December 2014; accepted 31 August 2015)

In 7 free-recall experiments, the benefit of creating drawings of to-be-remembered information relative to writing was examined as a mnemonic strategy. In Experiments 1 and 2, participants were presented with a list of words and were asked to either draw or write out each. Drawn words were better recalled than written. Experiments 3–5 showed that the memory boost provided by drawing could not be explained by elaborative encoding (deep level of processing, LoP), visual imagery, or picture superiority, respectively. In Experiment 6, we explored potential limitations of the drawing effect, by reducing encoding time and increasing list length. Drawing, relative to writing, still benefited memory despite these constraints. In Experiment 7, the drawing effect was significant even when encoding trial types were compared in pure lists between participants, inconsistent with a distinctiveness account. Together these experiments indicate that drawing enhances memory relative to writing, across settings, instructions, and alternate encoding strategies, both within- and between-participants, and that a deep LoP, visual imagery, or picture superiority, alone or collectively, are not sufficient to explain the observed effect. We propose that drawing improves memory by encouraging a seamless integration of semantic, visual, and motor aspects of a memory trace.

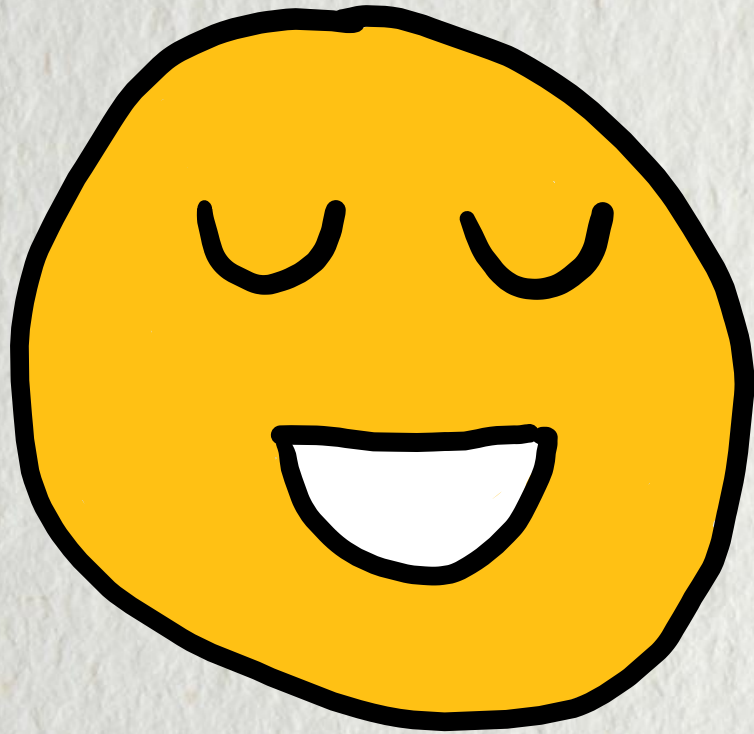
Keywords: Subject-performed tasks; Memory; Drawing; Imagery; Levels of processing.

In the current study, we first sought to determine whether drawing was an efficacious strategy for boosting later retention and memory performance. Previous work has indicated that many subject-performed tasks, such as production (MacLeod, Gopie, Hourihan, Neary, & Ozbuko, 2010), generation (Slamecka & Graf, 1978), and enactment (Guttentag & Hunt, 1988), carried out during encoding can provide a memorial benefit relative to more passive encoding strategies.

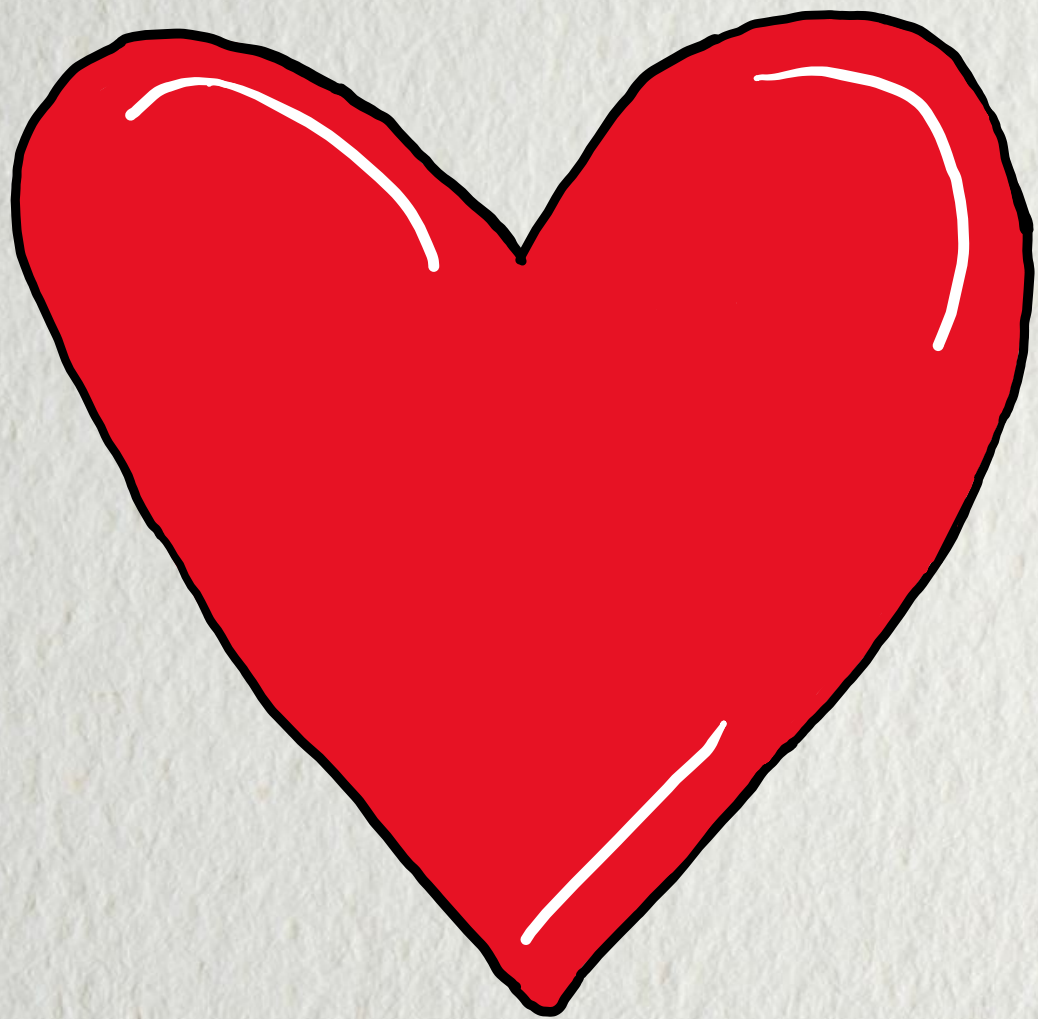
be practical in a typical learning environment such as a classroom or lecture hall due to their disruptive nature. For this reason, there is a need to find practical unobtrusive techniques that people can apply in their everyday lives to remember important information, or that students can apply to enhance retention. One traditional study approach in the aforementioned



Sharing
Artefacts



Mindfulness



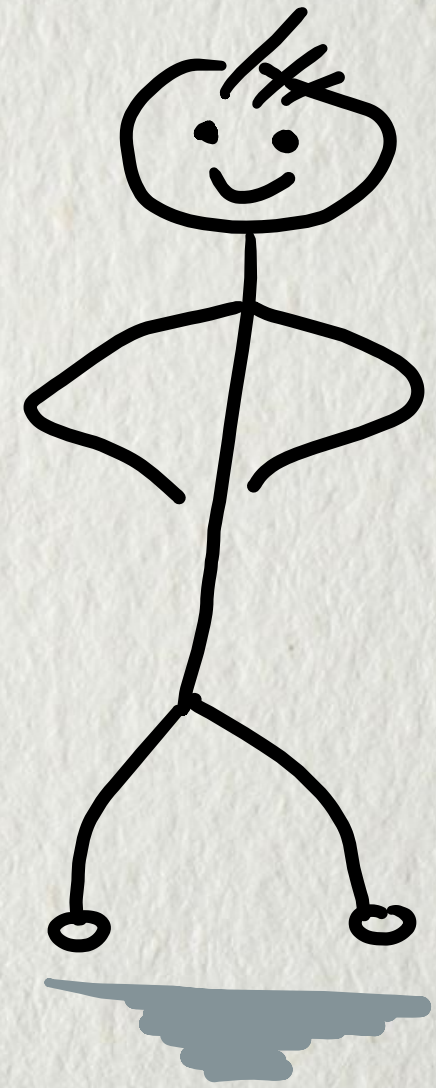
Speakers
Love
Them



Stationery
Geek - out


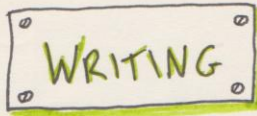

My

EXPERIENCE














Starting


The quick brown fox
jumps over the lazy dog









CAT




MOUSE




TABLE



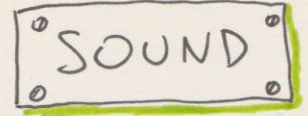
DATABASE










GOOD IDEA





BAD IDEA



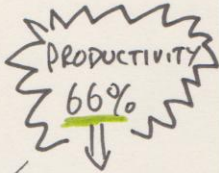
RETAIL

28%

Nokia

1.86 per day



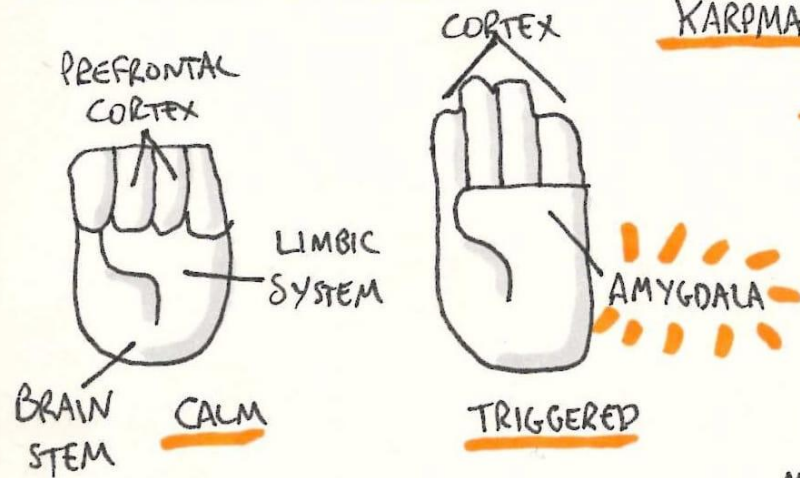
PRODUCTIVITY

66%

OPEN PLAN OFFICE

#agilecam

DR DAN SEGAL'S MODEL



SHIT SANDWICH

IRRELEVANT
THEY HATE ME
WHO CARES

NEGATIVE FEEDBACK
REGISTERS AS PAIN
IN THE BRAIN

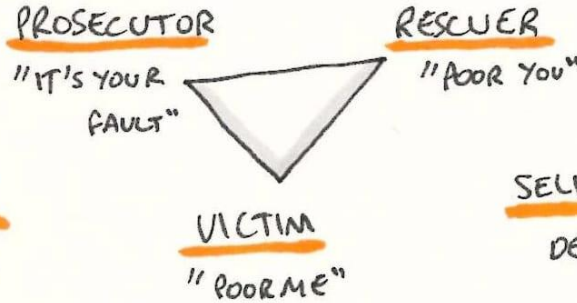


PROMOTION ← WHAT DO I GAIN?
 vs
 PREVENTION ← WHAT DO I LOSE?

FIXING FEEDBACK
 CERI NEWTON-SARGUNAR

@hotcupofteapls

KARPMAN DRAMA



MINIMAL / NO CHANGE FROM FEEDBACK

↳ POSSIBLY A WORSENING OF RELATIONSHIP

ACTIVE + CONSTRUCTIVE

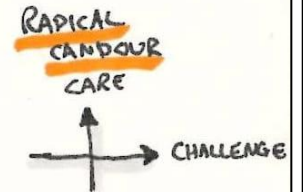
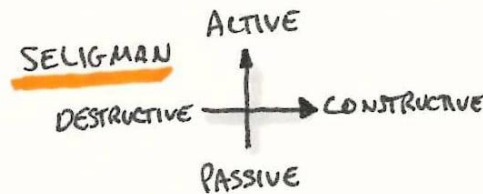
IT'S REALLY EFFECTIVE WHEN...
EVEN BETTER IF...

GO BACK TO WHY

WHAT IS THE OUTCOME I WANT?



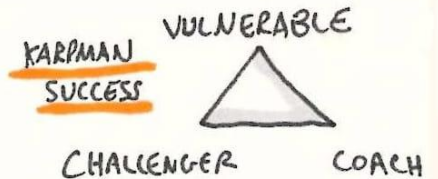
HOW DO I WANT THIS TO GO?



BE AWARE OF YOUR STATE BEFORE YOU GIVE THE FEEDBACK

USE COACHING
@S + ACT CURIOUS

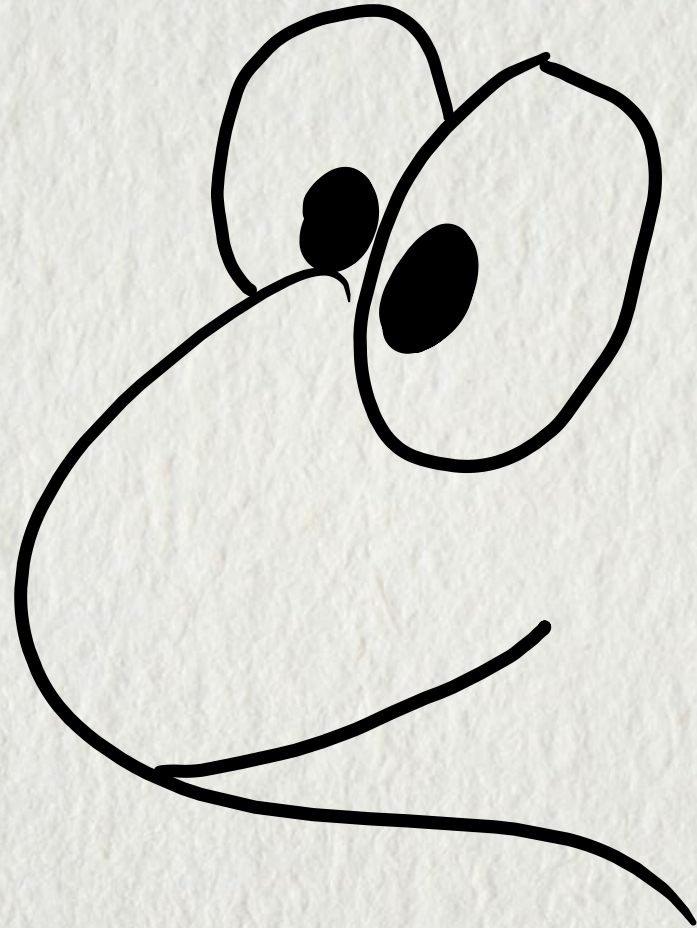
RECOGNISE WHAT YOU CONTRIBUTE TO THE SITUATION

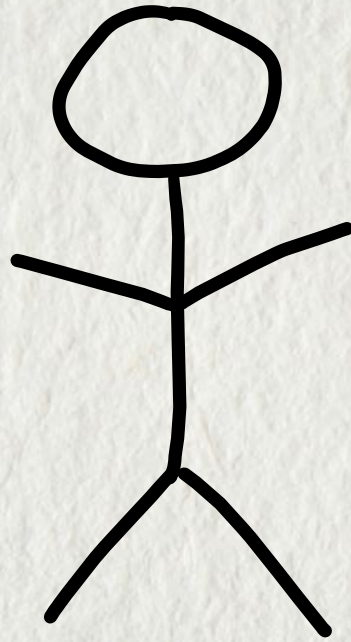


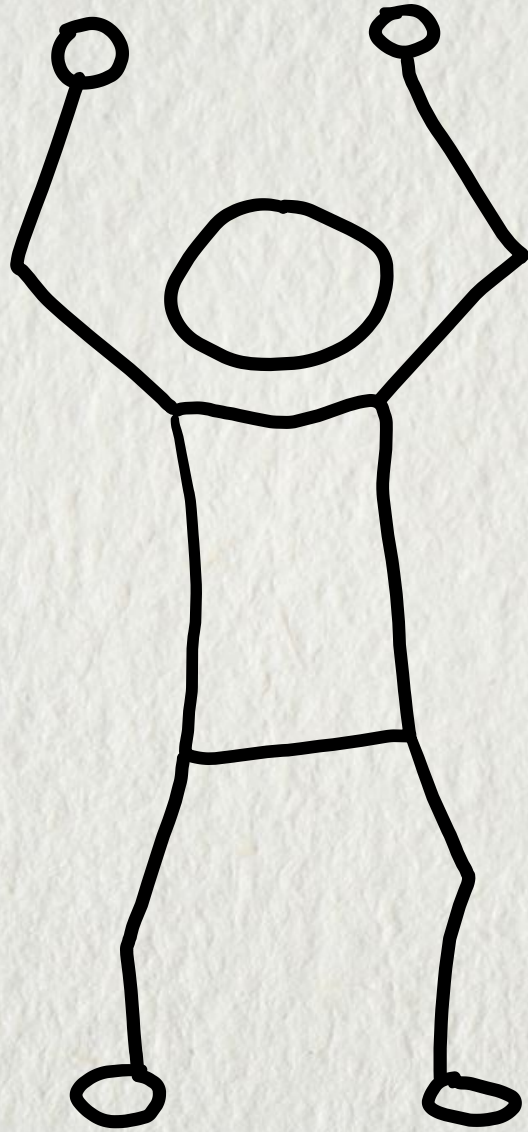
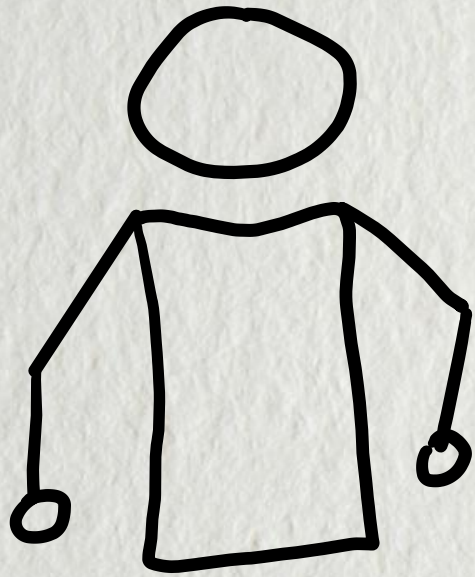
- 1 SHARE YOUR MOTIVE
- 2 DESCRIBE THE OUTCOME
- 3 SHARE YOUR TRUTH
- 4 AGREE NEXT STEPS

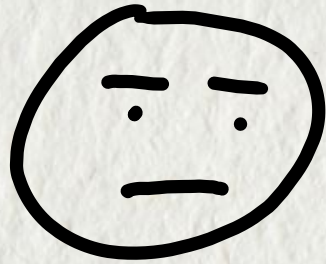
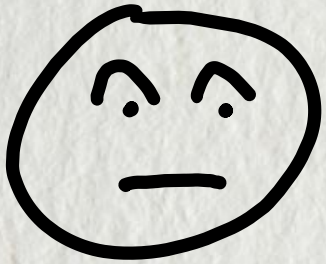
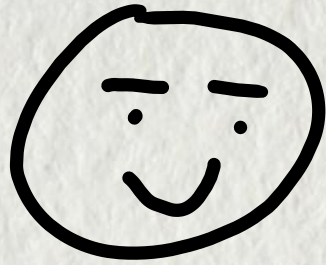
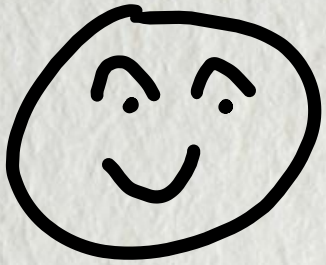
@adrianbanks

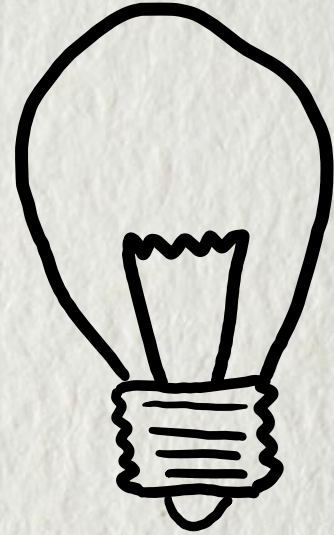
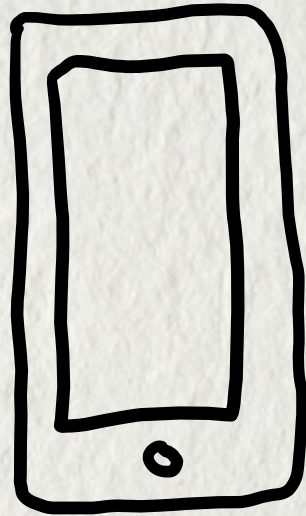
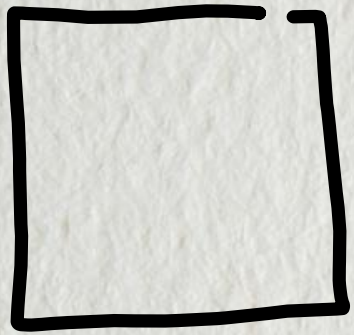
LET'S DRAW!

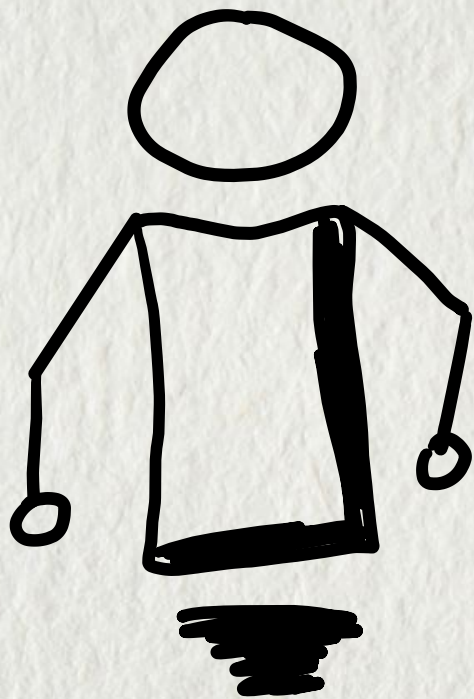


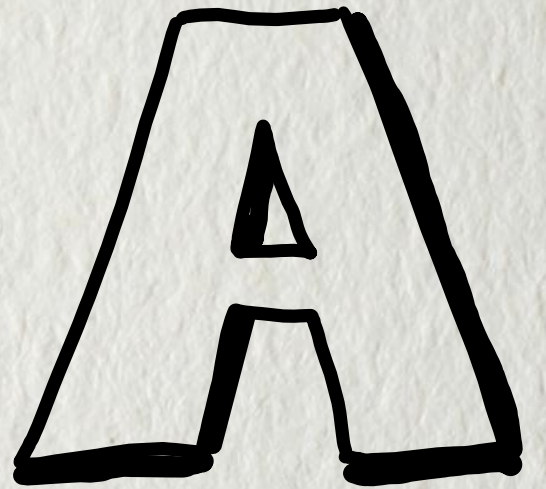
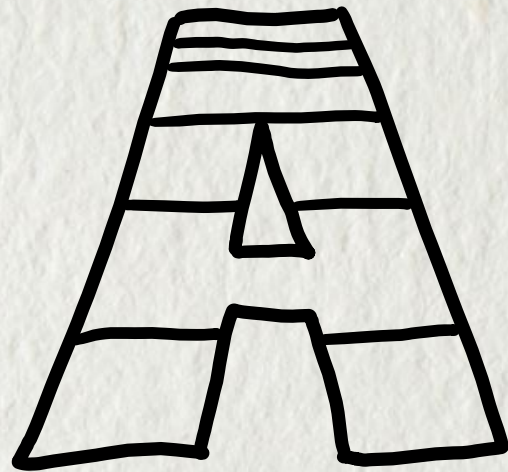
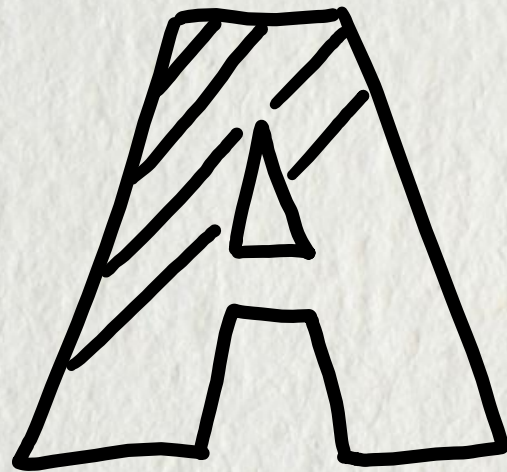
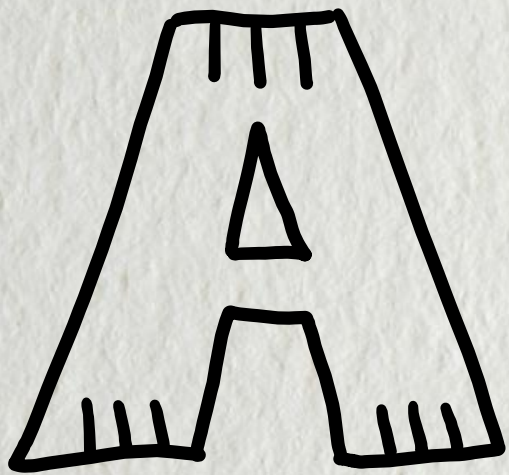


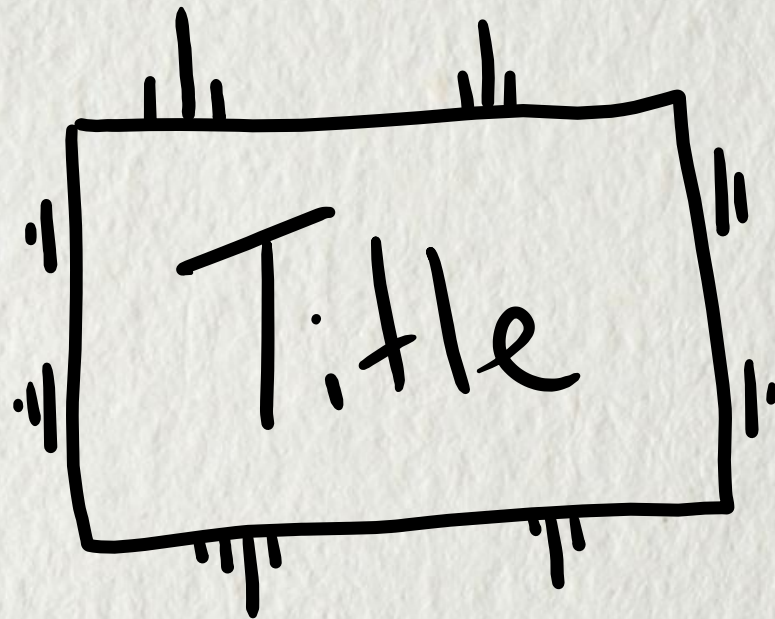




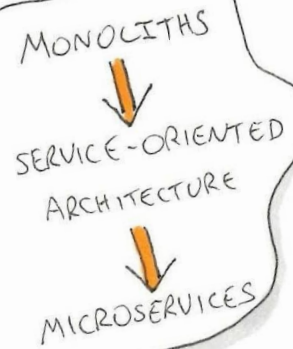








#DDDEM



"THE BEST TAKES TIME"
 6 MONTHS: HELLO WORLD!
 18 MONTHS: NOBODY WANTS PERFECT BUT EMPTY FRAMEWORK

@adrianbanks

CQRS + EVENTS IN
 REFRACTOR LATER
 ASYNCHRONOUS MONOLITH

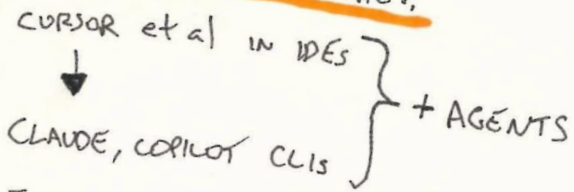
#ndclondon

DEVELOPERS

- LIKE COMPUTERS
- ONLY ONE WHO CAN WRITE CODE

NOT ANY MORE!

HOW DID WE GET HERE?



FUNDAMENTALS

PLANNING
 SAY WHAT YOU WANT
 TRACK PROGRESS

COMPOSITION
 SKILLS AND
 SPECIALISED
 TOOLS

FEEDBACK LOOP
 COMPILERS, LINTERS
 TESTS, RUNNING APP

PROBLEMS

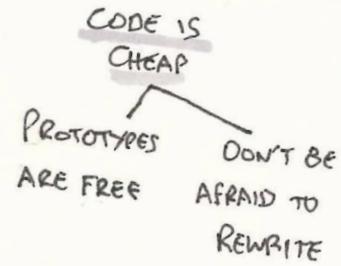
- PRODUCING TOO MUCH CODE TO REVIEW
- CODING SKILLS ATROPHY

@adrianbanks

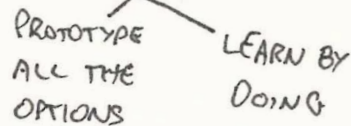
OCT 26

AI-POWERED APP DEVELOPMENT
STEVE SANDERSON

CHANGE YOUR ATTITUDE



WHY DESIGN UP-FRONT?



EXAMPLE
 AUTOMATION OF USING A WEBSITE

SKILLS

- USED TO INSTRUCT AN AGENT TO DO TASKS
- CAN BE STORED IN A REPO

FEATURES

- SUB-AGENTS
- PLAN MODE
- HOOKS
- MCP
- SKILLS
- DELEGATE
- MEMORIES
- PLUGINS
- INFINITE SESSIONS

JAN 30 2026

COPILOT SDK

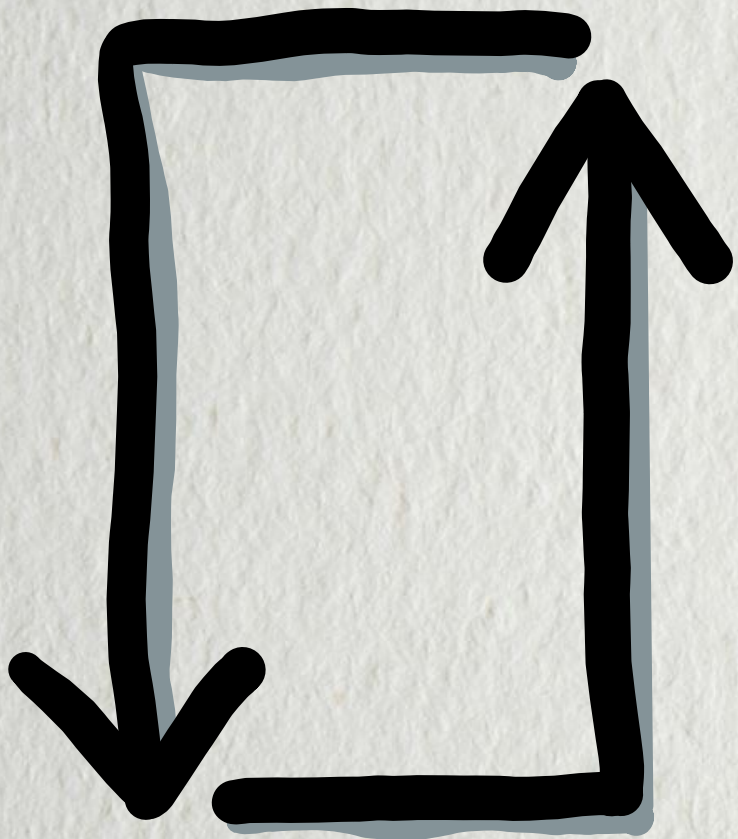
- ALLOWS CODING CONTROL OF AI
- CREATE PLUGINS FOR OTHER APPLICATIONS

PPT DEMO

NDC LONDON SLIDES

"WE ARE NOT PULLING YOUR BIG BEN"





Practice

HELSINKI

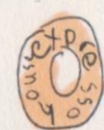
Day 3

We also saw a peeing man statue.

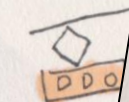


Day 2/5

We went for breakfast at



then we took a tram to the sculpture park



HELSINKI

Day 4/5

We had breakfast at the hotel.



Day 5

Then we caught a boat to Tallin at 10:30. And arrived at the 30.



After that we went to a cath...

COPENHAGEN

Day 20

We went to the experim-entarium museum.

It was amazing.



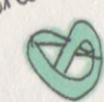
Day 4

WAP

HAMBURG

Day 26

we had a prezel for breakfast.



then we went to a park and the planetarium



Day 2 1/2 / 1 1/2

we ordered 5 panes in the 5



and a drink for cakes

we had a drink for cakes

we had a drink for cakes

we had a drink for cakes



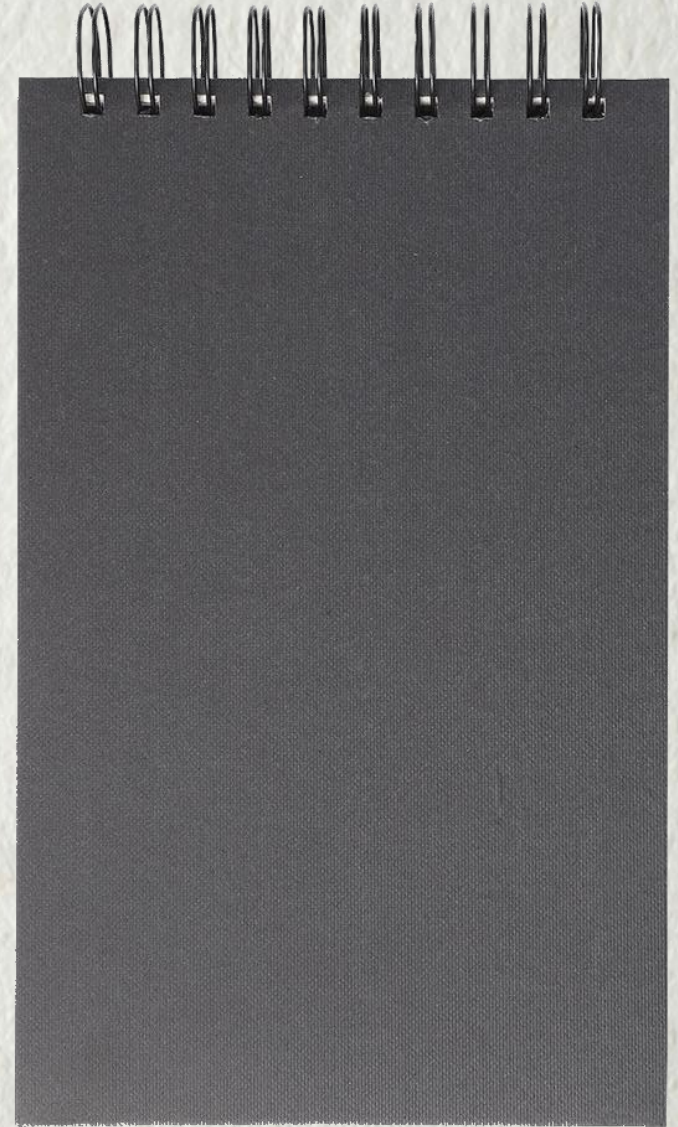
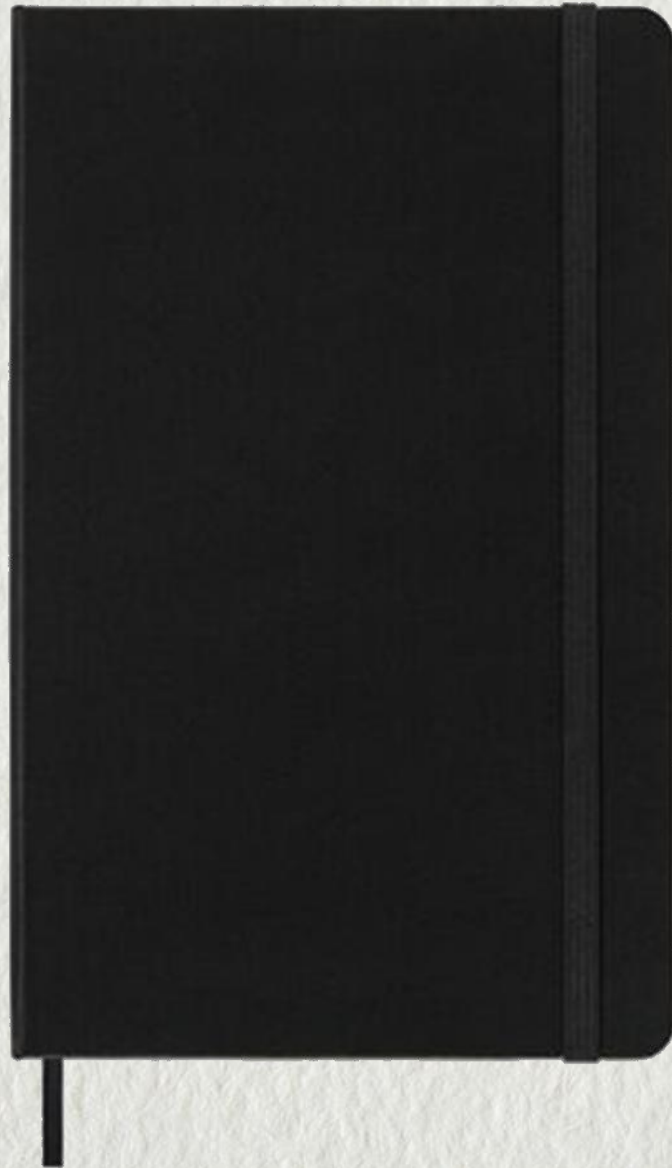
RESOURCES

The paper

Any notebook

■ Moleskin

■ Tiger





The lines

Pigment marker

■ Staedtler pigment liner

■ Faber Castell fineliner

■ UniPin fileline

The colour

Alcohol-based

- Windsor & Newton
- Copic



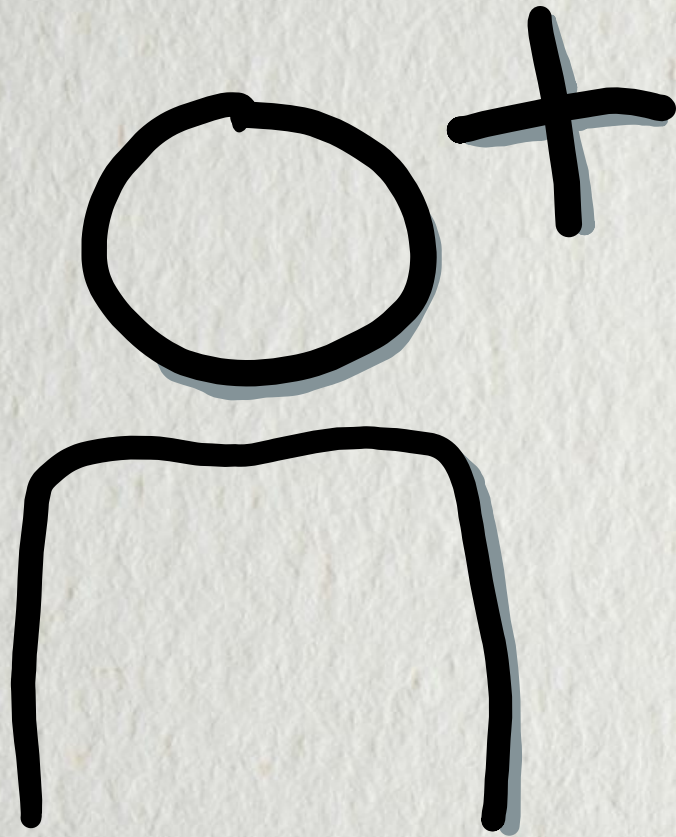
Digital



iPad + ProCreate



reMarkable



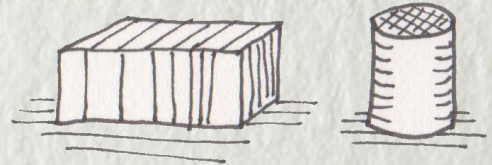
■ MIKE RORDE

■ MAKAYLA LEWIS

■ EVA-LOTTA LAMM



■ ROB DIMEO



■ CHRIS SPALTON

VIDEO Edition

the Sketchnote HANDBOOK

→ THE ILLUSTRATED guide ←
to VISUAL NOTE TAKING

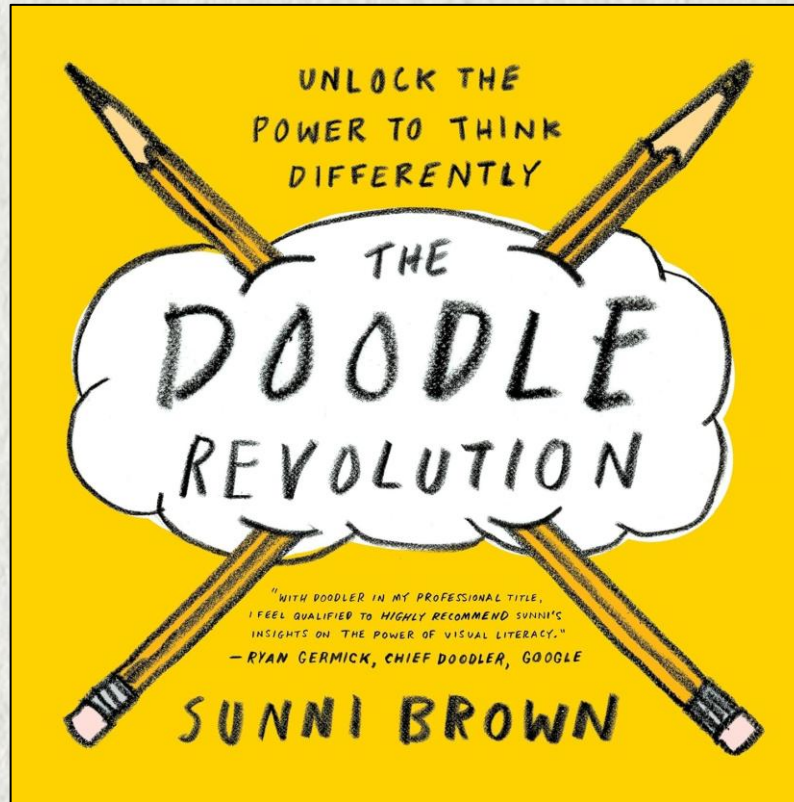


by MIKE ROHDE
the illustrator of REWORK

2+ HOURS
of VIDEO!

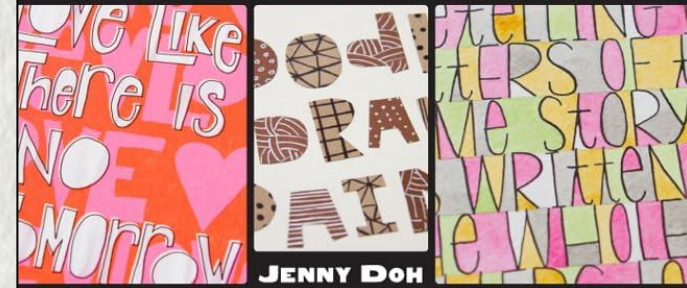
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CREATIVE LETTERING

TECHNIQUES & TIPS FROM TOP ARTISTS





FONT AWESOME

● × ■ Noun Project

Inktober[®] 2025

OFFICIAL 2025 PROMPT LIST

- | | | |
|-------------|--------------|--------------|
| 1. MUSTACHE | 11. STING | 21. BLAST |
| 2. WEAVE | 12. SHREDDED | 22. BUTTON |
| 3. CROWN | 13. DRINK | 23. FIREFLY |
| 4. MURKY | 14. TRUNK | 24. ROWDY |
| 5. DEER | 15. RAGGED | 25. INFERNO |
| 6. PIERCE | 16. BLUNDER | 26. PUZZLING |
| 7. STARFISH | 17. ORNATE | 27. ONION |
| 8. RECKLESS | 18. DEAL | 28. SKELETAL |
| 9. HEAVY | 19. ARCTIC | 29. LESSON |
| 10. SWEEP | 20. RIVALS | 30. VACANT |
| | | 31. AWARD |

@INKTOBER

#INKTOBER

#INKTOBER2025

INTRO TO SKETCHNOTES

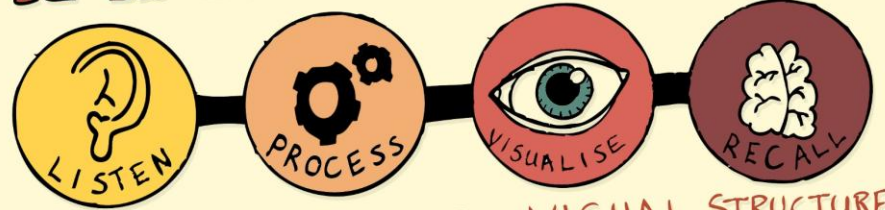
^(and only)
#1 RULE
IDEAS
NOT
ART!

You're looking to create USEFUL notes

SIMPLE SHAPES // VISUAL ALPHABET

You can draw ANYTHING using these:

o		^	⤿	∞	∞
Dot	Line	Angle	Arc	Spiral	Loop
○	◉	△	□	▤	☁
Oval	Eye	Triangle	Square	House	Cloud



FACES

Months & Expressions are Key

PEOPLE

Give Expression to your Stickmen

VISUAL STRUCTURE

Having a framework REALLY helps!

Practise your own

ICON LIBRARY

use DIFFERENT
FONTS
FOR EMPHASIS

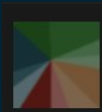


ORGANISE
INFO WITH
CONTAINERS

DIVIDERS
I ALSO HELP!
BUT! Most importantly

HAVE FUN!





#nordevcon

DEBUGGING YOUR IMPOSTER SYNDROME
VICKIE ALLEN-COLLIER

IMPOSTER SYNDROME
FEAR OF LOOKING STUPID PREVENTS ACTION
IT DOESN'T DISCRIMINATE
PEOPLE AT ALL LEVELS
TECH MANS UP
CONSTANT LEARNING
VISIBLE GAPS IN KNOWLEDGE
PUBLIC FEEDBACK
FULL REQUESTS
STAND UPS
DEMOs
SMART PEOPLE EVERYWHERE

Dunning-Kruger Effect
EARLY LEARNING → HIGH CONFIDENCE
GROWING COMPETENCE → GROWING DOUBT
EXPERTISE → REASONABLE CONFIDENCE

KNOWN BRAIN BUGS
NEARITY BIAS
CONFIRMATION BIAS
DUNNING-KRUGER EFFECT
SPOTLIGHT EFFECT
RETRAI N YOUR THOUGHTS
EXTERNALISE
ACT BEFORE YOU FEEL READY
THE FIX IS NOT PERMANENT

GROWTH MINDSET
I'M NOT GOOD AT THIS YET
I CAN LEARN TO DO THIS
THIS WILL TAKE EFFORT
I'LL TRY A DIFFERENT APPROACH

PROGRESS IS DOUBTING AND STILL BEING EFFECTIVE

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Debugging Your Imposter Syndrome

Vickie Allen-Collier

NorDevCon 2026

2026-02-27

imposter-syndrome dunning-kruger



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HOW WE SUPPORT DEPLOYING MULTI-CLOUD APPS AT STACKOVERFLOW
CHRIS O'DELL

PRODUCTS
PUBLIC Q&A
PRIVATE Q&A (MULTI-TENANT)
PRIVATE Q&A (SINGLE INSTANCE)

WHY?
DEVELOPERS SHOULD BE FOCUSED ON THINGS THAT ADD VALUE
NOT MANAGING INFRASTRUCTURE
CENTRALISE INFRASTRUCTURE DEFINITIONS
STANDARDISE DEPLOYMENT PIPELINE
SAME DEPLOYMENT PACKAGE FOR ALL CLOUDS
REDUCE DEVELOPER OVERHEAD

HOW IS THIS DONE?
STANDARDISED TERMINOLOGY
YAML ALL THE THINGS
USES CLOUD NATIVE APPLICATION BUNDLES
FUTURE PLANS
MATRIX FOR INFRASTRUCTURE PROVISIONING
ASPIRE FOR LEGAL DEVELOPMENT EXPERIENCE

GOALS
1 CENTRALISE INFRASTRUCTURE DEFINITIONS
2 STANDARDISE DEPLOYMENT PIPELINE
3 SAME DEPLOYMENT PACKAGE FOR ALL CLOUDS
4 REDUCE DEVELOPER OVERHEAD

1 YEAR TO MOVE PUBLIC (GCP)

GCP vs AZURE
LOTS OF DIFFERENCES
USE KUBERNETES FOR STANDARDISATION

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How We Support Deploying Multi-Cloud Apps At Stack Overflow

Chris O'Dell

NorDevCon 2026

2026-02-27

cnab multi-cloud platform-engineering



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LEARN HOW TO LEARN
FRANCES BUONTEMPO

BLOCKERS
PREVIOUS EXPERIENCES
SHOW YOUR WORKING
MENTAL BLOCKS
DYSLEXIA + NEUROSPICY

LEARNING TECHNIQUE: ASKING QUESTIONS
ASKING RIGHT QUESTION IS DIFFICULT
LEARNING NEEDS TO BE FUN
ASSESSMENT
ACHIEVEMENTS

LEARNING TECHNIQUE: BY CREATING
NOTES: WHICH NOTES?
GUESS THE TYPICAL QUESTIONS
USE AN LLM

FEELINGS
PEOPLE OFTEN GET ANGRY
PROGRESS IS NON-LINEAR

KNOWING YOU KNOW
ASSESSMENTS
TEACH SOMEONE
TEACH SOMETHING ELSE

CHALLENGES
ASK A QUESTION
TRY SOMETHING YOU ARE TERRIBLE AT

PLAY WITH THINGS
EXPERIMENT
BANK THE EXPERIMENT

LEARNING TECHNIQUE: WRITE
PARROT FASHION
ONE "TRUE" WAY

LEARNING TECHNIQUE: BY CREATING
TRY NEW PROBLEMS
LARGER SMALLER
KMAS
PEOPLE OFTEN GET ANGRY
PROGRESS IS NON-LINEAR

INTERNET
BOOKS

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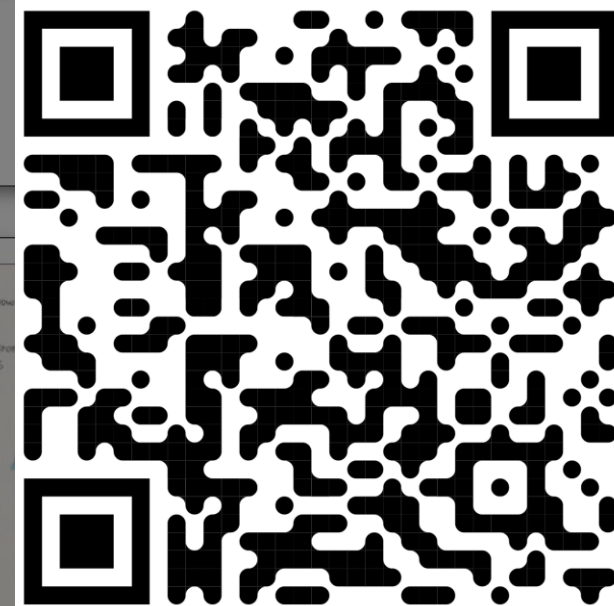
Learn How To Learn

Frances Buontempo

NorDevCon 2026

2026-02-27

learning



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TRANSLATING BUSINESS METRICS INTO MEANINGFUL USER OUTCOMES
ELIZABETH DUBIS

THE ONBOARDING PROBLEM
SUCCESS FOR THE BUSINESS
WHAT ABOUT THE USER?
OPTIMISING FOR ONBOARDING
DESIGN FOR USER BENEFITS
JOBS TO BE DONE
USERS DON'T BUY YOUR PRODUCT

IDENTIFYING INTENTS
WHO IS THE USER?
WHAT ARE THEY TRYING TO ACHIEVE?
WHAT IS PREVENTING IT?
WHERE DOES IT HURT?
WHY DOES IT MATTER?

WHAT METRICS DO WELL
MEASURE PROGRESS QUICKLY
DRIVE ACCOUNTABILITY
ALLOW TRADE-OFFS

WHAT INTENTS ARE THERE?
BEHAVIOUR

FUTURE STATES
"TO BE" STATEMENTS
EXPERIENTIAL OUTCOMES
LAGGARD/LEADING INDICATORS

TO BE / AS IS STATEMENTS
MAPS PRESENT → FUTURE STATES
EXPERIENTIAL OUTCOMES
HOW DO I WANT THE USER TO FEEL?
LAGGARD/LEADING INDICATORS

WHAT BRIDGES THE GAP BETWEEN ANXIETY + USERS
USING SOMETHING TO

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DESIGNING SERVICES THAT STAND UP TO THE TEST OF TIME

WHAT IS A SERVICE?
INDEPENDENT DEPENDENT
OWNERS VALUE
OPERATES BEHIND THE SCENES
USUALLY HAS A DATABASE

COMPLEXITY ACROSS SERVICES
ONE BARRIER CAPABILITY
SMALL - 100 - 1000 LINES OF CODE
EXPOSE CAPABILITIES VIA APIs
DON'T SHARE CODE

OBSERVABILITY
R.G. DATADOG
METRICS
LOGS
TRACES

RESTORE BEHAVIOUR
RESOURCES
IDENTIFIED
- URIs
BE CONSISTENT
USE HEADERS
USE EXPLICIT VERBS

MONOLITHS
SIMPLIFIES DEVELOPMENT
EASIER TO CHANGE
HARD TO MAINTAIN OVER TIME
DIFFICULT TO BREAK UP

ASYNCHRONOUS COMMUNICATION
NO IMMEDIATE RESPONSE NEEDED
USE MESSAGE QUEUES

FEB 26 2026

https://bit.ly/3Rpn6U1