SKILL PUBLISHER

The questions you set

The part of the brief that decides how good your skill is, and how to write it in ten minutes.

The problem it solves

Every skill we build is graded against questions you provide. A good set is the difference between a skill that changes answers and one that reads well and does nothing. Most first drafts are too general, or already answered perfectly well by an unaided model.

Three to five
is enough

Real ones
from last month's work

Answered twice
with the skill and without

How to write them

1. **Take them from real work, not from the topic**
   The question someone actually asked last month, in the words they used. A question invented for the test produces a skill that performs on invented questions.
2. **Include one the model should already get right**
   A near miss tells you whether the skill is adding anything or merely sounding authoritative. If it changes that answer, something is wrong.
3. **Say what a good answer does**
   One line each: what it has to mention, what it must not recommend, and who is reading it. That line is what the skill is graded against.
4. **Include the one you keep correcting by hand**
   Whatever your team keeps fixing in an agent's output is the most valuable question you can give us, because it is a failure you have already proved exists.

What happens to them

- Every question run twice before delivery, with the skill and without it, and both answers handed back.
- Your questions kept with the skill, so anyone can re-run them after a model changes.
- A stated result where the skill made no difference, because that is what makes the rest believable.
- A later refresh measured against the same set, so the comparison is real rather than rhetorical.



We research the field



We write the skill



We test it against your questions



You keep the folder

Not sure what to ask? Send us the job instead, and we will draft the questions for you to correct.

skillpublisher.com
To find out more: sales@skillpublisher.com