

Aaron Rasmussen
American Game Designer and CEO

1. What is one of Aaron Rasmussen's key roles?

- A. CEO of outlier.org
- B. Principal at a high school
- C. Professional athlete
- D. Music producer

Answer: _____

2. Aaron Rasmussen co-founded which online education platform?

- A. Coursera
- B. Khan Academy
- C. masterclass.com
- D. Udemy

Answer: _____

3. Before his success in online education, Aaron Rasmussen worked in which field?

- A. Culinary arts
- B. Robotics
- C. Fashion design
- D. Professional gaming

Answer: _____

4. What unique product did Aaron help create that relates to video gaming culture?

- A. A mana potion energy drink
- B. A virtual reality headset
- C. An online gaming platform
- D. A gaming chair

Answer: _____

5. Which sensory experience did Aaron Rasmussen use as the basis for a video game he developed?

- A. Taste
- B. Sight
- C. Sound
- D. Touch

Answer: _____

6. What does Aaron Rasmussen identify as a crucial part of his career path?

- A. Avoiding risks
- B. Following a predefined path
- C. Exploring varied interests
- D. Sticking to one industry

Answer: _____

7. Aaron's first company focused on creating:

- A. Educational software
- B. Mobile apps
- C. Robots for industrial use
- D. Online courses

Answer: _____

****Written Response Questions****

8. Discuss how Aaron Rasmussen's upbringing influenced his career path and the importance of self-learning in achieving career goals.

9. Reflect on the concept of "doing everything the best possible way you can," as mentioned by Aaron Rasmussen. How does this principle apply to both academic and extracurricular activities?

10. Aaron Rasmussen emphasizes the value of exploring various interests and the impact of serendipity in career development. Provide an example of how pursuing a range of interests could benefit a student's future career, drawing parallels to Aaron's journey.
