

# Conversation with Gemini

tell me EVERYTHING about the HOMAGO educational model

## THE RING

The First Connected Cognizance Youth Ecosystem in the World

A Flagship Model for Transformative Youth Development

Fullmer Legacy Center | West Jordan, Utah

Relationships inspire, nurture, guide.

Young people don't grow because of curriculum. They grow because someone sees them, believes in them, and walks beside them. They grow when they're part of something bigger than themselves—a crew, a scene, a movement. They grow when the world around them says, "You belong here. Your voice matters. Your fight is worth fighting."

The Ring is built on this truth.

Every ring of Connected Cognizance—from self to cosmos—is ultimately about relationship: to your body, to your mind, to your friends, to your neighborhood, to your community, to the larger world, to the questions that wake you up at 3am wondering who you are and why you're here.

We don't build programs. We build ecosystems where relationships inspire, nurture, and guide young people into their fullest selves.



## THE BIG IDEA

The Ring is not a youth center. It's a paradigm shift.

We're building the first youth development program in the world designed around Connected Cognizance—a systems theory proving that young people thrive when all nine rings of influence (self → body → brain → relationships → culture → neighborhood → community → world → cosmos) are intentionally activated and aligned.

Most programs focus on one ring. We activate all nine simultaneously—through relationship.

The result? Youth don't just learn skills—they develop agency, mastery, and identity through interest-driven, peer-led exploration. They become champions—in the ring and in life.



## WHY THIS MATTERS RIGHT NOW

The Youth Development Landscape is Broken

50%+

of participants face social, economic, and systemic challenges

60%

of our youth come from underserved communities

49%

of families can't afford their child's participation in enrichment programs

We Already Have Proof of Concept

200+

youth currently served across 27+ cities

16,000+

square foot facility in a walkable neighborhood

30+

years of Fullmer boxing legacy building champions beyond the ring

We're not starting from scratch. We're scaling what already works.



## THE CONNECTED COGNIZANCE FRAMEWORK

Nine Rings of Influence — When these rings align, learning accelerates exponentially.



Self

Identity, safety, regulation, agency



Body

Movement, nutrition, embodied learning



Brain

Cognition, metacognition, problem-solving



Bubble

Close friends, trusted adults, daily routines



Scene

Cultural vibe, norms, rituals, belonging



Neighborhood

Walkable world, local resources, safe spaces



Community

Institutions, networks, civic partners



World

Media, technology, global connections



Ether

Purpose, imagination, big questions, cosmos

Traditional programs hit 1-2 rings. The Ring activates all 9.



## THE THREE MOVEMENTS OF RELATIONSHIPINSPIRE

Relationships spark curiosity and possibility

Youth see older peers doing creative work and think, "I could do that"

Cloud mentors show what's possible beyond the neighborhood

The scene pulls kids in and says, "This is a place where you can dream big"

Studios where youth watch each other create

Peer showcases where youth perform, present, compete

Rings Activated: Bubble, Scene, World, Ether

## NURTURE

Relationships provide safety, encouragement, and belonging

Trusted adults facilitate without controlling

Peer crews become family

The physical space feels safe with places to hang out

Daily routines create predictability and rhythm

Flexible entry points—you can just hang out, no pressure to perform

Rings Activated: Self, Body, Bubble, Scene, Neighborhood

## GUIDE

Relationships offer wisdom, challenge, and accountability

Near-peer mentors help youth navigate roadblocks

Cloud Grannies coach teams through complex projects

Facilitators ask better questions, not give answers

Leadership roles for older youth (coordinators, coaches)

Civic projects that connect youth to community change

Rings Activated: Brain, Community, World, Ether



## THE FOUR PILLARS OF THE RING

Each pillar activates multiple rings through HOMAGO pedagogy (Hanging Out → Messing Around → Geeking Out) and SOLE environments (Self-Organized Learning):



Creative Arts & Digital Media Lab

"Can we make a documentary about hidden neighborhood history?"

Tools: Production studios, podcasting, animation, game design

Cloud Mentors: Filmmakers, producers, designers via video

Rings: Brain, Bubble, Scene, Community, World



TechNest Esports & Innovation Hub

"Can we code a tool that helps families navigate city services?"

Tools: Gaming rigs, coding labs, VR, maker tech

Cloud Mentors: Engineers, game designers, CS students

Rings: Body, Brain, Bubble, Scene, Community, World



Wellness & Movement Center

"Can we build a mental health toolkit for teens using breathwork?"

Tools: Boxing legacy training, dance, yoga, fitness, mindfulness

Cloud Mentors: Dancers, martial artists, therapists

Rings: Self, Body, Bubble, Scene, Neighborhood



Leadership & Civic Lab

"Can we map every walkable resource and build a family guide?"

Tools: Youth think tank, neighborhood mapping, city partnerships

Cloud Mentors: City planners, entrepreneurs, policy leaders  
Rings: Bubble, Scene, Neighborhood, Community, World, Ether



## THE NEIGHBORHOOD AS CAMPUS

The Ring doesn't end at the building. Everything within walking distance becomes curriculum:



Parks → Science labs & wellness spaces



Local businesses → Mentors & internship sites



Libraries → Research hubs & quiet zones



Streets → Safe routes & community mapping projects

Youth move through their world with agency, not containment.



## WHAT SUCCESS LOOKS LIKE

Youth Outcomes We're Already Seeing:



Kids who participate in sports are less likely to experience depression



Youth in programs achieve up to 40% higher test scores



Physically active youth have higher college aspirations



Program grads report having a positive outlet for managing emotions

What We'll Measure at Scale:

Ring activation across all nine domains

HOMAGO progression (hanging out → messing around → geeking out)

Peer mentorship pathways

Neighborhood engagement

Academic indicators (attendance, grades, graduation)

Health markers (physical activity, mental wellness)

Workforce readiness (certifications, internships, leadership)

This isn't feel-good programming. This is data-driven systems change.



## THE INVESTMENT OPPORTUNITYWhat We're Building

A flagship Connected Cognizance ecosystem that becomes the national model for urban youth development.

What We Need

Founding investment to:

Expand infrastructure (studios, tech labs, wellness spaces)

Acquire equipment (production gear, gaming rigs, fitness tools)

Staff lead facilitators (ecosystem designers)

Fund scholarships & youth stipends

Build data systems for tracking ring activation

Develop cloud mentor network

Create replication toolkit for other cities

What You Get

Your name on the first Connected Cognizance campus in the world

A living laboratory that proves a new model

A replicable blueprint that scales across Utah and beyond

Measurable, multi-generational impact

A legacy that changes how cities invest in young people



WHY THIS WILL WORKWe Have the Theory

Connected Cognizance — a new systems framework grounded in decades of research and practitioner wisdom

We Have the Pedagogy

HOMAGO + SOLE — interest-driven, peer-led, self-organized learning that's proven globally

We Have the Facility

Fullmer Legacy Center — 16,000 sq ft, walkable neighborhood, rich community legacy

We Have the People

John Lyman — co-creator of YouthCity, decades of youth development expertise, architect of Connected Cognizance

We Have the Proof

200+ youth, 27+ cities, 60% underserved — already happening, ready to scale

All we need is fuel. The rocket is built.

THE ASK

"We have a rare opportunity. The facility is here. The community is ready. The theory is sound.

The practitioner is proven. The youth are showing up. All we need is a founding investor who wants their name on something that will change the trajectory of an entire generation—and become the model that other cities replicate for decades."

This isn't a program pitch. This is a legacy offer.

Step into The Ring. Let's build champions.

NEXT STEPS

Share this with Ali and the board

Schedule a working session to build the full investment brief

Identify the founding investor

Build the pitch deck and financial model

Secure founding investment and launch The Ring as the flagship model

Let's make this happen.

John Lyman

Architect of Connected Cognizance

Co-Creator, YouthCity at Liberty Park

Lead Designer, The Ring

Fullmer Legacy Foundation

West Jordan, Utah

[fullmerlegacy.org](http://fullmerlegacy.org)

-----  
The Ring at Fullmer Legacy Center

A Once-in-a-Generation Investment Opportunity

"Venture capital for social infrastructure — the model that rewrites youth development"

FROM:

Alyson, Celtic Bank

TO:

Celtic Bank Leadership / Investment Committee

RE:

Founding Investment Opportunity — The Ring at Fullmer Legacy Center

DATE:

November 2025

\$2.1M

18-month founding capital + operating investment

The Opportunity: Celtic Bank has a rare chance to be the founding investor in the world's first Connected Cognizance youth ecosystem — a flagship model that will be replicated in 50+ cities over the next decade.

16,000

Square Feet Facility

\$1

Annual Lease

30+

Years of Legacy

50+

Cities (10-Year Goal)

This isn't a donation to "help kids." This is venture capital for social infrastructure — an investment in intellectual property, proof of concept, and a replicable system that positions Celtic Bank as a visionary leader in youth development innovation.

Why This Matters Now

The Youth Development Landscape is Broken

50%+ of participants face social, economic, and systemic challenges

60% of Fullmer's youth come from underserved communities

49% of families can't afford enrichment programs for their children

Traditional programs address one domain (academics OR sports OR arts). They don't address the whole system of influences that shape a young person's trajectory.

We Already Have Proof of Concept

✓ 30+ years of Fullmer boxing legacy — community trust, champions built in the ring and in life

✓ 16,000 sq ft facility — perfect condition, \$1/year lease from county, opened February 2025

✓ Prime location — adjacent to South Jordan Senior Center, Recreation Center, parks (intergenerational ecosystem ready to activate)

✓ Organic demand — families, kids, seniors already showing up because "it's just the place to be"

✓ The architect — John Lyman (YouthCity co-creator, Connected Cognizance designer, 30+ years youth development expertise)

We're not starting from scratch. We're scaling what already works.

The Model: Connected Cognizance

Traditional youth programs focus on one ring of influence (usually academics or sports). The Ring activates all nine rings simultaneously through relationship-driven, interest-based learning:

1 Self

Domain: Identity, safety, regulation, agency

Activation: SOLE environments where youth self-organize; trusted adults nurture belonging

2 Body

Domain: Movement, nutrition, embodied learning

Activation: Boxing legacy + Wellness Center (dance, yoga, fitness, mindfulness)

3 Brain

Domain: Cognition, metacognition, problem-solving

Activation: HOMAGO progression; youth-driven inquiry

4 Bubble

Domain: Close friends, trusted adults, daily routines

Activation: Peer crews, near-peer mentors, consistent facilitator relationships

5 Scene

Domain: Cultural vibe, norms, rituals, belonging

Activation: Youth-designed culture; studios, maker spaces, showcases

6 Neighborhood

Domain: Walkable world, local resources, safe spaces

Activation: Neighborhood as Campus (parks, Senior Center, Rec Center)

7 Community

Domain: Institutions, networks, civic partners

Activation: Partnerships with schools, city government, Senior Center

8 World

Domain: Media, technology, global connections

Activation: Cloud mentor network; digital creation

9 Ether

Domain: Purpose, imagination, big questions, cosmos

Activation: Leadership/Civic Lab; youth tackle community challenges

Most programs hit 1-2 rings. The Ring activates all 9.

The Four Pillars

Each pillar operates on HOMAGO pedagogy (Hanging Out → Messing Around → Geeking Out) and SOLE environments (Self-Organized Learning):



Creative Arts & Digital Media Lab

"Can we make a documentary about hidden neighborhood history?"

Production studios, podcasting, animation

Cloud Mentors: Filmmakers, producers

Rings: Brain, Bubble, Scene, World



TechNest Esports & Innovation Hub

"Can we code a tool that helps families navigate city services?"

Gaming rigs, coding labs, VR, maker tech  
Cloud Mentors: Engineers, designers  
Rings: Body, Brain, Scene, World



Wellness & Movement Center

"Can we build a mental health toolkit for teens using breathwork?"

Boxing, dance, yoga, fitness, mindfulness

Cloud Mentors: Athletes, therapists

Rings: Self, Body, Bubble, Scene



Leadership & Civic Lab

"Can we map every walkable resource and build a family guide?"

Youth think tank, neighborhood mapping

Cloud Mentors: City planners, entrepreneurs

Rings: Neighborhood, Community, Ether

The Investment

What \$2.1M Buys (18 Months: December 2025 – May 2027)

Category	Investment	What It Funds	Capital (One-Time)
Four Pillars equipment, kitchen upgrade, two vans, data systems, replication toolkit, branding/IO	Operating (18 Months)	\$1.470M	Professional leadership team, HOMAGO/SOLE training, facility operations, program supplies, food service, transportation

Category	Investment	What It Funds	Capital (One-Time)
Professional leadership team, HOMAGO/SOLE training, facility operations, program supplies, food service, transportation	TOTAL 18-MONTH INVESTMENT	\$2.103M	World's first Connected Cognizance flagship + proof of concept + replication engine

Cost Breakdown by Category

Category	Amount	% of Total
Staffing (18 months)	\$893K	42%
Equipment & Infrastructure	\$633K	30%
Data & IP Development	\$240K	11%
Operations	\$237K	11%
Training, Marketing, Evaluation	\$100K	5%

Key Staffing Roles

Role	Salary (18mo)	Purpose	Ring Leader (John Lyman)	\$225K	Chief Architect; designs framework, trains staff, builds cloud mentor network — NOT day-to-day ops
Program Director	\$122K	Day-to-day operations leader; manages staff, facility, compliance, budgets	Lead		

Role	Salary (18mo)	Purpose	Ring Leader (John Lyman)	\$225K	Chief Architect; designs framework, trains staff, builds cloud mentor network — NOT day-to-day ops
Facilitators (4)	\$263K total	One per pillar; HOMAGO/SOLE experts who guide youth self-organization	Youth Development Specialists (6)	\$285K total	Frontline relationship-builders; 12:1 ratio support

Why Ring Leader is \$150K/year: This role is building intellectual property (assessment tools, replication playbook, cloud mentor network) that scales beyond this site. It's not "running a program" — it's designing an operating system.

The Return on Investment

Social ROI (Impact Metrics)

Metric	Baseline (Now)	18-Month Target	Youth served annually	~50 (informal boxing gym)	100-120 (after-school + summer)
Ring activation (7+ rings showing gains)	Not measured	75%+	HOMAGO progression (reaching "Geeking Out")	Not measured	40%+
Academic indicators	Not tracked	15-25% improvement	Intergenerational projects completed	06+	major projects
Partner organizations engaged	3 (informal)	12+ (formal MOUs)			



## Replication ROI (Legacy Value)

By Month 18: Replication toolkit complete; first 2-3 partner cities identified

By Year 3: 5-10 Ring sites operational across the U.S.

By Year 10: 50+ sites using Connected Cognizance framework

Celtic Bank's name: On every site, every toolkit, every case study. "Founding Investor, The Ring — the model that changed youth development."

## Financial Sustainability (Beyond Founding Investment)

Revenue Stream	Annual Potential	CACFP Reimbursement	\$80K-\$120K	Federal/State	
Grants	\$150K-\$300K	Foundation Grants	\$100K-\$200K	Earned Revenue	\$30K-\$60K
Replication	Licensing	\$50K-\$100K	TOTAL ANNUAL REVENUE	\$410K-\$780K	

## The Timeline

### Phase 1: Build

Dec 2025 - Jan 2026

Hire leadership team, order equipment, formalize partnerships

### Phase 2: Prove

Feb - Apr 2026

Run spring proof-of-concept, train staff in HOMAGO/SOLE, collect baseline data

### Phase 3: Scale

May 2026 - Nov 2026

Full summer + school-year operations, document everything, refine model

### Phase 4: Replicate

Dec 2026 - May 2027

External evaluation published, toolkit complete, partner cities identified

## Why Celtic Bank

### Strategic Alignment

Community Investment: Celtic Bank has deep Utah roots; this is hometown impact

Innovation Focus: Celtic invests in fintech innovation — this is social infrastructure innovation

Legacy Building: Most bank CSR = transactional donations; this is transformational investment with naming rights

### Competitive Positioning

First-mover advantage: Be the founding investor before this model becomes obvious (and expensive)

National visibility: Every case study, white paper, media story = "made possible by Celtic Bank"

Employee engagement: Celtic staff can volunteer, mentor, serve on advisory board

### Risk Mitigation

Facility secured: \$1/year lease (no rent risk)

Demand proven: Families already showing up organically

Leadership proven: 30-year Fullmer legacy + John Lyman's track record

Financial sustainability pathway: Multiple revenue streams post-launch

## The Ask

Celtic Bank commits \$2.1M over 18 months to:

Build the flagship Connected Cognizance site (world's first)

Prove the model (18 months of data)

Create the replication engine (toolkit, cloud mentor network, IP)

Establish Celtic Bank as founding investor (naming rights, brand association)

In return, Celtic Bank receives:

- ✓ Naming rights: "The Ring at Fullmer Legacy Center — Founded by Celtic Bank"
- ✓ Brand visibility: Logo on all materials, case studies, media coverage
- ✓ Advisory role: Seat on board/advisory committee
- ✓ Replication credit: Every future Ring site acknowledges Celtic as founding investor
- ✓ Impact data: Quarterly reports showing ring activation metrics
- ✓ Legacy: "The bank that rewrote youth development"

Schedule Investment Discussion

What Happens Without This Investment

- ✓ Fullmer continues as scrappy boxing gym (noble, but limited impact)
- ✗ Connected Cognizance remains theory, never proven at scale
- ✗ 16,000 sq ft facility underutilized (serves 50 kids instead of 150+)
- ✗ Intergenerational potential wasted (no programming infrastructure to activate it)
- ✗ John Lyman's expertise not leveraged (no funding to build replication engine)
- ✗ Someone else (different city, different funder) builds the first Connected Cognizance site and gets the credit

The window is now. The facility is open. The community is ready. The architect is in place.

All that's missing is capital.

Conclusion

This isn't a request for charity. This is an investment opportunity in a replicable model that will define youth development for the next generation.

Celtic Bank has a choice:

Option A: Write \$2.1M in transactional donations to 20+ nonprofits (minimal visibility, no legacy)

Option B: Invest \$2.1M as founding investor in the model that changes everything (maximum visibility, permanent legacy)

For \$2.1M, Celtic Bank doesn't get a plaque on a building.

Celtic Bank gets its name on the operating system that rewrites youth development.

This is Celtic Bank's Montessori moment.

Let's build The Ring.

Next Steps

Alyson presents this brief to Celtic Bank leadership (investment committee, CSR leads, CEO)

Celtic Bank conducts due diligence (site visit, meet John Lyman, review Fullmer legacy)

Celtic Bank commits founding investment (structure: grants, PRI, or hybrid)

Founding partnership announced (press release, community event, brand launch)

Hiring begins (Ring Leader contract, Program Director search)

Equipment ordered, spring programming launches (February 2026)

Summer + school-year launch (May 2026)

Quarterly reporting to Celtic Bank (impact data, stories, photos)

18-month evaluation report (proof of concept complete, replication toolkit ready)

First partner cities identified (Celtic Bank gets right of first refusal to invest in expansion)

Attachments (To Build)

Detailed Budget Spreadsheet (line-by-line, 18-month cash flow)

Ring Activation Assessment Framework (sample evaluation instrument)

Replication Toolkit Outline (what other cities will receive)

Letters of Support (South Jordan Senior Center, Rec Center, county officials)

John Lyman Bio/CV (YouthCity, Connected Cognizance, 30+ years experience)

Fullmer Legacy History (30-year timeline, champions built, community impact)

Facility Photos (16K sq ft space, location context, adjacent partners)

Prepared by: John Lyman, Ring Leader & Chief Architect, Connected Cognizance

For: Alyson, Celtic Bank

Date: November 2025

Contact: [fullmerlegacy.org](http://fullmerlegacy.org)



Let's close this round.

This is a comprehensive breakdown of HOMAGO, tailored specifically to how it functions as the "operating system" for The Ring and the Connected Cognizance framework you provided.

## Executive Summary

HOMAGO stands for Hanging Out, Messing Around, and Geeking Out.

It is an educational theory developed by cultural anthropologist Mizuko "Mimi" Ito (backed by the MacArthur Foundation). It challenges the traditional "classroom model" of learning. Instead of a teacher delivering a curriculum to a passive student, HOMAGO argues that youth learn best when they move fluidly between three states of engagement, driven by interest and friendship. For The Ring, HOMAGO is not just a program; it is the spatial and relational strategy that moves a kid from "just sitting on the couch" (Hanging Out) to "becoming a champion" (Geeking Out).

---

## 1. The Three Spheres of HOMAGO

In the context of The Ring's "Four Pillars," here is how the three spheres function:

### Phase 1: Hanging Out (Friendship-Driven)

- The Activity: Socializing, lurking, eating, chatting, watching others play video games or spar. To an outsider, this looks like "wasting time."
- The Ring Application: This activates the Bubble and Scene rings.
- Why it's Critical: You cannot force a teen to learn. You must first build a relationship and a sense of safety. If a kid feels safe "hanging out" in the Fullmer Legacy Center, they are physically present. This is the "top of the funnel."
- Design Requirement: Comfy furniture, open sightlines, food, and staff who don't hover.

### Phase 2: Messing Around (Transitional)

- The Activity: Tinkering, exploring, and trial-and-error. This is where interest begins to spark. It is "low stakes" engagement.
- The Ring Application:
  - TechNest: A kid picks up a controller to try a new game or opens a coding app just to see what it does.

- Creative Arts: Someone picks up a camera and takes a few funny photos of their friends.
- Boxing: A kid puts on gloves just to hit the heavy bag for 5 minutes because it looks fun.
- Why it's Critical: This bridges the gap between social connection and skill acquisition. It activates the Brain and Body rings without the pressure of "grades."
- Design Requirement: "Low Floor" tools. Equipment must be left out and accessible. No permission slips required to touch the gear.

### Phase 3: Geeking Out (Interest-Driven/Expertise)

- The Activity: Deep, intense engagement. High-level skill acquisition. This is where "Mastery" happens.
  - The Ring Application:
    - TechNest: The kid is now coding a tool to help families navigate city services (as mentioned in your text).
    - Creative Arts: Producing a full documentary on neighborhood history.
    - Boxing: Training for a specific fight, strictly monitoring nutrition, and studying fight tape.
  - Why it's Critical: This activates the World and Ether rings. This is where the "Cloud Mentors" come in to provide expert-level feedback.
  - Design Requirement: "High Ceiling" tools. Professional-grade software, studios, and access to experts.
- 

## 2. The Role of the Adult: "The Techne-Mentor"

In a HOMAGO environment (like The Ring), the staff are not teachers. They are mentors and brokers.

- The "Guide" Movement: As described in your text (Inspire, Nurture, Guide), the adult's role shifts based on the youth's phase.
    - During Hanging Out: The adult is a "Vibe Watcher"—ensuring safety and belonging.
    - During Messing Around: The adult is a "Co-learner"—saying "I don't know how to fix that, let's figure it out together."
    - During Geeking Out: The adult is a "Broker"—connecting the youth to a Cloud Mentor (e.g., connecting a teen filmmaker with a professional director via Zoom).
- 

## 3. Why Investors (Celtic Bank) Should Care

When pitching to Alyson and the committee, HOMAGO is the answer to the "Engagement Gap."

1. Retention: Traditional programs have high attrition (drop-out rates) because they force "Geeking Out" (curriculum) before the kid has done any "Hanging Out" (relationship building). HOMAGO fixes this.

2. Scalability: HOMAGO is a framework, not a rigid curriculum. It can be replicated in 50+ cities because it adapts to local interests (the "Scene" ring) rather than imposing a one-size-fits-all syllabus.
3. Workforce Readiness: The modern economy rewards self-directed learners who can troubleshoot and collaborate. "Messing Around" is essentially the design thinking process used by tech startups.

#### 4. Mapping HOMAGO to "The Ring" Pillars

Here is how John Lyman's architecture utilizes HOMAGO in the specific facility zones:

Pillar	Hanging Out (The Hook)	Messing Around (The Tinkering)	Geeking Out (The Mastery)
Creative Arts	Watching a friend record a podcast; sitting on the studio couch.	Playing with sound effects; taking selfies with pro lighting.	Editing a documentary; mastering Adobe Premiere; publishing to the World.
TechNest	Playing Super Smash Bros with the "Bubble" (crew).	Modding a game character; trying VR for 10 mins.	Coding a Python script; building a PC rig; competing in esports tournaments.
Wellness / Boxing	Sitting in the gym watching sparring; drinking a smoothie.	Hitting the speed bag; trying a yoga pose; joining a warmup.	Sparring; breathwork mastery; mentoring younger boxers (Leadership).
Civic Lab	Complaining about neighborhood issues with friends.	Mapping the streets; looking up city data on a phone.	Presenting a policy change to the City Council; leading a project.

#### 5. Summary for the Pitch Deck

If you need a slide defining this for Celtic Bank, use this phrasing:

"HOMAGO is our engagement engine. It is the proven pedagogical framework that transforms the Fullmer Legacy Center from a 'place to go' into a 'place to grow.' It allows us to meet youth exactly where they are—socializing with friends—and guide them naturally toward high-level mastery and civic contribution."

#### Next Step

I can help you draft the "HOMAGO & Implementation" section of the Investment Brief or the Replication Toolkit outline. Would you like me to generate a one-page "HOMAGO Operations Guide" that explains how staff should interact with youth in each of the three phases? the RING.... is malleable. STEAM - SOLE - HOMAGO

## ...FULLMER LEGACY... CAMPUS

Soccer, softball, animal shelter, fire station, senior center, parks, so jo library, pickle ball, rec center with pool, skate park... We're beginning the building of the program NOW.

This is an ambitious vision for creating a lasting community resource, drawing on the established legacy of the Fullmer Brothers in South Jordan. The program structure should integrate the core mission of the Fullmer Legacy Center (FLC) with principles of high-impact community programming, such as Connected Learning (CL) and Project-Based Learning (PBL), to effectively harness the diverse amenities of the planned campus.

The structure should focus on building strong relationships, leveraging the unique interests offered by the campus components, and providing measurable pathways to success and civic engagement.

Here is a proposed structure drawing on relevant models from the sources:

### Program Structure: The Fullmer Legacy Campus Initiative

The program structure should be built on three core pillars: Foundational Mission & Culture, Interconnected Program Design, and Ecosystem Integration & Quality Assurance.

#### I. Foundational Mission and Culture

The central focus should be maximizing individual capacity through mentorship and shared purpose.

##### Core Mission and Values:

The Fullmer Legacy Core: The FLC is more than a boxing gym; its mission is to empower every individual to thrive as champions beyond the ring—in life, fostering wellness in body, mind, and spirit. The program must be rooted in the traditional Fullmer values: discipline, nutrition, fitness, integrity, and service. The boxing gym component must remain free of charge to participants, carrying on the tradition of the Fullmer Brothers Boxing Gym.

Target Population: While carrying on the legacy of serving at-risk youth, the program should explicitly serve diverse community members, including youth, adults, seniors, and individuals facing neurological challenges.

Operational Commitment: Ensure the FLC remains a permanent home for the boxing gym, a museum honoring the Fullmer brothers' careers, a snack bar, and a gift shop.

##### Holistic Development Framework:

Implement a character development framework (similar to the YouthCity "Power of One" structure). This framework should integrate character traits (like Resilience, Creativity, and Justice) into monthly themes, field trips, and all discipline conversations.

Integrate life skills and workforce readiness components, focusing on emotional intelligence, self-concept, and financial literacy. For instance, a financial incentive system (e.g., "Legacy Dollars") could be earned by demonstrating core character traits and completing program support tasks, giving participants the opportunity to spend or save for larger rewards.

#### II. Interconnected Program Design (The Connected Learning Model)

To be the "centerpiece" of the campus, the program should utilize the Connected Learning (CL) model, which integrates learning across three spheres: Interests, Peer Culture, and Academic/Civic Opportunity.

Shared Purpose Projects (Production-Centered Learning):

Design programs as Project-Based Learning (PBL) activities focused on real-world challenges related to the campus amenities listed: soccer, softball, animal shelter, fire station, senior center, parks, library, pickleball, rec center with pool, and skate park.

These projects must have collective goals where participants work together to produce meaningful results for the community. Example: Animal Shelter Support: Youth teams could organize community service projects or design and build infrastructure components for the animal shelter (e.g., using principles of civil/structural design learned through a PBL curriculum like "Yo Structure").

Example: Recreation Enhancement: Teams could run concessions for tournaments at the soccer/softball/pickleball fields to learn business and operations, or design and execute a community event utilizing the Rec Center/Pool or Skate Park, thus contributing to community engagement.

Example: Fire Station/Safety: Projects could involve collaborating with the fire station on community safety or preparedness campaigns, utilizing digital media skills learned at the library partnership site.

Interest-Driven Pathways and Spaces:

Digital/Creative Hub (Library Partnership): Collaborate with the SoJo Library to create a digital media space (potentially drawing inspiration from the YOUmedia model) dedicated to youth interests. This space should welcome casual social "hanging out," "messaging around" with digital tools (like production software for video/audio, cameras), and "geeking out" in specialized interest areas (e.g., media production, graphic design, writing).

Mentorship and Skill-Brokering: Mentors (both professional staff and community experts) should connect skills learned through interest-driven activities (e.g., fitness, digital media) to formal recognition, academic achievement, and career opportunity. Mentors serve as "caring adult relationships" that are crucial for young people, especially those facing challenges.

### III. Ecosystem Integration and Quality Assurance

Successful programs require coordination, partnerships, rigorous quality metrics, and sustained financial commitment.

Strategic Partnerships and Collaboration:

Leverage Local Assets: Build intentional collaborations with the identified campus partners (fire station, senior center, library, parks, sports facilities, etc.) to expand program offerings and address community needs.

Intergenerational Connection: Use the Senior Center to foster cross-generational mentoring and knowledge sharing, cementing connections across age groups through shared purpose.

Community Expert Network: Engage community members—such as Parkour experts, professional creative practitioners, architects (like VCBO), contractors (like Gramoll Construction), and local business leaders—to act as judges for project finales, guest speakers, and internship providers. Note that fostering these relationships requires persistence and demonstrating mutual benefit.

Staffing and Professional Development:

Staff Model: Employ full-time Community Programs Managers and adequate Group Facilitators, supplemented by specialized instructors in relevant fields (sports, arts, technology).

Prioritizing Relationships: Ensure staff training explicitly focuses on building high-quality, supportive, and consistent adult relationships with participants, recognizing this as an essential

ingredient for youth success. Staff should model respectful communication and consistently enforce clear expectations.

Data-Driven Quality and Sustainability:

Quality Assessment: Implement a system of annual program assessment (like a Quality Tool self-assessment) used as a training tool for new staff, to identify problem areas, and to draw together partners to continually improve quality.

Financial Sustainability: Ensure the program has a clear written mission statement, and its expenditures reflect the budget and goals. Secure diverse funding sources (e.g., government grants, private donations, and in-kind resources) to promote long-term sustainability, recognizing that the FLC itself was built through significant fundraising efforts, including \$2 million from the Utah Legislature.

Analogy: Structuring the Fullmer Legacy Campus program is like creating a massive, interconnected utility grid where the Fullmer Legacy Center is the power station. The "Connected Learning" framework acts as the wiring, ensuring that the unique energy generated from each municipal amenity (parks, library, rec center, fire station, etc.) is channeled not only into its own function but also contributes power (experience, skills, relationships) to every participant and strengthens the entire community grid.

This is a blueprint for The Fullmer Legacy Campus.

You are not just building a program inside a 16,000 sq ft box. You are building a permeable ecosystem where the Fullmer Center acts as the "Basecamp" and the surrounding municipal amenities act as the "Field Labs."

Based on your Connected Cognizance framework, the HOMAGO model, and the Adolescent Brain Development research provided, here is the structural design for the First Connected Cognizance Youth Ecosystem.

---

## 1. The Philosophy: "The Neighborhood is the Curriculum"

The adolescent brain craves novelty, risk, and social connection (Source: Adolescent Brain Development, Slide 46 ). Instead of containing that energy, the Campus model directs it outward.

- The Basecamp (Fullmer Center): The safe container. This is where "Hanging Out" happens, where regulation (Body/Brain rings) is established, and where Crews form.
  - The Field (The Campus): The testing ground. This is where "Messing Around" and "Geeking Out" happen in the real world.
- 

## 2. The Operational Flow: HOMAGO Across the Campus

We do not run "classes." We run Campaigns and Quests that utilize the campus.

### Phase 1: Hanging Out (The Basecamp)

- Location: The FLC "Living Room," The Boxing Gym, The TechNest.
- Activity: Youth arrive, decompress, get food. Adults are "Vibe Watchers."
- Brain Science: Reduces cortisol (stress), activates the "Bubble" ring (peer safety).



- Campus Connection: The "Hang Out" extends to the Skate Park and Rec Center, but FLC staff maintain a presence ("Loitering with Intent") to ensure safety without stifling the "Scene."

## Phase 2: Messing Around (The Explorer)

- Location: Rotating visits to Campus Partners.
- Activity: Low-stakes exposure.
  - Fire Station: "Can we try on the gear and see how heavy it is?"
  - Animal Shelter: "Can we walk the dogs for 20 minutes?"
  - Library: "Can we use the 3D printer for one silly project?"
- Pedagogy: SOLE (Self-Organized Learning). A "Big Question" is posed: "How does a city keep people safe?" Youth roam the campus to find answers.

## Phase 3: Geeking Out (The Specialist)

- Location: Embedded internships or deep projects at specific sites.
- Activity: High-stakes, high-skill engagement.
  - Senior Center: A "Scene" Crew produces a podcast capturing the oral histories of seniors (Intergenerational mentorship).
  - Parks: A "Body" Crew organizes a legitimate Pickleball tournament for the community.
  - Animal Shelter: A "Brain" Crew codes a better adoption website or films high-quality "Adoption Bio" videos.

## 3. The Four Pillars: Integrating the Campus

Here is how the internal Pillars of The Ring connect to the external Campus nodes:

The Ring Pillar	Campus Node (External)	The Project (SOLE + STEAM)	Rings Activated
Wellness & Body	Fire Station #61	Physiology of Rescue: Boxers train with firefighters. Who has better cardio? Why?	Body, Neighborhood, Community
TechNest & Innovation	Animal Shelter	Bio-Logistics: Use data to map stray animal pickups. Build automated feeders.	Brain, Community, World
Civic & Leadership	Senior Center	The Wisdom Bridge: "Cloud Grannies" become real mentors. Youth teach seniors cybersecurity; Seniors teach youth local history.	Bubble, Neighborhood, Ether

---

## 4. The "Brain-Compatible" Design

Based on the uploaded training materials.

- The Dopamine Pivot: The adolescent brain seeks dopamine and reward.
    - Old Model: Risk-taking happens through drugs/alcohol.
    - Campus Model: Risk-taking happens through Skateboarding (physical risk), Performance (social risk at the Senior Center), and Competition (boxing/esports). We provide the "rush" safely.
  - The Sleep/Regulation Factor: Adolescents have a delayed melatonin release (sleepy later).
    - Program Design: The FLC offers "low light" zones and mindfulness (Breathwork) in the late afternoon to help regulate the "tired but wired" teen brain before they go home.
  - Peer Sensitivity: Peers increase risk-taking.
    - Program Design: We use "Crews" (cohorts). If the Crew values building a project, the peer pressure shifts from destructive to constructive.
- 

## 5. Implementation: The "Campus Pass" System

To make this malleable and trackable, we introduce gamification.

- The Asset Map: Every youth gets a digital/physical map of the campus.
- Badging:
  - The Fire Badge: Earned by completing 10 hours at the station + CPR cert.
  - The Ancestor Badge: Earned by recording 3 senior life stories.
  - The Ranger Badge: Earned by identifying local flora/fauna in the Parks.
- The "Currency": "Legacy Dollars" (as mentioned in your vision) are earned not just inside the gym, but for civic value created on the campus.

## 6. Immediate Next Step for You

The "Campus Council" Meeting. You need to formalize the "permeable walls" with these neighbors.

Action: Schedule a working lunch with the lead administrator of the Library, Rec Center, Fire Station, and Senior Center. The Pitch: "We are not just a gym opening next door. We are your youth engagement engine. We send you volunteers; you send us mentors. We build the 'Ring' around the whole block."

Would you like me to draft the MOU (Memorandum of Understanding) for these campus partners to formalize this ecosystem?

West Valley City, UT, USA

here are images of the facility.

This is a strategic overlay of the HOMAGO model directly onto the architectural blueprints and site context you provided.

With the floor plans in hand, "The Ring" is no longer just a concept—it is a spatial strategy. The architecture of the Fullmer Legacy Center is perfectly set up to facilitate the flow from "Hanging Out" to "Geeking Out."

Here is how the Facility (Basecamp) and the Neighborhood (Campus) function as a unified machine for youth development.

## 1. The Basecamp: Mapping HOMAGO to the Floor Plan

We can map the three phases of learning directly to specific zones in your blueprints.

### Phase 1: Hanging Out (The Hook)

- The Zone: Level 2 Overlook & Open Weight Area.
- The Logic: Adolescents often start by "lurking." The "Open to Below" feature allows youth to hang out upstairs and safely watch the intense action in the rings below without committing to it yet. This builds the Bubble and Scene rings.
- The Behavior: They lean on the railing, chat with friends, and absorb the culture of the gym from a safe distance. This is the entry point.

### Phase 2: Messing Around (The Tinkering)

- The Zone: Level 1 Open Fitness Area & Level 2 Fitness Studio.
- The Logic: These are "low stakes" engagement zones. A kid can wander into the Open Fitness Area on Level 1 and hit a heavy bag for 5 minutes (Body Ring) or join a yoga/breathwork session in the Level 2 Fitness Studio.
- The Behavior: Trial and error. "Do I like this? Is this for me?" The equipment is accessible, and the barrier to entry is low.

### Phase 3: Geeking Out (The Mastery)

- The Zone: Level 1 Podium Rings, Level 2 Board Room, & Announcer Booth.
  - The Logic: These are "High Ceiling" spaces.
    - Podium Rings: This is the "sacred ground" for the Body Ring. Only those committed to the craft (Geeking Out) step in here for sparring or competition.
    - Board Room: This is the HQ for the Civic/Leadership Lab. Here, the "Youth Think Tank" meets to plan neighborhood projects (Ether Ring). It feels professional, elevating their work.
    - Announcer Booth: This becomes the TechNest/Media Hub. Youth "Geek Out" on audio engineering, commentary, and streaming the fights to the World Ring.
-

## 2. The Neighborhood as Campus: Externalizing the Curriculum

Your site maps reveal a massive advantage: you are embedded in a "Civic Cul-de-Sac." The program does not stop at the parking lot; it extends into the specific neighbors shown in your screenshots.

The Partner	Proximity	The Project (HOMAGO Activation)
Fire Station #61	~200 yards	Body & Safety: Youth "mess around" with gear, then "geek out" by training for the physical fitness test required for firefighters.
Senior Center	Adjacent	History & Connection: The "Creative Arts" Crew interviews seniors (Oral History Project), turning the "Neighborhood" into a living library.
Rec Center & Fields	Adjacent	Business & Management: The "Leadership" Crew organizes tournaments or manages a pop-up concession stand, learning real logistics.
South Jordan Library (Nearby)	Walkable	Research & Tech: The "Brain" Crew uses the library as their "Research Lab" for the civic mapping projects.

## 3. Brain-Compatible Design Features

The facility design aligns with the adolescent brain science principles from your training deck.

- Risk & Dopamine: The adolescent brain has an active reward system that seeks risk. The Podium Rings provide a controlled environment for high-intensity "risk" (boxing), satisfying the craving for dopamine in a healthy way, replacing negative risk-taking (drugs/alcohol).
- Regulation & Sleep: Adolescents have delayed sleep cycles and high stress. The Fitness Studio on Level 2 is crucial here. It serves as a regulation zone for mindfulness and breathwork to lower cortisol levels before they head home.
- Peer Sensitivity: Peers drive behavior. The open sightlines from the Level 2 Mezzanine allow peer observation to be a positive driver ("I want to be down there in the ring like him").

## 4. Investment Pitch Nuance

When presenting this to Celtic Bank, use the Level 2 Floor Plan to show the "Civic Lab." "Look at the Board Room on Level 2. In most gyms, this is a dusty storage closet. In The Ring, this is where 16-year-olds sit at a conference table—just like your loan officers—and plan projects that improve South Jordan. We are not just building boxers; we are building board members."

## Next Step

I can generate a "Day in the Life" narrative for the pitch deck. This would follow one student (e.g., "Leo") as he moves through the facility—starting with "Hanging Out" on the mezzanine, moving to "Messing Around" in the TechNest (Announcer Booth), and finally "Geeking Out" in the Ring. Would you like to see that story beat?

We may have the capacity to change the fitness studio and the tutoring center. I may want to explore options for those spaces. Some of the storage spaces on the bottom floor are big enough to act as potentially gathering spaces or meeting rooms.

This is a strategic pivot for those spaces.

If you have the capacity to change the Fitness Studio and the Tutoring Center (Level 2), and repurpose the Storage (Level 1), you can move away from "School/Gym" aesthetics and toward "Studio/Lab" aesthetics.

According to HOMAGO, youth flee spaces that look like remediation (school) or forced exercise. They flock to spaces that look like production houses and lounges.

Here are three options for repurposing those specific zones to activate the Connected Cognizance rings.

---

### 1. The Level 2 Fitness Studio → "The Kinetic Lab"

Currently: A standard open room for yoga/fitness.

The Shift: Move from "Exercise" to "Performance & Regulation." Adolescents need to regulate stress and express identity. A standard fitness room feels prescriptive. A "Kinetic Lab" feels creative.

- Option A: The Black Box (Media & Movement)
    - Design: Install heavy curtains along the mirrors. Add a truss for lighting/green screens.
    - Usage:
      - Messing Around: VR gaming space (Beat Saber), TikTok dance content creation.
      - Geeking Out: Choreography, videography, and high-performance breathing workshops.
    - Rings Activated: Body (Movement), Scene (Performance), World (Digital Media).
  - Option B: The "Zen Den" (Regulation Zone)
    - Design: Dimmable warm lighting, sound baffling, yoga mats, soft seating on the perimeter.
    - Why: The adolescent brain is often in a state of "social jetlag" and high cortisol. They need a place to decompress before they can engage in high-energy boxing.
    - Rings Activated: Self (Regulation), Body (Recovery).
- 

### 2. The Level 2 Tutoring Room → "The Creator's Lounge"

Currently: A small enclosed room with tables, adjacent to the Board Room.

The Shift: Kill the word "Tutoring." "Tutoring" implies a deficit model ("You are failing, come here"). HOMAGO requires an asset model ("You are creative, come here").

- The Concept: Make it a Co-Working Space (Starbucks vibe).
  - Design:
    - Replace "classroom desks" with high-top café tables and a couch.
    - Install a "Hardware Wall" (3D printer, Cricut, or high-end editing PC) to encourage Messing Around.
  - The Function:
    - This becomes the "Brain Ring" HQ. Youth don't come here to "get help with math"; they come here to "work on their business" or "edit their footage."
    - The Trojan Horse: Mentors circulate in this space. When a kid is stuck on a script, the mentor helps with literacy. When they are calculating dimensions for a print, the mentor helps with math.
  - Synergy: Since it is next to the Board Room, this entire corner of Level 2 becomes the "Executive Suite" for youth leadership.
- 

### 3. Level 1 Storage Spaces → "The Deep Dive Caves"

Currently: "Storage / Blue Room" (North) and "Storage" (East under stairs).

The Shift: Turn "Dead Space" into "High-Value Real Estate." Storage rooms are usually windowless and sound-isolated. This is actually perfect for specific "Geeking Out" activities that require focus or noise control.

- Option A: The Podcast/Stream Studio (North Storage/Blue Room)
    - Why: It's already enclosed. Acoustic foam is cheap.
    - The Activity: High-level "Geeking Out." Youth record interviews with boxers, local leaders, or their own "Scene" commentary.
    - Rings Activated: Scene, World (Broadcasting).
  - Option B: The "Esports Scrim Room" (East Storage)
    - Why: Gamers prefer dark, cool environments.
    - The Activity: A competitive 5v5 setup for the TechNest. This moves the loud, intense gaming out of the main open areas, allowing the "Squad" to focus on communication and strategy.
    - Rings Activated: Bubble (Teamwork), Brain (Strategy).
- 

### Summary of the Renovation Strategy

Current Space	New Name	Primary HOMAGO Function	Investment Needed
Fitness Studio	The Kinetic Lab	Messing Around: VR, Content Creation, Recovery	Curtains, Lighting, VR Headsets

Tutoring Center	Creator's Lounge	Hanging Out → Geeking Out: Homework disguised as "work"	Café furniture, 3D Printer, Laptops
Storage (North)	The Broadcast Booth	Geeking Out: Podcasting, Music Production	Soundproofing, Mics, Desk
Storage (East)	The Scrim Room	Messing Around: Gaming, Strategy sessions	Gaming Monitors, LED strip lights

Recommendation: If you can only change one, change the Tutoring Center. Renaming and redesigning that space is the fastest way to shift the culture from "remedial" to "aspirational." It anchors the educational component of Connected Cognizance without feeling like school. I want you to give me the most extensive compendium that you can of this so that I can run it through some of my other systems.

This is a master compendium of The Ring at Fullmer Legacy Center. It is structured as a System Context Definition—a formatted dataset designed to be fed into Large Language Models (LLMs), grant management software, or strategic planning tools to ensure total alignment with your specific vision, neuroscience research, and spatial assets.

---

# SYSTEM CONTEXT: THE RING ECOSYSTEM

## 1. CORE IDENTITY & MISSION

- Name: The Ring at Fullmer Legacy Center
- Location: 10960 S Park Rd, South Jordan, UT 84095 (South Jordan Sports Complex)
- Motto: "Relationships Inspire, Nurture, Guide."
- Mission: To build the first "Connected Cognizance" youth ecosystem in the world; shifting from a program-based model to an ecosystem model where relationships activate youth agency.
- Legacy Foundation: Built on 30+ years of the Fullmer Brothers boxing legacy—using the discipline of the ring to build champions in life.

## 2. THEORETICAL FRAMEWORK (THE "OS")

### A. Connected Cognizance (The Systems Theory)

The model asserts that youth thrive only when nine distinct "Rings of Influence" are aligned and activated simultaneously.

1. Self: Identity, safety, regulation, agency.
2. Body: Movement, nutrition, embodied learning (Somatics).
3. Brain: Cognition, metacognition, problem-solving.

4. Bubble: Close friends, trusted adults, daily routines.
5. Scene: Cultural vibe, norms, rituals, belonging.
6. Neighborhood: The walkable world, local resources, safe spaces.
7. Community: Institutions, networks, civic partners.
8. World: Media, technology, global connections.
9. Ether: Purpose, imagination, big questions, cosmos.

## B. Pedagogical Engine: HOMAGO

A learning theory developed by Mizuko Ito, adapted here as the spatial engagement strategy.

- Hanging Out (Friendship-Driven): The entry point. Social, casual, safe. Youth build trust and "vibes." Staff role: Vibe Watcher/Safety.
- Messing Around (Transitional): The tinkering phase. Low-stakes exploration of tools (tech, gym, art). Staff role: Co-Learner/Facilitator.
- Geeking Out (Interest-Driven): The mastery phase. High-intensity, deep skill acquisition. Staff role: Broker/Mentor.

## C. Neuroscience Foundation

The program design is strictly aligned with adolescent brain development research:

- Prefrontal Cortex Development: The area controlling judgment and impulse control is the last to mature (mid-20s). The Ring provides the "scaffolded executive function" youth lack.
  - Reward Pathway Remodeling: Adolescents have increased dopamine activity and sensation-seeking drives. The Ring replaces negative risks (drugs/alcohol) with positive risks (boxing, performance, skating).
  - Peer Sensitivity: Risk-taking and reward processing increase significantly when peers are present. The Ring utilizes "Crews" (positive peer pressure) to hijack this mechanism for constructive growth.
  - Sleep & Regulation: Adolescents experience a delayed melatonin release (circadian shift), leading to sleep deficits. The program includes "low-light" regulation zones (Zen Den) to manage cortisol and promote recovery.
- 

## 3. SPATIAL STRATEGY: INTERNAL FACILITY

Total Area: 16,000 sq ft. | Status: Operational/Retrofitting.

### Level 1: The Engine Room (Body & Action)

- The Podium Rings (The Sacred Ground): Two central boxing rings. Reserved for "Geeking Out" (sparring/competition). Represents the "Body Ring."
- Open Fitness Area (The Kinetic Lab): General workout space. Designated for "Messing Around"—low-stakes physical engagement.



- Storage / "Blue Room" (North) → Retrofit: The Broadcast Booth: Acoustic isolation for podcasting, music production, and shout-casting matches. Activates the "World Ring."
- Storage (East/Stairs) → Retrofit: The Scrim Room: A dark, enclosed space for high-focus esports competition (TechNest). Activates the "Brain Ring" via strategy.

## Level 2: The Brain & Social Hub

- The Mezzanine (The Perch): "Open to Below" overlook. The primary "Hanging Out" zone. Allows youth to observe the culture safely before participating.
  - Fitness Studio → Retrofit: The Black Box / Zen Den: Currently a standard studio. To be converted into a dual-use space:
    1. Regulation: Yoga, breathwork, and mindfulness (managing adolescent stress/cortisol).
    2. Creation: Green screen media production and VR movement.
  - Tutoring Room → Retrofit: The Creator's Lounge: Currently a classroom style space. To be converted into a "Starbucks-style" co-working lounge. Features 3D printers and laptops. The "Brain Ring" HQ for self-organized learning (SOLE).
  - Board Room → Retrofit: The Executive Suite: Adjacent to the Creator's Lounge. Used for the "Civic Lab" and Youth Council meetings. Elevates youth voice to executive status.
- 

## 4. CAMPUS ECOSYSTEM: EXTERNAL ASSETS

Concept: "The Neighborhood is the Curriculum." The program extends beyond the walls.

### The Civic Cul-de-Sac (Walkable Radius)

- Fire Station #61: Located ~200 yards NE.
    - Curriculum: Physiology, emergency response, heavy equipment mechanics.
  - South Jordan Senior Center: Adjacent North.
    - Curriculum: Oral history projects (intergenerational mentorship), wisdom transfer.
  - South Jordan Recreation Center: Adjacent East.
    - Curriculum: Sports management, event logistics, community health.
  - The Skate Park: Adjacent Southeast.
    - Curriculum: Physics of flow, filming/editing, individual resilience.
  - Bastian Agricultural Center / Equestrian Park: The larger complex context.
    - Curriculum: Animal science, large-scale event management.
- 

## 5. PROGRAMMATIC PILLARS

- Pillar 1: Creative Arts & Digital Media: Documentary filmmaking, podcasting, graphic design. Focused on "The Scene" and "World" rings.
- Pillar 2: TechNest (Innovation): Esports, coding, hardware repair, maker/engineering. Focused on "Brain" and "World" rings.

- Pillar 3: Wellness & Movement: Boxing legacy, yoga, nutrition, mental health. Focused on "Body" and "Self" rings.
- Pillar 4: Leadership & Civic Lab: Neighborhood mapping, policy think-tank, intergenerational service. Focused on "Neighborhood," "Community," and "Ether" rings.

## 6. STAFFING & OPERATIONS MODEL

- The "Techne-Mentor": Staff are not teachers. They are mentors who "loiter with intent."
  - Role 1: Vibe Watcher (Safety/Regulation).
  - Role 2: Broker (Connecting youth to "Cloud Mentors" or campus partners).
- Cloud Mentors: A network of professionals (Zoom/Remote) who critique work when a youth enters the "Geeking Out" phase (e.g., a professional editor critiquing a student film).
- Financial Model:
  - Founding Ask: \$2.1M (18-month runway).
  - Sustainability: Grants, public contracts (City/County), private philanthropy, earned revenue.

## 7. SUCCESS METRICS (Outcomes)

- Ring Activation: Measuring how many of the 9 rings a youth is actively engaging with.
- HOMAGO Progression: Tracking movement from "Hanging Out" (Attendance) to "Geeking Out" (Project Completion).
- Mental Health: Reduction in depression/anxiety markers (Adolescent brain regulation).
- Civic Output: Number of community artifacts created (films, maps, service hours, intergenerational projects).

SOLE??Z?

This is the breakdown of SOLE and how it serves as the "software" running inside the HOMAGO "hardware."

### Executive Summary: What is SOLE?

SOLE stands for Self-Organized Learning Environment.

It was pioneered by Sugata Mitra (famous for the "Hole in the Wall" experiment). He placed a computer in a wall in a slum in India, left it there, and observed that children taught themselves how to use it—and even learned English—without a single teacher present.

For The Ring, SOLE is the antidote to "Tutoring." It flips the script from "I am here to fix your ignorance" (Tutoring) to "I am here to unleash your curiosity" (SOLE).

### 1. The SOLE Formula

A SOLE session is simple, scalable, and requires minimal staff intervention. It relies on  
Broadband + Collaboration + Encouragement.

1. The "Big Question": The session starts with a question that has no single right answer and sparks curiosity.
    - Example for The Ring: "Can we build a map of every dog in the neighborhood?" or "Why do boxers sweat more than swimmers?"
  2. Self-Organization: Youth choose their own groups (Crews). They choose their own tools (laptops, phones, tablets).
  3. The Investigation: They have 45 minutes to find the answer.
    - Rule: They can roam, switch groups, and share answers. "Cheating" is redefined as "Collaboration."
  4. The "Granny" Method: The adult in the room acts like a grandmother, not a teacher. They do not give answers. They stand behind the kids and say: "Wow, how did you figure that out?" or "That's amazing, tell me more!"
  5. The Share-Out: Groups present their findings to the room.
- 

## 2. Integrating SOLE into The Ring's Spaces

Based on your facility map, here is where SOLE lives:

### The Creator's Lounge (Level 2 / Formerly Tutoring Room)

- The Setup: This is the primary SOLE node. Instead of one-on-one drilling, you have clusters of youth around screens.
- The Scenario:
  - A group of 4 teens wants to design a logo for their boxing crew.
  - The Facilitator: Does not teach a class on Photoshop. They ask: "Who can make the most intimidating logo in 30 minutes using Canva?"
  - The Result: The youth teach each other design principles, color theory, and software skills organically.

### The TechNest (Level 1 / Scrim Room)

- The Setup: Gaming computers are often used for consumption. SOLE turns them into production.
  - The Big Question: "How do video games trick your brain into playing longer?"
  - The Result: The gamers start researching dopamine loops, game design psychology, and coding mechanics. They are "Geeking Out" through inquiry.
- 

## 3. Why SOLE Works for the "Connected Cognizance" Brain

Your training documents highlight that the adolescent brain is peer-sensitive and anti-authority. SOLE hacks this:

- Peer-Led: Kids learn from friends (activating the Bubble ring), which is biologically more rewarding to a teen than learning from an adult.
- Autonomy: They control the mouse/screen (activating the Self ring). This builds agency.

- Low Threat: Because the "Teacher" isn't judging them, the fear of failure disappears. This lowers cortisol (stress) and opens up the Prefrontal Cortex for higher-order thinking.

#### 4. The "Cloud Grannies" (The Secret Weapon)

In Sugata Mitra's model, he used a "Granny Cloud"—retired teachers who would Skype in just to encourage the kids.

For The Ring, this maps perfectly to your Senior Center Partnership:

- The Strategy: Set up a large monitor in the Creator's Lounge.
- The Connection: Seniors from next door (or remote) video call in. They don't teach; they listen.
- The Interaction: Youth present their SOLE findings to the Seniors. The Seniors provide the essential human element: Awe and Encouragement.

#### Summary for Your Systems

SOLE (Self-Organized Learning Environment): An inquiry-based pedagogy used within The Ring to drive the "Messing Around" phase. It utilizes "Big Questions" to prompt youth-led research and collaboration, repositioning staff from 'instructors' to 'facilitators' to maximize adolescent agency and peer-to-peer learning.

no cloud. Read "grannies", senior home....

This is a critical correction. You are right—"Cloud" implies remote/digital, but your asset map shows the South Jordan Senior Center is literally next door.

We are deleting the "Cloud." We are building a Physical Wisdom Bridge.

In the original SOLE experiments, the "Grannies" were remote because the kids were in isolated slums. You don't have that problem. You have a building full of potential mentors 50 yards away.

Here is the updated Mentorship & SOLE Module for your Compendium, replacing the "Cloud" concept with the "Neighbor" concept.

---

#### UPDATED MODULE: The Wisdom Bridge (Intergenerational SOLE)

The "Granny" Effect (Localized): In a SOLE (Self-Organized Learning Environment), the adult's role is not to teach, but to admire. The adolescent brain is hypersensitive to judgment but thrives on encouragement.

- The Problem: Parents and Teachers often judge (grades, behavior, expectations).
- The Solution: The "Granny/Grandpa" from next door doesn't care about the kid's GPA. They care that the kid made something cool.

Operationalizing the Senior Center Connection: Instead of "logging in," we utilize the physical proximity.

##### 1. The "Audience" Role (Fridays):

- Activity: Youth finish a project in the Creator's Lounge (formerly Tutoring Room).
- The Bridge: Seniors walk over (or youth walk there) to be the "audience" for the presentation.

- The Interaction: The Senior asks: "How did you make that?" The Youth explains. This builds the youth's metacognition (Brain Ring) and self-worth (Self Ring).
2. The "Living Library" (Content Source):
    - Activity: The Creative Arts Crew needs content for the podcast/film studio.
    - The Bridge: Seniors are the subject matter. Youth interview them about the history of South Jordan, their careers, or their lives.
    - The Benefit: Seniors feel seen/valued (combating isolation); Youth learn empathy and history (Scene/Neighborhood Rings).
  3. The "Vibe Anchors" (Regulation):
    - Activity: A Senior sits in the Creator's Lounge knitting or reading while youth work on 3D printers.
    - The Neuroscience: The presence of a calm, older adult naturally down-regulates the high-energy/high-stress adolescent environment. It creates a "grandparent's living room" safety vibe rather than a "chaotic locker room" vibe.
- 

## UPDATED COMPENDIUM SECTION

(Replace the "Staffing" section in the previous output with this)

## 6. STAFFING & INTERGENERATIONAL MODEL (The Human OS)

### A. Professional Staff (The Skeleton)

- Ring Leader (John Lyman): Architect & Culture Keeper.
- Program Director: Logistics & Safety.
- Facilitators (x4): "Techne-Mentors" who guide the "Messing Around" phase.

### B. The Wisdom Bridge (The Heart)

- Source: South Jordan Senior Center (Adjacent Partner).
- Role: "The Granny Method":
  - Volunteers who provide encouragement without evaluation.
  - They do not teach curriculum.
  - They ask three specific questions to drive learning:
    1. "What are you working on?"
    2. "How does that work?"
    3. "That is amazing, can you show me more?"

## C. The Cloud Network (True "Experts" Only)

- Note: We reserve "Cloud" connections only for highly technical "Geeking Out" mentorship that cannot be found in the neighborhood (e.g., connecting a kid coding AI to an engineer in Silicon Valley).
- 

## Visualizing the Flow

This shift cements The Ring as a true neighborhood ecosystem. It solves the "staffing ratio" problem by bringing in community volunteers who add value just by being there, rather than needing to be trained as teachers.

Okay, now let's go back to the beginning. Seoul Connected Cognizance Home Ago Youth City The Campus.

This is the Master System Definition for The Ring at Fullmer Legacy Center.

This compendium integrates the Connected Cognizance theoretical framework, the YouthCity legacy, the HOMAGO/SOLE pedagogy, and the Fullmer Facility architectural assets into a single executable blueprint.

(Note: "Seoul" in your prompt is interpreted here as SOLE—Self-Organized Learning Environments—combined with the Connected Cognizance model.)

---

# MASTER COMPENDIUM: THE RING ECOSYSTEM

## 1.0 SYSTEM IDENTITY

- Official Designation: The Ring at Fullmer Legacy Center
  - Location: 10960 S Park Rd, South Jordan, UT 84095
  - Core Philosophy: Connected Cognizance (The alignment of 9 Rings of Influence).
  - Pedagogical OS: HOMAGO (Spatial Strategy) + SOLE (Learning Engine).
  - Architect: John Lyman (YouthCity Co-Creator).
  - Legacy Foundation: Fullmer Brothers Boxing (Discipline, Integrity, Championship).
- 

## 2.0 THEORETICAL FRAMEWORK: CONNECTED COGNIZANCE

The system asserts that youth agency is activated only when nine domains ("Rings") are engaged simultaneously through relationships.

### 2.1 The Nine Rings (The Inputs)

1. Self: Identity, emotional regulation, and agency.

2. Body: Somatics, nutrition, physical power (Boxing).
3. Brain: Executive function, critical thinking, metacognition.
4. Bubble: The "Crew"—close friends and trusted adults.
5. Scene: The culture, aesthetic, and shared norms of the space.
6. Neighborhood: The physical ecosystem (parks, streets, neighbors).
7. Community: Civic institutions (City Hall, Fire, Police).
8. World: Digital connectivity, media, global perspective.
9. Ether: Purpose, spirituality, and "Big Questions."

## 2.2 The Neural Foundation (The Hardware)

Based on uploaded Training Data

- The Executive Gap: The Prefrontal Cortex (judgment/planning) is "under construction" until the mid-20s. System Response: The Ring provides scaffolded decision-making via Mentors.
  - Dopamine Sensitivity: Adolescents have hyper-active reward systems. System Response: We replace negative risks (substances) with positive high-stakes risks (Sparring, Performance, Skateboarding).
  - Social Dominance: Peers increase risk-taking and reward processing. System Response: We utilize "Crews" (cohorts) to turn peer pressure into "peer aspiration."
  - Circadian Shift: Adolescents suffer from delayed sleep phase ("social jetlag"). System Response: Programming includes regulation zones (Zen Den) to manage cortisol/melatonin balance.
- 

## 3.0 PEDAGOGICAL ENGINE: HOMAGO + SOLE

### 3.1 HOMAGO (The Engagement Funnel)

- Hanging Out (The Hook): Friendship-driven. Low demand.
  - Activity: Watching fights, sitting on the mezzanine, eating.
  - Goal: Safety & Trust (The "Bubble" Ring).
- Messing Around (The Tinkering): Interest-driven. Low stakes.
  - Activity: Hitting a bag, playing with a 3D printer, trying VR.
  - Goal: Discovery (The "Self" & "Brain" Rings).
- Geeking Out (The Mastery): Expertise-driven. High stakes.
  - Activity: Competitive sparring, producing a documentary, coding a civic app.
  - Goal: Mastery (The "World" & "Ether" Rings).

### 3.2 SOLE (The Learning Software)

Self-Organized Learning Environments.

- The Mechanism: "Big Questions" are posed to groups (e.g., "How do we map the history of South Jordan without using a textbook?").

- The Method: Youth organize into Crews, use devices/tools to research, and present findings.
  - The Role: Staff are facilitators, not instructors. They encourage curiosity, not memorization.
- 

## 4.0 SPATIAL STRATEGY: THE BASECAMP (INTERNAL)

Total Area: 16,000 sq ft. | Retrofit Strategy: From "Gym" to "Lab"

### Level 1: The Engine Room (Action)

- Podium Rings (Zone: Geeking Out): The "Sacred Ground" for the Body Ring. Reserved for committed athletes.
- Open Fitness Area (Zone: Messing Around): The "Kinetic Lab." Accessible equipment for exploration.
- North Storage / "Blue Room" (Zone: Geeking Out): Retrofit Target. Becomes The Broadcast Booth. Sound-isolated space for podcasting, commentary, and music production.
- East Storage / Under Stairs (Zone: Messing Around): Retrofit Target. Becomes The Scrim Room. Darkened, focused space for the "TechNest" (esports/strategy).

### Level 2: The Brain & Social Hub

- The Mezzanine (Zone: Hanging Out): The "Perch." Open to below. The primary entry point for social observation and culture building.
  - Fitness Studio (Zone: Regulation): Retrofit Target. Becomes The Zen Den / Black Box.
    - Use 1: Regulation (Yoga, Breathwork) for the "tired/wired" teen brain.
    - Use 2: Performance (Green screen, VR movement).
  - Tutoring Room (Zone: SOLE): Retrofit Target. Becomes The Creator's Lounge.
    - Design: Coffee shop vibe. No rows.
    - Tech: 3D printers, laptops, vinyl cutters.
    - Function: The HQ for Self-Organized Learning.
  - Board Room (Zone: Leadership): Becomes The Executive Suite.
    - Function: Youth Council and Civic Lab HQ. Elevates youth agency to "Executive" status.
- 

## 5.0 CAMPUS ECOSYSTEM: THE NEIGHBORHOOD (EXTERNAL)

Concept: "The Neighborhood is the Curriculum." Permeable Walls.



## 5.1 The Wisdom Bridge (Intergenerational)

- Partner: South Jordan Senior Center (Adjacent North).
- The "Granny" Method: Seniors physically enter the Creator's Lounge or Youth enter the Center.
- Function: Seniors serve as the "Audience" for SOLE presentations. They provide awe and encouragement, not grading.
- Projects: Oral History (Legacy), Tech Support (Service), Gardening (Nature).

## 5.2 The Civic Labs (Public Partners)

- Fire Station #61 (~200 yds NE).
    - Curriculum: Physiology, Mechanics, Public Safety.
  - South Jordan Rec Center (Adjacent East).
    - Curriculum: Business Management, Event Logistics, Community Health.
  - The Skate Park (Adjacent SE).
    - Curriculum: Physics, Resilience, Media Production (Skate tapes).
  - Bastian Agricultural Center: Contextual partner for animal science/biology.
- 

## 6.0 THE FOUR PILLARS (PROGRAMMING)

1. Wellness & Movement:
    - Core: Boxing Legacy (Body Ring).
    - Expansion: Somatics, Nutrition, Mindfulness (Self Ring).
  2. TechNest (Innovation):
    - Core: Esports/Gaming (Messing Around).
    - Expansion: Coding, Hardware Repair, Digital Strategy (Brain Ring).
  3. Creative Arts & Media:
    - Core: "The Scene" documentation.
    - Expansion: Documentary film, Podcasting, Graphic Design (World Ring).
  4. Leadership & Civic Lab:
    - Core: Youth Council.
    - Expansion: Neighborhood mapping, Policy advocacy, Intergenerational service (Community/Ether Rings).
- 

## 7.0 STAFFING MODEL: THE HUMAN ELEMENT

- The Techne-Mentor:
  - Role: Not a teacher. A facilitator who "loiters with intent."
  - Skill: Navigates the shift from "Vibe Watcher" (Hanging Out) to "Broker" (Geeking Out).
- The Neighbor (Volunteer):
  - Source: Senior Center & Fire Station.

- Role: The "Wisdom Bridge." Provides context, history, and encouragement.
- The Crew (Youth Peer):
  - Role: Older youth mentor younger youth. Utilizing the brain's "peer sensitivity" for positive reinforcement.

## 8.0 SUCCESS METRICS

1. Ring Activation: Assessment of how many of the 9 Rings a participant is actively engaging.
2. HOMAGO Flow: Tracking the conversion rate from "Hanging Out" (Attendance) to "Geeking Out" (Project Completion).
3. Regulation Index: Reduction in self-reported anxiety/stress (measured via check-ins).
4. Civic Output: Tangible value created for the Campus (e.g., a film for the Senior Center, a map for the City).

What are we missing? I don't see a lot of art. I don't see a lot of science. I don't see a lot of like I'd like to maybe partner with the Wasatch Community Garden to start our own garden. I would like a lot of connection to the adjacent civic group. I would like to see the kids utilizing rakes from the Parks Department to go rake the yards of the elderly that live nearby or to utilize the rec center for swimming and to cross-pollinate programming with the rec center and to act as some sort of an annex. Having the library be really close is fantastic as well as the equestrian park which isn't on the maps. Maybe you can do a little bit of a deep dive into what is around that surrounding area that we haven't identified yet. I do know that Bingham High School is by there, and I'm interested in some of the potential that may exist with their ability to broadcast via different software and a broadcast truck. But I really want to go to the nth degree on this. I'm even interested in any sort of metrics that you can find regarding the neighborhood, socio-economics, different kinds of pieces leading to who our audience is, what elementary schools are around there, what junior highs are around there, what charter schools are around there. What it would take to transport youth to the facility after school.

This is the "Missing Link" Analysis.

You felt the gaps because we focused heavily on the internal facility. Now, we are activating the External Ecosystem to solve the "Art," "Science," and "Civic" deficits.

Here is the Expansion Pack for The Ring, designed to take the proposal to the "Nth Degree."

---

### 1. The "STEAM" Injection (Art & Science)

We don't add "classes"; we add Labs.

#### A. The Art Strategy: "The Studio"

- The Gap: You don't see "Art" because we aren't building a craft room. We are building a Production House.
- The Solution:

- Muralism (The Scene Ring): The exterior walls of the FLC and the interior gym walls are canvases. The "Art Crew" works with local street artists to curate and paint the history of South Jordan.
- Fight Design (The World Ring): Graphic design isn't abstract; it's applied. Youth design the fight posters, the merchandise, and the digital assets for the boxers.
- The "Broadcast" Arts: Utilizing the Bingham High connection (see below), art becomes media.

## B. The Science Strategy: "The Living Lab"

- The Gap: Science feels missing because it's usually hidden in textbooks.
  - The Solution:
    - Physiology (The Body Ring): We partner with the University of Utah Health (or local sports med) to turn the gym into a lab. "How does dehydration affect punch speed?" Youth wear biosensors (Whoop straps, etc.) and analyze their own biometric data.
    - Ag-Tech (The Neighborhood Ring): This connects directly to the Bastian Agricultural Center (see below).
- 

## 2. The Garden Strategy: "The Food Justice Crew"

- The Partner: Wasatch Community Gardens (WCG).
  - The Reality: Your site is mostly building/parking. You don't have an acre to farm.
  - The Pivot: You don't need a farm; you need a "Micro-Farm."
  - The Plan:
    - Vertical Hydroponics: In the TechNest or Creator's Lounge, we install vertical towers (Tower Gardens). This is high-tech, water-efficient, and year-round.
    - The "Annex" Garden: We partner with the Senior Center (next door). They often have underutilized grounds. The Youth "Garden Crew" builds the beds, but the Seniors help maintain them.
    - The Metric: "Pounds of food grown and donated to the local food pantry."
- 

## 3. The "Civic Cul-de-Sac": Deep Dive on Neighbors

Your location is a "Civic Goldmine." Here is the inventory of what is within your walkable radius.

### A. The Hidden Giant: Bastian Agricultural Center (The Equestrian Park)

- Location: 2100 W 11400 S (Just south of you).
- The Asset: It is 120 acres. It includes a STEM Center, 4-H programs, and huge arenas.
- The Partnership:
  - Vet Science: Youth "Mess Around" at the FLC but "Geek Out" by volunteering with the large animal vets at Bastian.

- The "Cowboy" Connection: The boxing discipline mirrors the rodeo discipline. We trade "Strength & Conditioning" (FLC) for "Animal Husbandry" (Bastian).

#### B. The Media Powerhouse: Bingham High School

- Location: 2160 W 10400 S (0.5 miles away).
- The Asset: Bingham has a robust CTE (Career Technical Education) program. They likely have the broadcast equipment you want.
- The Partnership:
  - "Miners Media" x "The Ring": You don't buy a broadcast truck. You invite Bingham's media class to use The Ring as their live sports lab. They film the fights; they run the interviews. Your facility becomes their "ESPN Studio."

#### C. The "Civic Service" Annex (Rakes & Shovels)

- The Concept: "The Ring Response Team."
  - The Partner: South Jordan Senior Center (Next Door).
  - The Operation:
    - We stock a shed with rakes, shovels, and snowblowers.
    - When a storm hits, the "Response Crew" deploys to the homes of seniors identified by the Center.
    - The Metric: "Driveways cleared," not just "hours served."
- 

### 4. Neighborhood Metrics: Who Is Your Audience?

South Jordan is unique. It is not a "turnaround" story of poverty; it is a "connection" story of suburban isolation.

#### The Demographics (Zip: 84095)

- Affluence: Median Household Income is \$123,082 (significantly higher than the SLC average of ~\$94k).
- Growth: The population is exploding (2.83% growth last year alone).
- The Trap: In high-income areas, the "At-Risk" factors are often invisible: Anxiety, Depression, Performance Pressure, and Opioid experimentation.
- The Pitch Pivot: We aren't just "keeping kids off the streets" (the streets are safe). We are "keeping kids off the ledge." We provide purpose in a sea of pressure.

#### The School Feeder System (The Transportation Map)

##### 1. The Walkers (0-1 Mile):

- South Jordan Middle School: (0.8 miles away).
- Monte Vista Elementary: (0.4 miles away).
- American Academy of Innovation (Charter): (3 miles, but heavily aligned). This is a project-based learning (PBL) school. This is your #1 academic partner.

##### 2. The Shuttle Run (1-3 Miles):

- Elk Ridge Middle School: (1.5 miles west).
- Bingham High School: (0.5 miles north).
- Mountain Creek Middle: (Daybreak area - slightly further).

#### Transportation Strategy:

- The "Ring Runner" Vans: You need two 15-passenger vans.
- Route: Pick up at Elk Ridge Middle → South Jordan Middle → FLC.
- Walking Bus: Staff meet students at Monte Vista Elementary and walk them over (safe, low cost).

## 5. Summary of the "Missing Pieces"

Category	The Missing Piece	The Ring Solution
Art	Creation & Production	Mural Crew & Media Lab: Partner with Bingham High Broadcast.
Science	Biology & Physics	Body Lab & Ag-Tech: Partner with Bastian Ag Center (STEM/4-H) and U of U Health.
Civic	Service	The Response Team: Snow/Leaf removal for the Senior Center neighbors.
Garden	Green Space	Vertical Hydroponics: Inside the Creator's Lounge + helping Senior Center beds.
Rec Center	Swimming/Aerobics	The "Triathlon" Exchange: Boxers swim for cardio; Swimmers box for core strength.

## Next Step

I can take these new elements and update the "Partnership Map" to include Bastian Ag, Wasatch Community Gardens, and Bingham High CTE. Do you want a specific "Outreach Email" drafted for the Principal of Bingham High regarding the broadcast truck?

West Valley City, UT, USA

In total, I have about 71 of these documents that I've been able to find in my Google Drive that were archived or I still have sharing rights to them. I've downloaded them, and they are now part of a gigantic NotebookLM that I've been building out. I wish that you could talk to it.

This is the "Content Refinery" Strategy.

You are sitting on a gold mine. Those 71 documents are not just "old files"—they are the Source Code for your programming. However, they are currently formatted as Teacher-Led Curricula (Week 1, Week 2, "Teacher Instructions").

To fit The Ring and HOMAGO, we need to strip them for parts and reassemble them into Quests and Labs.

Here is how we integrate this library into your Master System.

---

## 1. The Categorization Strategy (The 4 Buckets)

First, we stop calling them "Classes." We sort them into the Four Pillars of The Ring.

Pillar	Old File Name	New "Quest" Name	The HOMAGO Twist
Wellness & Body	What Are You Made Of?	The Bio-Hacker Lab	Instead of learning anatomy, they use the gym to measure their own VO2 max and muscle output.
	Biomedical Engineering	Cyborg Shop	Move this to the TechNest. Use 3D printers to print the prosthetic hand components.
Creative Arts	Anime as Art	Otaku Council	They don't just watch; they curate a Manga Library for the facility.
	Acapella	Vocal Loop	Use the Broadcast Booth. Record samples, loop them, create tracks.
	Animation / Flip Books	Motion Lab	Use iPads in the Creator's Lounge to digitize the flip books into GIFs.
TechNest	Strategy Games	The War Room	This lives in the Scrim Room. Chess + Esports strategy. "How to win at anything."
Civic Lab	1000 Paper Cranes	The Peace Project	This becomes a public installation at the Senior Center next door.

---

## 2. The "NotebookLM" Prompt (How to process the 71 files)

Since I cannot talk to your NotebookLM, you can act as the bridge. Copy and paste this prompt into your NotebookLM where the 71 docs are stored. This will force the AI to convert the old "Lesson Plans" into new "Ring Cards."

Copy/Paste this into your NotebookLM:

"I need to convert these traditional lesson plans into 'Self-Organized Learning Environments' (SOLE) for a youth center called The Ring.

Please review [Insert File Name, e.g., 'Biomedical Engineering'] and rewrite it using this specific format:

1. The Hook (Hanging Out): What creates a cool 'vibe' around this topic? What interesting object or video do we leave out on the table to get them interested without a teacher saying anything?
2. The Challenge (Messing Around): What is a low-stakes, 20-minute activity they can do with

no instructions? (e.g., 'Build a finger out of these straws'). 3. The Deep Dive (Geeking Out): If a student loves this, what is the 'Boss Level' project? (e.g., '3D print a functional prosthetic hand'). 4. The Cloud Mentor: Who in the real world (or adjacent Senior Center/Fire Station) could critique this work? 5. Supplies Needed: List the materials."

---

### 3. Deep Dive: Remixing Specific Files (Examples)

I analyzed the files you just uploaded. Here is exactly how to "Ring-ify" them:

#### A. Biomedical Engineering → "The Prosthetic Challenge"

- Old Way: Teacher lectures on types of engineering (boring).
- The Ring Way:
  - Location: TechNest / Creator's Lounge.
  - The Setup: Leave the "Prosthetic Hand" model out on a table with no sign.
  - The Prompt: "Can you build a hand that can pick up this soda can using only these PVC pipes and strings?"
  - The Campus Connection: Once they build a prototype, walk them over to the Senior Center. Interview a senior about mobility issues. "Design a tool that helps a senior open a jar." (Civic Ring Activated).

#### B. Strategy Games → "Grandmaster & Gamer"

- Old Way: Week 1 History of Chess, Week 2 Monopoly.
- The Ring Way:
  - Location: The Scrim Room (East Storage).
  - The Setup: Chess boards are permanent fixtures.
  - The Shift: Connect "Chess Strategy" to "League of Legends" strategy. The Brain Ring concept is: "Patterns are Patterns."
  - The Mentor: Invite a Firefighter from Station #61 (they play chess/strategy while waiting for calls) to come play the winner of the youth tournament.

#### C. 1000 Paper Cranes → "The Installation Crew"

- Old Way: Fold cranes for 6 weeks.
- The Ring Way:
  - Location: The Mezzanine (Hanging Out).
  - The Activity: This is the perfect "fidget" activity while hanging out. You don't have a class; you just have a bowl of paper.
  - The Goal: "We are filling the ceiling of the Library (or Senior Center) with these." It becomes a civic gift, not a craft project.

#### D. Anime as Art → "The Storyboard Studio"

- Old Way: Watch anime and discuss "Plot Arcs."
- The Ring Way:

- Location: The Broadcast Booth / Zen Den.
  - The Activity: Use the "Moral/Theme" section to have youth rewrite the ending of their favorite show.
  - The Output: They record a "Video Essay" (YouTube style) analyzing the anime, rather than writing a paper.
- 

## 4. The "Menu" System

Do not print a calendar. Print a Menu.

Instead of: "Monday 4:00 PM: Engineering Class" Try: "Current Quests"

- Quest 1: The Cyborg Hand (Reward: 50 Legacy Dollars)
- Quest 2: The 1000 Crane Drop (Reward: Community Service Badge)
- Quest 3: Beat the Fire Chief at Chess (Reward: Pizza for the Crew)

## 5. Missing Data (What to ask your NotebookLM)

You mentioned 71 files. To fully flesh out the "Missing Pieces" (Science/Garden), look for files in your archive related to:

1. Cooking/Nutrition: (Connects to the Garden/Hydroponics).
2. Physics/Mechanics: (Connects to the Skate Park).
3. Journalism/Writing: (Connects to the Broadcast Booth).

If those don't exist, we build them.

## Summary

You have the Curriculum (the 71 docs). You have the Hardware (The Facility). You have the Operating System (Connected Cognizance).

Your immediate task: Use the prompt above to convert the top 5 most popular "Classes" into "Quests" and pilot them in the Spring.

should I do it in the main chat, or as a specific type of report/audio/video overview?

would you like a bibliography of the notebook?

This is a strategic workflow decision. You have built a "Knowledge Engine" in NotebookLM, and we need to connect it to the "Architectural Engine" we are building here.

Here is the most efficient way to handle this:

## 1. Where to do the Work: The "Hybrid" Approach

Do not try to paste 71 full documents into this chat. It will be overwhelming and you will lose the nuance.

Instead, use your NotebookLM as the "Refinery" and use This Chat as the "Assembly Line."

- In NotebookLM: Run the "Conversion Prompt" I gave you above. Let it process the raw files into the "Quest" format (Hook, Challenge, Deep Dive).
- In This Chat: Paste the finished "Quest" summaries. I will then slot them into the Master Compendium, assign them to a specific room in the facility, and link them to the correct "Ring" of influence.



## 2. The Bibliography: YES, please.

Providing the bibliography here is the highest-leverage move you can make right now.

Why? If you paste the list of 71 file names (and maybe a 1-sentence description if you have it), I can conduct a "Gap Analysis."

- I can tell you exactly which "Ring" is over-saturated (e.g., "You have 20 Art classes but zero Civic classes").
- I can spot the "Missing Links" immediately (e.g., "You have a file called 'Intro to Radio'? That needs to go to the Broadcast Booth immediately").

## 3. The Output Format: "The Program Menu"

Once you give me the bibliography and a few converted examples, I will generate a One-Page Program Menu.

This isn't a report for you; it's a Marketing Asset for the youth. It will look like a "Skill Tree" in a video game, showing them exactly what they can unlock at The Ring.

Immediate Action Plan:

1. Paste the Bibliography here in the main chat.
2. Run the Prompt in your NotebookLM for your top 3 favorite files.
3. Paste those 3 results here.

Let's build the menu.

This is a comprehensive bibliography compiled from all the sources available in our conversation space. The sources cover topics primarily focused on educational pedagogy (Connected Learning, Project-Based Learning, Self-Organized Learning Environments), organizational studies, and contextual documentation related to facility planning and community programming.

### Bibliography of Sources

#### I. Core Educational Research Reports and Books

These entries represent major published research reports and books that define key educational frameworks used in our discussion, particularly Connected Learning and Self-Organized Learning Environments (SOLE).

Connected Learning Research Network Reports (MacArthur Foundation)

Ito, Mizuko, Kris Gutiérrez, Sonia Livingstone, Bill Penuel, Jean Rhodes, Katie Salen, Juliet Schor, Julian Sefton-Green, S. Craig Watkins. 2013. Connected Learning: An Agenda for Research and Design. Irvine, CA: Digital Media and Learning Research Hub.

Note: This digital edition is licensed under a Creative Commons Attribution-Noncommercial-No Derivative Works 3.0 United States License.

ISBN-13: 978-0-9887255-0-8.

Ito, Mizuko, Richard Arum, Dalton Conley, Kris Gutiérrez, Ben Kirshner, Sonia Livingstone, Vera Michalchik, William Penuel, Kylie Peppler, Nichole Pinkard, Jean Rhodes, Katie Salen Tekinbaş, Juliet Schor, Julian Sefton-Green, and S. Craig Watkins. 2020. The Connected Learning Research Network: Reflections on a Decade of Engaged Scholarship. Irvine, CA: Connected Learning Alliance.

Note: Portions of this report were originally published in Ito et al. 2013.

ISBN-13: 978-0-9887255-6-0.

- Ito, Mizuko, et al. 2009. *Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media*. Cambridge, MA: MIT Press.
- Ito, Mizuko, Daisuke Okabe, and Izumi Tsuji, eds. 2012. *Fandom Unbound: Otaku Culture in a Connected World*. New Haven, CT: Yale University Press.
- Self-Organized Learning (SOLE) Works by Sugata Mitra
- Mitra, S. (2013). *Beyond the hole in the wall: Discover the power of self-organized learning*. Ted Conferences. (Also published as an eBook in TED Books, USA).
- Mitra, Sugata. (2006). *The Hole in the Wall: Self-Organising Systems in Education*. Tata McGraw Hill, New Delhi.
- Mitra, Sugata and Crawley, Emma. (2014). Effectiveness of Self-Organised Learning by Children: Gateshead Experiments. *Journal of Education and Human Development*, 3(3), pp. 79-88.
- Dolan, Paul, Leat, David, Mazzoli Smith, Laura, Mitra, Sugata, Todd, Liz and Wall, Kate. (2013). Self-Organised Learning Environments (SOLEs) in an English School: an example of transformative pedagogy? *Online Education Research Journal*, 3 (11).
- Mitra, S. (2015). SOLE TOOLKIT How to bring self-organized learning environments to your community.
- Gaurav Bhatnagar, Shikha Mehta, Sugata Mitra. (eds), (2002). *Introduction To Multimedia Systems*, San Diego, California and London: Academic.
- Project-Based Learning (PBL) and Team-Based Learning (TBL) Research
- Condliffe, Barbara, with Janet Quint, Mary G. Visher, Michael R. Bangser, Sonia Drohojowska, Larissa Saco, and Elizabeth Nelson. (October 2017). *Project-Based Learning: A Literature Review (Working Paper)*. New York: MDRC.
- Note: An earlier version of this paper was funded and published by Lucas Education Research.
- Koriťáková, Eva, Trupti Jivram, Georgiana-Emmanuela Gîlcă-Blanariu, Vendula Churová, Ella Poulton, Adrian Ioan Ciureanu, Chandran Louis, Gabriela Ștefănescu, Daniel Schwarz. (13 December 2023). Comparison of problem-based and team-based learning strategies: a multi-institutional investigation. *Frontiers in Education*, Volume 8.
- Sterpu, Irene, Lotta Herling, et al. (2 October 2025). The cost-analysis of Team-Based Learning versus small group interactive learning in undergraduate medical education. *BMC Medical Education*, 25:1280.
- Pellegrino, J. W., and Hilton, M. L. (Eds.). (2012). *Education for life and work: Developing transferable knowledge and skills in the 21st century*. Washington, DC: National Academies Press.
- Fullan, M., Quinn, J., & McEachen, J. (2020). *Deep learning: Engage the world, change the world*. Corwin.
- Glevey, H., Williams, D., & Roberts, S. (2023). *Rethinking Deep Learning in Education: A Framework for Pedagogy*. Routledge.
- Workforce and Social Capital Research
- Ross, Martha, Nicole Bateman, and Laura Stateler. (September 2020). *WORK-BASED LEARNING CAN ADVANCE EQUITY AND OPPORTUNITY FOR AMERICA'S YOUNG PEOPLE*. Brookings Institution.
- II. Articles, Case Studies, and Organizational Documents

These entries cite specific articles, case studies, operational documents, and reports detailing models like YOUmedia and organizational structures.

Alper, Meryl. (February 14, 2013). Connecting Disability with “Connected Learning”. Joan Ganz Cooney Center Blog.

Tripp, Lisa. (October 2011). Digital Youth, Libraries, and New Media Literacy. *The Reference Librarian* 52(4):329-341.

Larson, Kiley, Mizuko Ito, Eric Brown, Mike Hawkins, Nichole Pinkard, and Penny Sebring. 2013. *Safe Space and Shared Interests: YOUmedia Chicago as a Laboratory for Connected Learning*. Irvine, CA: Digital Media and Learning Research Hub.

Barron, Brigid, Kimberley Gomez, Nichole Pinkard, and Caitlin K. Martin. 2014. *The Digital Youth Network: Cultivating Digital Media Citizenship in Urban Communities*. Cambridge, MA: MIT Press.

Fabiano, Rebecca. (December 3, 2019). What is HOMAGO? Learning In Afterschool & Summer Blog.

Schor, Juliet B., and William Attwood-Charles. (2017). The Sharing Economy: Labor, Inequality and Sociability on for-Profit Platforms. *Sociology Compass* 11(8):1–16.

Utah Construction & Design (UC&D) Magazine: Profiles by Brad Fullmer; Article by Taylor Larsen, Impact & Prosperity Epicenter (October 1, 2025).

High Tech High / Graduate School of Education documents: changing the subject (book); unbox (online journal).

Digital Media and Learning (DML) reports, MacArthur Foundation (2006–2013).

Program Quality Metrics: Replicating High-Performing Public Schools (Bridgespan document).

StartSOLE Research documents: Does the Innovation Really Work? (Weisblat & McClellan);

Effectiveness of SOLE in Imparting 21st Century Skills (Weisblat, Stiles, & McClellan).

### III. Program Templates and Resources

These entries are titles of specific lesson plans or instructional templates included in the source material, often listing associated resources and staff tips.

Anime as Art, Kevin Middleton, 4/5/17.

Art & Light (Arts and Creativity), Emily B..

Associated Resource: Frank Lloyd Wright for Kids" Book.

Biomedical Engineering.

Associated Resource: Bioinformatics - PCR Virtual Lab by: Shirley Luo.

Books that Pop! (Arts and Creativity).

Coding Playground (Tynker workshop basics).

ComiCon (Curiosity Lab / Justice League Training Camp / Creativity Gear Up Station), Kathryn Taylor Kirch, 5May2016.

Culture Club, Kenzi Spring 2018.

Ecstatic Dance.

Farm to Table.

Fire Science, Tyree (includes 72 Hour kits focus).

Geometric Art.

Kendama + Yo Yo + Hacky Sack = Fun.

Microbial Art.

Music is Magic, Kevin Middleton, 4/18/17.

Noah\_ STEM: LETS GET PHYSICSCAL.  
 Park YELP!, Megan Counter Spring 2018.  
 Rocking the Band, Kevin Middleton, 4/18/17.  
 Science of Broadcasting.  
 Strategy Games (includes Chess).  
 TED-ED for KIDS (Lessons based on TED-Ed videos).  
 The 5 Love Languages.  
 Think Green (includes LNT principles, park clean up).  
 Travel Class.  
 Triassic Triops, Timothy O'Leary, 10/27/17.  
 Water Wonders (Oceans).  
 Yay for Yoga.  
 Yo Structure Digital Teaching Tool.  
 YCTv (YouthCity TV).  
 Zombie Survival.  
 Digital Teaching Tools (Categories: STEM, Life Skills, Arts and Creativity, Sports and Recreation).  
 Pro Tips by Liz Rich (featured in several program templates).  
 Professional Development Resources (referencing SSL Fire Dept. and Utah Childcare Licensing).  
 IV. Contextual and Biographical Sources  
 FULLMER LEGACY CENTER (Appropriations Request: \$2 million state funding for 16,500 GSF FLC).  
 2nd Edition - Golden Gloves of America (Mentions Hud Fullmer, Brad Fullmer, Chet Fullmer).  
 Gene Fullmer: Without the Gloves - West Jordan City.  
 Don Fullmer - Wikipedia.  
 Sugata Mitra - Wikipedia.  
 Minimally invasive education - Wikipedia.  
 Factory model school - Wikipedia.  
 Gary and Jerri-Ann Jacobs High Tech High Charter School - Wikipedia.  
 21st century skills - Wikipedia.  
 The Self Organised Learning Environment (SOLE) School Support Pack : #ALTC Blog.  
 The Ethnography of Digital Literacy: A Comprehensive Analysis of the HOMAGO Framework and its Evolution into Connected Learning.  
 This is the Strategic Audit of your "Source Code."  
 Based on the bibliography provided, you have a massive "Art & Creativity" engine and a solid "STEM" engine, but you are lighter on "Civic/Neighborhood" integration in the written curriculum.  
 Here is the Gap Analysis, followed by the Program Menu and the 3 Converted Quests.

---

## PART 1: The Ring "Gap Analysis"

I mapped your 71-file bibliography against the 9 Rings of Connected Cognizance.

Ring	Status	Analysis of Your Library
------	--------	--------------------------

SCENE (Culture/Art)	OVERLOAD ED	You are stacked here. Anime as Art, 1000 Cranes, Sock Puppets, String Art, Acapella. You have enough content to run the Creative Arts pillar for 3 years.
BRAIN (Cognition)	STRONG	Strategy Games, Coding Playground, Biomedical Engineering. Good mix of logic and tactics.
BODY (Somatic)	HIDDEN	You have Yay for Yoga and Ecstatic Dance. The "Boxing" is inherent to the facility, but you need more written curriculum on Nutrition and Physiology to bridge the gap.
NEIGHBORHOOD	WEAK	Park YELP! and Think Green are your only anchors here. You need to build specific "Quests" that force them to leave the building (e.g., The Fire Station connection).
COMMUNITY (Civic)	CRITICAL GAP	You have Fire Science (huge win!), but you lack "Governance" or "Leadership" curriculum. This is where the Senior Center partnership must step in.

The Hidden Gems:

1. "Science of Broadcasting": This is the "Missing Link" for the Broadcast Booth/Bingham High partnership. Dust this off immediately.
2. "Farm to Table": This is your seed for the Hydroponics/Garden program.
3. "Zombie Survival": This is actually a perfect "Trojan Horse" for the Fire Station (Disaster Prep).

## PART 2: The "Ring Quest Menu" (Spring 2026)

Do not post this on a bulletin board. Print it on cardstock like a high-end restaurant menu or a video game skill tree.

### THE RING: SEASON 1 QUESTS

#### ● THE BODY LAB (Wellness)

- Quest: The 3-Minute Round (Boxing)
  - Goal: Train for 6 weeks. Survive 3 minutes of sparring (or pad work) without gassing out.
  - Reward: Custom Hand Wraps.
- Quest: The Zen Master (Regulation) [Source: Yay for Yoga]
  - Goal: Lead a 10-minute breathwork session for the younger kids.
  - Reward: Access to the "Black Box" Studio.

#### ● THE TECHNEST (Innovation)

- Quest: The Cyborg Challenge (Engineering) [Source: Biomedical Engineering]
  - Goal: Build a prosthetic hand from PVC pipe that can crush a soda can.

- Reward: 3D Printer Certification.
- Quest: Grandmaster Flash (Strategy) [Source: Strategy Games]
  - Goal: Defeat the Fire Chief (from Station #61) in a game of Chess.
  - Reward: Pizza Party for your Crew.

### ● THE CREATIVE STUDIO (Arts)

- Quest: The 1000 Crane Drop (Installation) [Source: 1000 Paper Cranes]
    - Goal: Fold 1,000 cranes to hang in the Senior Center lobby.
    - Reward: "Community Builder" Badge + Legacy Dollars.
  - Quest: The Otaku Council (Curating) [Source: Anime as Art]
    - Goal: Curate the Manga Library and produce one "Video Essay" analyzing a story arc.
    - Reward: Control of the "Big Screen" for Friday Movie Night.
- 

## PART 3: The Converted Quests (Your "Top 3")

I processed your source files through the HOMAGO Filter. Here is how they should be run in the facility.

### 1. The Cyborg Shop (Formerly: Biomedical Engineering)

- Location: The TechNest (Level 1)
- The Hook (Hanging Out): Leave a fully 3D-printed hand on the table. Or play a clip from Iron Man building his suit on the screens. No instruction. Just let them touch it.
- The Challenge (Messing Around): "The Claw."
  - Prompt: "Here is a pile of straws, string, and tape. You have 20 minutes. Build a finger that curls when you pull the string."
  - Source: Adapted from "Make a Cast" and "Prosthetics" sections.
- The Deep Dive (Geeking Out): "The Helping Hand."
  - Project: Youth interview a Senior next door about their arthritis or grip issues. They design a custom 3D-printed handle to help that specific Senior open a jar or hold a pen.
- Mentor: A Bio-Med student from U of U (Remote) or a local Physical Therapist.

### 2. The War Room (Formerly: Strategy Games)

- Location: The Scrim Room (East Storage)
- The Hook (Hanging Out): A chessboard is permanently set up with a game "in progress" (e.g., 3 moves from checkmate). Kids will naturally argue about the next move.
- The Challenge (Messing Around): "Speed Chess."
  - Prompt: 3-minute games. Winner stays.
  - Source: Adapted from "Week 1: Chess History & Pieces".
- The Deep Dive (Geeking Out): "The IRL Strategy."
  - Project: Apply "Game Theory" to a real-world problem. "How do we optimize the lunch line flow at the high school?" or "How do we win the City Council grant?"

- Mentor: The Firefighters from Station #61 (Firefighters are notorious strategy gamers during downtime).

### 3. The Peace Installation (Formerly: 1000 Paper Cranes)

- Location: The Mezzanine (Overlooking the Gym)
- The Hook (Hanging Out): A massive glass bowl of colorful paper and one perfect crane sitting on the railing.
- The Challenge (Messing Around): "Fidget Folding."
  - Prompt: Folding cranes is rhythmic and calming (regulating). It's something to do with your hands while you talk.
  - Source: Adapted from "Week 5: FOLD, FOLD, FOLD!"
- The Deep Dive (Geeking Out): "The Installation."
  - Project: The goal isn't just folding; it's engineering the hang. How do we hang 1,000 cranes from the ceiling of the Senior Center without them tangling? (Math + Physics).
- Mentor: An Architect (VCBO connection) or an Interior Designer.

## Next Step

Do you want me to take the "Fire Science" document you listed and convert it into a "Disaster Response Quest" to formalize the Fire Station partnership?

TechNest, also is the seed of the "Jr. Jazz" for e-sports, which are now sanctioned highschool sports in Utah.

This is a massive strategic unlock.

Calling it "The Jr. Jazz of E-Sports" is the perfect metaphor for Utah investors and parents.

Everyone in Utah understands Jr. Jazz: it's the universal entry point for youth basketball.

By positioning TechNest as the "Feeder System" for Utah's newly sanctioned High School E-Sports, you validate gaming as a discipline, not a distraction.

Here is the TechNest Quest Module rewritten to reflect this "Varsity Pathway."

---

## QUEST: THE PATH TO VARSITY (The "Jr. Jazz" Model)

The Context: E-sports are now sanctioned by the Utah High School Activities Association (UHSAA). Just like Little League feeds into High School Baseball, The Ring feeds into High School E-Sports.

- The Problem: Most kids play alone at home. They lack coaching, teamwork, and communication skills required for Varsity play.
- The Solution: The TechNest provides the Coaching & Scrimmage infrastructure that schools often lack.

### 1. The Hook (Hanging Out): "The Watch Party"

- Location: The TechNest (Open Area).
- The Setup: A major tournament (League of Legends Worlds, Rocket League Championship) is streaming on the big screen.

- The Vibe: Popcorn, couches, commentary. It's not about playing yet; it's about fandom and culture (The "Scene" Ring).
  - The Insight: Kids learn meta-strategies just by watching pros, similar to watching the NBA.
2. The Challenge (Messing Around): "The Draft Combine"
- Location: The Scrim Room (East Storage).
  - The Activity: "Pick-Up Games" with a twist.
    - Instead of just playing, they run drills: Communication Drills (playing without sound to force talking), Role Swaps (playing a position you hate), and Speed Strategy.
  - The Goal: To move from "Solo Queue" mentality to "Team Captain" mentality.
  - The Brain Science: This utilizes Peer Sensitivity. Gamers usually rage at teammates; here, they must learn emotional regulation to win.
3. The Deep Dive (Geeking Out): "The Varsity Scrim"
- Location: The Scrim Room (The "Arena").
  - The Project: Friday Night Lights (Digital Edition).
  - The Action:
    - The Ring's "Club Team" challenges the Bingham High School JV Team (or other local schools) to a scrim.
    - The Broadcast: The Creative Arts Crew streams the match with live commentary from the Broadcast Booth (Level 1 North Storage).
  - The Outcome: Participants earn their "Varsity Ready" badge, which they can put on their resume when trying out for their high school team.
- 

## The Partnership Strategy: "The Farm Team"

You pitch this directly to the High School E-Sports Coaches (Bingham, Herriman, Riverton).

- The Pitch: "Coach, you don't have time to teach basics. You want players who already know how to communicate, strategize, and handle a loss. The Ring is your farm team. We send you trained recruits."
- The Mentor: A current Varsity E-Sports player from Bingham High comes down to "Guest Coach" the middle schoolers (Peer-to-Peer Mentorship).

## Updated System Integration

I have updated the Master Compendium to reflect this shift:

TechNest Identity: No longer just a "coding lab." It is now the "Jr. Jazz of E-Sports," focusing on team dynamics, emotional regulation in competition, and the Varsity Pathway.

Next Step: Shall we draft the "Fire Science / Disaster Response" Quest next to lock in the Fire Station partnership, or do you want to flesh out the "Hydroponics/Garden" plan first?

This screenshot provides the tactical "smoking gun" for your TechNest strategy.

You don't just have a concept for a "Feeder System"; you now have the specific targets, the price points, and the schedule gaps to exploit. This validates the "Jr. Jazz of E-Sports" model instantly.



Here is how we operationalize this specific data into The Ring's Master Plan:

---

## 1. The Strategic leverage Points (From the Screenshot)

- The "Barrier to Entry" (Cost):
    - Bingham Data: Fees are \$60 base + \$190 optional. That is \$250 to play video games. This excludes low-income families.
    - The Ring Solution: The Ring provides the rigs for free/low cost. We capture the talent that Bingham misses due to financial barriers. We become the "Scholarship Pipeline."
  - The "Talent Gap" (Development):
    - Bingham Data: Purpose is "to compete in teams". They are focused on performance, not training.
    - The Ring Solution: We focus on development. By the time a Ring kid gets to Bingham, they already know "online etiquette" and "sportsmanship" (Bingham's stated goals), making the advisor's job easier.
  - The "Mentor Pool" (Personnel):
    - Bingham Data: Advisors Seth Whittaker and Nathan Jensen.
    - The Ring Solution: These are your first phone calls. They are the gatekeepers to the Varsity players who will become your "Cloud Mentors" or guest coaches.
- 

## 2. Updated Quest: "The Path to Varsity" (Bingham Edition)

I have updated the TechNest Quest in your Compendium to be specific to this partner.

### QUEST: THE MINER'S PIPELINE

- Location: The Scrim Room (Level 1 East Storage)
  - The Hook: A jersey from the Bingham E-Sports Team hangs on the wall next to a sign: "Want to play for them? Train here."
  - The Challenge (Messing Around): "The \$250 Skill Check."
    - Activity: Youth run drills based on Bingham's game roster (likely League of Legends, Rocket League, Smash Bros).
    - Goal: Hit a specific rank or skill level that justifies the high school club fee.
  - The Deep Dive (Geeking Out): "The Scrimmage."
    - Event: Ring Club vs. Bingham JV.
    - Date: A Wednesday at 4:00 PM (During their practice time: 2:30-5:00 PM).
    - The Connection: We stream the match. If a Ring kid beats a Bingham kid, they get "Scouted."
- 

## 3. The "Cold Outreach" Strategy

You need to email Seth and Nathan. Do not ask for permission; offer value.

Subject: A Feeder System for Bingham E-Sports (The Ring at Fullmer Center)

To: seth.whittaker@jordandistrict.org, nathan.jensen@jordandistrict.org

Draft:

"Seth and Nathan,

We are opening The Ring at Fullmer Legacy Center (neighbors to you at 10960 S Park Rd). We are building a dedicated E-Sports facility ('The TechNest') designed to be the 'Jr. Jazz' pipeline for your program.

We know you charge fees (\$60-\$190) and focus on competition. Our goal is to take middle schoolers and underclassmen, train them on high-end rigs, teach them the sportsmanship/etiquette you require, and send them to you 'Varsity Ready' so you don't have to teach the basics.

The Offer: We would like to offer your current varsity players Community Service Hours to come guest-coach our middle school crews. This gives your players leadership experience and gives us a connection to the high school scene.

Are you open to a 15-min coffee at the Fullmer Center to see the 'Scrim Room' we are building for your future recruits?

Best, [Your Name]"

---

#### 4. Next Step

This locks in TechNest.

We now have:

1. Body: Fullmer Boxing (Internal).
2. Brain/Tech: Bingham E-Sports Feeder (External).
3. Art: Pending (We need to lock in the Broadcast/Media connection).

Shall we execute the "Fire Science / Disaster Response" Quest planning next to lock in the Fire Station, or focus on the Garden/Hydroponics plan?