Comment from ChatGTP when I asked for feedback to improve the above outline. I modified the document a little based on this.

Your outline is thorough and well-organized! It covers all the key aspects of planning and executing a Science Olympiad Trial Event for a Game Agent, incorporating concepts of Reinforcement Machine Language (RML). Here are a few suggestions and comments:

1. Initiation: Ensure that the planning team includes members with diverse expertise, including AI/ML, game design, education, and event planning.
2. Design and Build Website: Consider using platforms like GitHub Pages or Netlify for hosting the project repository and related materials. These platforms can integrate with Git for version control.
3. Product Repository and Version Management System: Using Git is a good choice for version control, especially if team members are already familiar with it.
4. Fit within K-12 AI/ML Core Curriculum: Emphasize the event's role in introducing advanced concepts to interested students and providing them with a platform to explore AI/ML beyond the standard curriculum.
5. Local, State, and National Workforce Development: Highlight how participation in the event can enhance students' skills in AI/ML, making them more competitive in future job markets.
6. Task Decisions: Consider clarifying the limitations on the use of AI models, especially for middle school students, to ensure compliance with relevant regulations.
7. Format of the Event: Providing all necessary materials ahead of time, including sample Agent, tutorials, and links, will help teams prepare effectively.
8. Scoring Team Submissions: Ensure that the scoring rubric is clear and aligns with the objectives of the event. Consider including categories for creativity, problem-solving, and collaboration.
9. Execution: Building three distinct games will require significant effort and coordination. Consider starting with a simpler prototype and iterating based on feedback.
10. Control: Establishing clear communication channels and timelines for decision-making will help keep the project on track.
11. Close: Preparing for future iterations of the event or its expansion into other programs shows a forward-looking approach and commitment to its long-term success.

Overall, your outline demonstrates a thoughtful approach to designing and implementing a challenging and engaging event. Good luck with your project!.

I then asked ChatGTP what modifications would it suggest to the outline to make this a SkillsUSA event … here is the question and reply:

**Ron**:: related question ... I plan to expand this project into a SkillsUSA event ... the biggest difference is the amount of time the kids are in the event. In SciOly we have only 50 minutes, whereas in a SkilllsUSA event we would have about 4 hours for the kids to show what they know. How would you modify this outline for this different event?

**ChatGPT**

Expanding the project into a SkillsUSA event with a longer duration offers exciting opportunities to deepen student engagement and exploration of AI/ML concepts. Here's how you might modify the outline:

1. Initiation: The planning team should focus on designing a more comprehensive and immersive experience, considering how to sustain student interest and learning over the extended time frame.
2. Design and Build Website: The website can serve as a hub for resources, tutorials, and communication channels, allowing teams to engage with the material before the event and continue learning afterward.
3. Product Repository and Version Management System: Continue to use Git for version control, but consider providing more advanced tutorials for teams to explore during the longer preparation period.
4. Fit within K-12 AI/ML Core Curriculum: Emphasize the event's role in providing a deeper dive into AI/ML concepts, allowing students to explore more advanced topics and applications.
5. Local, State, and National Workforce Development: Highlight how the event prepares students for future careers by giving them a hands-on experience with real-world AI/ML challenges.
6. Task Decisions: Consider expanding the range of game engines and AI models that teams can use, allowing for more creativity and experimentation.
7. Format of the Event: With a longer time frame, teams can develop more sophisticated solutions. Consider adding stages where teams refine their AI models based on feedback before final presentations and competitions.
8. Scoring Team Submissions: The scoring rubric should reflect the increased complexity and depth of the event, including criteria for innovation, problem-solving, and adaptability of the AI models.
9. Execution: Designing and building three full games can be more ambitious, but with more time, teams can create more polished and innovative solutions. Consider adding a mentoring component where teams receive guidance from experts in the field.
10. Control: Asynchronous communication can still be valuable, but consider adding synchronous opportunities for teams to interact with mentors and receive real-time feedback.
11. Close: After the event, gather feedback from participants to improve future iterations. Consider creating a platform for teams to showcase their projects and continue learning beyond the event.

Expanding the project into a SkillsUSA event offers a unique opportunity to engage students in a deeper exploration of AI/ML concepts and their applications. By providing a longer time frame and more resources, teams can develop more sophisticated solutions and gain valuable skills for future careers.