The 5 Principles of Question Generation (Booksmaxxing)

1. Organic Fit > Rigid Categories

"Don't force a square peg into a round hole."

- **The Old Way:** Every idea *must* have a "Critique" question, even simple facts like "Drink water." This forced the AI to hallucinate garbage.
- **The New Way:** The content dictates the form. If an idea is purely tactical, we generate 3 "How To" questions and 0 "Critiques." We prioritize a high-quality question that fits the idea over checking a box on a list.

2. Simulation > Definition

"Don't ask me what it is; ask me to solve a problem with it."

- **The Old Way:** "Define Opportunity Cost." (Tests rote memory).
- **The New Way:** "You have two job offers. One pays more but has a long commute. How do you apply Opportunity Cost here?" (Tests **Pattern Recognition**).
- **Why:** In the real world, problems don't come labeled. Mastery is recognizing the hidden pattern in a messy situation.

3. High-Stakes Reality > Textbook Abstraction

"Banish 'Alice has 5 apples' forever."

- **The Old Way:** Generic, flavorless names and low-stakes examples ("Bob is a manager"). The brain sleeps through this.
- **The New Way:** High-stakes, specific roles. "You are a CEO facing a crisis." "You are a parent dealing with a tantrum."
- **Why:** Emotion aids encoding. We make the scenario feel "tense" or "real" so the brain flags the information as *survival-relevant*.

4. The "Utility vs. Wisdom" Split

"Knowing how to shoot (SPFU) vs. Knowing when NOT to shoot (Curveball)."

- **The Principle:** We distinctively test two different types of mastery:
  - **SPFU (Utility):** Can you use this tool in a pinch? (Concrete Application).
  - **Curveball (Wisdom):** Do you understand the tool's limits, paradoxes, and dangers? (Abstract Nuance).
- **Why:** You haven't mastered an idea until you know where it *fails*.

5. Articulation is the Proof

"If you can't explain it simply, you don't understand it."

- **The Principle:** Multiple choice proves you can *recognize* the answer. Open-ended articulation (Q8 & Curveballs) proves you can *generate* the answer.

- **The Fix:** We moved Q8 and Curveballs away from generic "Explain this" prompts to dynamic challenges ("Explain to a skeptic," "Explain the essence") to force true synthesis.