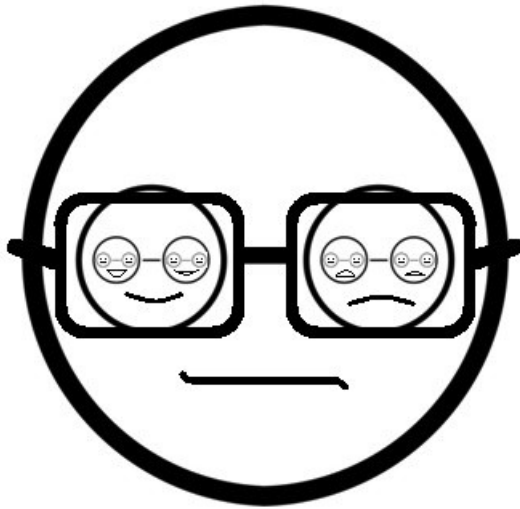


HOW TO STOP BEING A NERD  
AN AUTOBIOGRAPHY



# HOW TO STOP BEING A NERD

AN AUTOBIOGRAPHY



BY  
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## INTRODUCTION

### **HOW MANY TYPES OF HUMANS THERE ARE, AND HOW THEY ARE TO BE CATEGORIZED**

There are exactly **two types of humans** in the world: **Nerds** and **Hocks**.

**Nerds** divide everything up into neatly defined categories, to make the world seem organized and predictable. They crave the kind of knowledge that you can look up in books. Dictionaries usually define them as socially awkward and obsessed with technical or intellectual pursuits. They like to be in charge of making the rules, and regularly come up with new terms.

**Hocks**, on the other hand, are the name I've invented for humans with a more pragmatic or *ad hoc* approach to life: In any given situation they focus on solving practical problems through trial and error, constantly adjusting their way of thinking to whatever ideas turn out to yield the best results then and there. In that respect, they are the opposite of nerds. As for myself, I'm a massive Nerd, who's trying to be more like a Hock. This book is about that ongoing process.

Another thing about nerds, while we're at it, is that they naively believe you can learn any life skill just by reading a book. That you can learn all there is to know about playing basketball just by reading about it, for example. Or even worse, they believe that reading a book can make you stop being a nerd, just because it's titled *How to stop being a Nerd*. Nerds will thus take a book like this one way too literally, inevitably resulting in disappointment about its lack of effect on their lives.

**Therefore, I recommend that nerds don't read this book.**

And Hocks are already great at not being Nerds, so of course they have nothing to learn from a book on how to stop being one.

**Therefore, I recommend that hocks don't read this book.**

So, ideally no one should read any part of this book. Each individual has to make the calculation for him- or herself whether they want to incur the mental health risks associated with such immersion into my way of thinking, taking into account such parameters as whether they can afford the therapy likely required afterwards to restore their sanity to pre-gettingtoknowme levels.

Perhaps right now you're thinking 'Why would an author advise not to read his book? This must be some kind of mind game to actually get me to read it.' But does that really make sense, when you think it through? Because if I were playing mind games in the introduction, that would probably mean I'll play many more of them throughout the rest of the book, and that would just be another reason *not* to read it. After all, you don't want to be manipulated, do you? So just don't read it, and you'll avoid any risk whatsoever.

For those of you who decide to continue reading anyway, *Chapter 1* will now introduce a special elite class of nerds to you which you may not have heard of before.



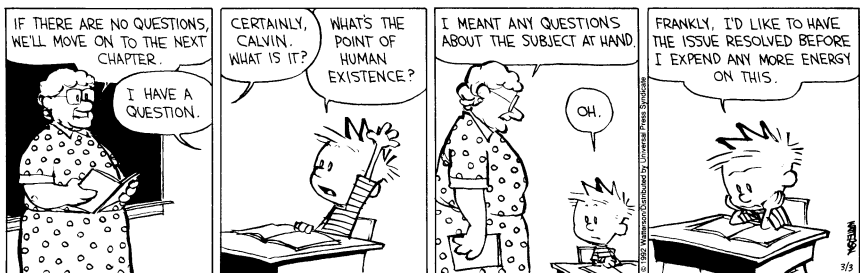
## CHAPTER 1

### HOW MANY TYPES OF NERDS THERE ARE, AND HOW THEY ARE TO BE CATEGORIZED

There are exactly **two types of nerds** in the world: **regular nerds** and **Super Nerds**.

You can't really tell the difference just by looking at them. That's because Super Nerds often hide their **Super Nerd Powers** to blend in with the masses. Similar to how some moths and mantises disguise themselves to look like leaves. Evolution is interesting. Even when you talk to a Super Nerd, it still may manage to fool you into believing you're dealing with just an ordinary nerd. In rare cases, it may actually even convince you that you're talking to a *non-nerd human*. But believe me, it does not think like one.

So how *does* a Super Nerd think? Like a regular nerd of course, but far more extreme. Let me illustrate the distinction between them with a case-study, starting with this *Calvin and Hobbes* cartoon:



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