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CONFERENCE

2025



Tecnológico
de Monterrey



Institute
for the Future
of Education

TECgpt Pilot in AIGEN

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Monterrey, MX



January 28-30, 2025

Ponencia de Investigación

Presentación de libro

What is TECgpt?

An ecosystem of tools and a development framework created by Tec de Monterrey for Generative AI to create purpose-specific software components and solutions that can be consumed directly or integrated through other enablers, all within a private, secure, managed, and customizable environment.



TECgpt



TECgpt



TECgpt portal

A platform designed for collaboration that facilitates interaction with chats and specific skills.

Software Components



A modular and reusable code unit based on generative AI that encapsulates a specific functionality. Designed to be independent, interchangeable, and reusable. The components can be integrated with others to build complete applications or systems.



TECbot, or institutional Virtual Assistant is an example of a solution where we have integrated TECgpt components.



TECgpt Studio



Skill Studio

Generation of customized skills based on prompt engineering that can be executed using generative models.



Agent Studio

Agents can be customized by defining their personality, specifying the default generative model to be used, providing training data, and setting executable functions (in JSON format). Additionally, a skill can be selected to be associated with the agent.



Model Studio

Ecosystem for training generative models for specific use cases.

TECgpt



TECgpt



TECgpt portal

A platform designed for collaboration that facilitates interaction with chats and specific skills.



TECgpt Studio



Skill Studio

Generation of customized skills based on prompt engineering that can be executed using generative models.



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Model Studio

Ecosystem for training generative models for specific use cases.

Software Components



A modular and reusable code unit based on generative AI that encapsulates a specific functionality. Designed to be independent, interchangeable, and reusable.



The components can be integrated with others to build complete applications or systems.



TECbot, or institutional Virtual Assistant is an example of a solution where we have integrated TECgpt components.



Skill – Empowering Innovation

One or multiple instructions developed by our professors, students, and collaborators to be executed using generative models like GPT4o.

Can accept:

- Text
- Files

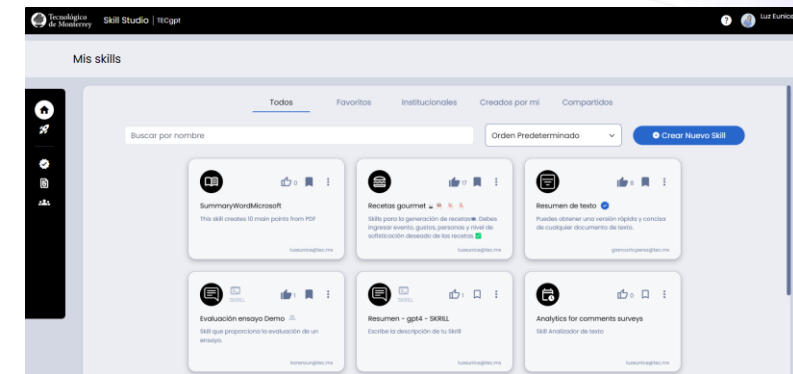
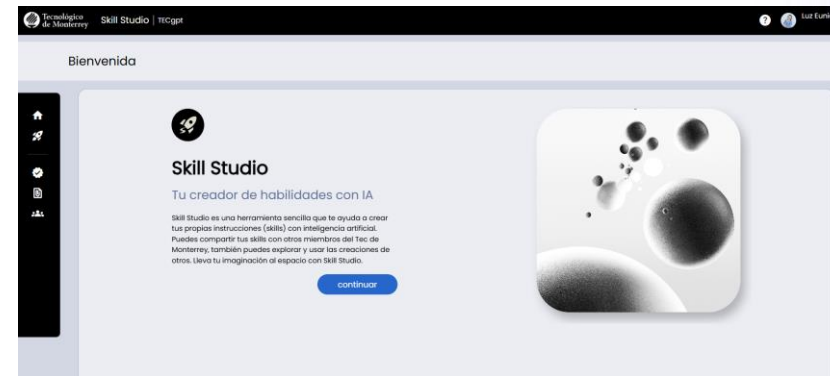


Skill Studio: Empowering Collaboration

Enables skill creation via **graphical and code-based tools** (SKRILL).

Community Sharing: Authors can share skills within the Tec de Monterrey ecosystem.

Benefits: Promotes collaboration and accelerates task execution.



Create a Skill – Graphical

The screenshot displays the Skill Studio interface. At the top, the header includes the logo of Tecnológico de Monterrey, the text 'Skill Studio | TECgpt', and a user profile for 'Luz Eun'. Below the header, the main content area is titled 'Mis skills'. A navigation bar contains tabs for 'Todos', 'Favoritos', 'Institucionales', 'Creados por mi', and 'Comparar'. A search bar labeled 'Buscar por nombre' and a dropdown menu labeled 'Orden Predeterminado' are positioned above a grid of skill cards. A red box highlights a button labeled '+ Crear Nuevo Skill'. The grid contains six skill cards, each with an icon, a title, a description, and a creator's email address. The skills are: 'SummaryWordMicrosoft' (created by luzenice@tec.mx), 'Recetas gourmet' (created by luzenice@tec.mx), 'Resumen de texto' (created by giancarlo.perez@tec.mx), 'Evaluación ensayo Demo' (created by korezun@tec.mx), 'Resumen - gpt4 - SKRILL' (created by luzenice@tec.mx), and 'Analytics for comments surveys' (created by luzenice@tec.mx).

Tecnológico de Monterrey Skill Studio | TECgpt Luz Eun

Mis skills

Todos Favoritos Institucionales Creados por mi Comparar

Buscar por nombre Orden Predeterminado

+ Crear Nuevo Skill

SummaryWordMicrosoft
This skill creates 10 main points from PDF
luzenice@tec.mx

Recetas gourmet
Skills para la generación de recetas. Debes ingresar evento, gustos, personas y nivel de sofisticación deseado de las recetas.
luzenice@tec.mx

Resumen de texto
Puedes obtener una versión rápida y concisa de cualquier documento de texto.
giancarlo.perez@tec.mx

Evaluación ensayo Demo
Skill que proporciona la evaluación de un ensayo.
korezun@tec.mx

Resumen - gpt4 - SKRILL
Escribe la descripción de tu Skrill
luzenice@tec.mx

Analytics for comments surveys
Skill Analizador de texto
luzenice@tec.mx

1) Lets START!



Objective:
Summarize a paper

Specification:

- HTML (page)
- Considerations

License: CC BY 4.0
arXiv:2501.09171v1 [stat.OT] 15 Jan 2025

Generative AI Takes a Statistics Exam: A Comparison of Performance between ChatGPT3.5, ChatGPT4, and ChatGPT4o-mini

Monnie McGee & Bivin Sadler

mmcggee@smu.edu, bsadler@smu.edu Department of Statistics and Data Science
Southern Methodist University
6425 Boaz Lane, Dallas, TX, 75205

(January 15, 2025)

Maximizing Diver Score by Examining Discrepancies in Diver Competency and Judges' Marks

Monnie McGee & Bivin Sadler

mmcggee@smu.edu, bsadler@smu.edu Department of Statistics and Data Science
Southern Methodist University
6425 Boaz Lane, Dallas, TX, 75205

(January 15, 2025)

Abstract

Many believe that use of generative AI as a private tutor has the potential to shrink access and achievement gaps between students and schools with abundant resources versus those with fewer resources. Shrinking the gap is possible only if paid and free versions of the platforms perform with the same accuracy. In this experiment, we investigate the performance of GPT versions 3.5, 4.0, and 4o-mini on the same 16-question statistics exam given to a class of first-year graduate students. While we do not advocate using any generative AI platform to complete an exam, the use of exam questions allows us to explore aspects of ChatGPT's responses to typical questions that students might encounter in a statistics course. Results on accuracy indicate that GPT 3.5 would fail the exam, GPT4 would perform well, and GPT4o-mini would perform somewhere in between. While we acknowledge the existence of other Generative AI/LLMs, our discussion concerns only ChatGPT because it is the most widely used platform on college campuses at this time. We further investigate differences among the AI platforms in the answers for each problem using methods developed for text analytics, such as reading level evaluation and topic modeling. Results indicate that GPT3.5 and 4o-mini have characteristics that are more similar than either of them have with GPT4.

Keywords: generative AI; text analytics; statistics and data science education; academic integrity; inclusive teaching

1 Introduction

ChatGPT [44] publicly premiered in November of 2022 and upended the world of education. As with the calculator [25], laptop [16], and smartphone [5], educators quickly took sides between "ban AI from the classroom" to "free use of AI in the classroom" and even "champion the use of generative AI in the classroom." Many believe ChatGPT and other generative AI platforms will revolutionize education, providing a personalized tutor for every student [19, 29]. Access to a personalized tutor, even a virtual one, has the potential to diminish the gap between the educational backgrounds of students [10]. However, for this promise to be realized, students will need wireless access and a reliable laptop computer.

2) Lets START!



Objective:

Generate a skill for the creation of activities with deliverables and evaluation rubrics

Specification:

- Skills, knowledge or attitudes to develop
- Detail the learning objectives we wish to achieve more thoroughly
- Topics, Subtopics or key concepts
- Other considerations

Lets START!



Skills, knowledge or attitudes to develop:

3D game design contributes to the development of advanced technical skills, combining programming, artistic design, and model optimization to create immersive interactive experiences.

Detail the learning objectives we wish to achieve more thoroughly:

Detailing characters and environments involves integrating texturing and animation to ensure realism and functionality within the game engine.

Topics, Subtopics or key concepts

Design and conceptualization: narrative, characters, levels, and visual style.

-3D modeling and animation: texturing, rigging, and animations.

-Programming: mechanics, AI, and game logic.

-Rendering and optimization: lighting, effects, and resource management

3) Lets START!



Objective:

Analyze the comments of the students

Specification:

- File of instructions (word)
- Comments (word)

Design Activities for my Class

Tecnológico de Monterrey

Skill Studio | TECgpt

?

 Luz Eunice

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.





Lets START!



1 Crear identidad del skill



Nombre

Define el nombre de tu skill.

Descripción

Define el propósito de tu skill. Esta descripción apoyará a que otros usuarios identifiquen para qué pueden utilizarlo.

☐ Ver detalles avanzados (Opcional) ?

2 Programar instrucciones y acciones

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill

Continuar

Design Activities for my Class



Skill Studio | TECgpt

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.



Develop an Activity for Your Class

This is a Skill that helps you design an assessable activity for your class.

luzeunice@tec.mx

Select an image



Nombre

Define el nombre de tu skill.

Descripción

Define el propósito de tu skill. Esta descripción apoyará a que otros usuarios identifiquen para qué pueden utilizarlo.

☐ Ver detalles avanzados (Opcional) ?

Continuar

1. Programar instrucciones y acciones
2. Programar instrucciones y acciones
3. Información adicional para el skill
4. Previsualización de la instrucción que realizará el skill

Design Activities for my Class

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Develop an Activity for Your Class

This is a Skill that helps you design an assessable activity for your class.

luzeunice@tec.mx

Select an image

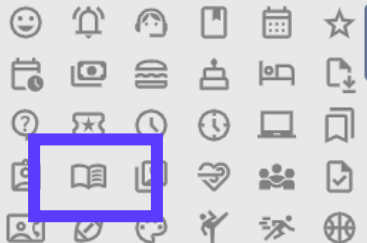


Buscar

Descripción

Define el

Ver detalles



2 Programación

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill

Continuar

Design Activities for my Class



Skill Studio | TECgpt



Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.



Define a name

1 Crear identidad del skill



Nombre

Define el nombre de tu skill.

Descripción

Define el propósito de tu skill. Esta descripción apoyará a que otros usuarios identifiquen para qué pueden utilizarlo.

☐ Ver detalles avanzados (Opcional) ?

Continuar

2 Programar instrucciones y acciones

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill



Develop an Activity for Your Class

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Design Activities for my Class



Skill Studio | TECgpt

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.



Develop an Activity for Your Class

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luzeunice@tec.mx

Define a name



1 Crear identidad del skill



Nombre

Develop an Activity for Your Class

Descripción

Define el propósito de tu skill. Esta descripción apoyará a que otros usuarios identifiquen para qué pueden utilizarlo.

☐ Ver detalles avanzados (Opcional) ?

Continuar

2 Programar instrucciones y acciones

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill

Design Activities for my Class



Skill Studio | TECgpt

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.



1 Crear identidad del skill

Define a
description

r Class

Descripción

Define el propósito de tu skill. Esta descripción apoyará a que otros usuarios identifiquen para qué pueden utilizarlo.

☐ Ver detalles avanzados (Opcional) ?

Continuar

2 Programar instrucciones y acciones

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill



Develop an Activity for Your Class

This is a Skill that helps you design an assessable activity for your class.

luzeunice@tec.mx



Design Activities for my Class

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.



Develop an Activity for Your Class

This is a Skill that helps you design an assessable activity for your class.

luzeunice@tec.mx

Define a description



Descripcion

This is a Skill that helps you design an assessable activity for your class.

☐ Ver detalles avanzados (Opcional) ?

Continuar

- 1 Crear identidad del skill
- 2 Programar instrucciones y acciones
- 3 Información adicional para el skill
- 4 Previsualización de la instrucción que realizará el skill

Design Activities for my Class

Tecnológico de Monterrey Skill Studio | TECgpt Luz Eunice

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para

1 Crear identidad del skill

Nombre
Develop an Activity for Your Class

Descripción
This is a Skill that helps you design an assessable activity for your class

☒ Ver detalles avanzados (Opcional) ?

Modelo x v Creatividad x v

Personalidad
La personalidad define el tono y ayuda a contextualizar la respuesta, incluyendo roles profesionales o ideas generales.

Continuar

2 Programar instrucciones y acciones

Specify:

1) **Model:** gpt4o

2) **Creativity:** Low

3) **Skill Personality:** You are a university-level expert professor who designs learning activities for digital and face-to-face environments. You use inclusive language in your writing.

Design Activities for my Class

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (p

1 Crear identidad del skill



Nombre

Develop an Activity for Your Class

Descripción

This is a Skill that helps you design an assessable activity for your class.

☒ Ver detalles avanzados (Opcional) ?

GPT 4o



Menos creativo



Personalidad

You are a university-level expert professor who designs learning activities for digital and face-to-face environments. You use inclusive language in your writing.

Continuar

- 1) **Model:** gpt4o
- 2) **Creativity:** Low
- 3) **Skill Personality:** You are a university-level expert professor who designs learning activities for digital and face-to-face environments. You use inclusive language in your writing.

Design Activities for my Class

 Tecnológico de Monterrey Skill Studio | TECgpt

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.



1

Define the welcome message for the form

2

Programar instrucciones y acciones

3

Información adicional para el skill

4

Previsualización de la instrucción que realizará el skill

Bienvenida para quien usará el formulario

Recibe y guía a los usuarios para el uso del skill. "Llena los campos siguientes para generar un resumen"

Instrucciones para el Skill. (Prompt) ?

Ingresar la acción principal que llevará a cabo tu skill. Ejemplo: "Resume la siguiente información ó Crea un examen de prueba."

☐ Multilenguaje ?

☐ Formato especializado de respuesta (Opcional) ?

Atrás

Continuar



Develop an Activity for Your Class

Complete the following fields to receive suggestions to design an activity.

Skills, knowledge or attitudes to develop

Detail the learning objectives we wish to achieve more thoroughly

Topics, Subtopics or key concepts

Other considerations

Limpiar

¡Vamos!

Design Activities for my Class

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.

1 Define the welcome message for the form



Bienvenida para quien usará el formulario

Complete the following fields to receive suggestions to design an activity.

Instrucciones para el Skill. (Prompt) ?

Ingresa la acción principal que llevará acabo tu skill. Ejemplo: "Resume la siguiente información ó Crea un examen de prueba."

☐ Multilinguaje ?

☐ Formato especializado de respuesta (Opcional) ?

Atrás

Continuar

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill

Develop an Activity for Your Class

Complete the following fields to receive suggestions to design an activity.

Skills, knowledge or attitudes to develop

Detail the learning objectives we wish to achieve more thoroughly

Topics, Subtopics or key concepts

Other considerations

Limpiar

¡Vamos!

Design Activities for my Class

Tecnológico de Monterrey

Skill Studio | TECgpt

?

 Luz Eunice

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.



1 Crear identidad del skill

2 Programar instrucciones y acciones

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill

Define the primary instruction for the skill

Instrucciones para el Skill. (Prompt) ?

Ingresa la acción principal que llevará acabo tu skill. Ejemplo: "Resume la siguiente información ó Crea un examen de prueba."

☐ Multilinguaje ?

☐ Formato especializado de respuesta (Opcional) ?

Atrás

Continuar

Design Activities for my Class

Tecnológico de Monterrey

Skill Studio | TECgpt

?

Luz Eunice

Editar Skill

2 Programar instrucciones y acciones

Bienvenida para quien usará el formulario

Complete the following fields to receive suggestions to design an activity.

Instrucciones para el Skill. (Prompt) ?

1. Activity Title: engage enthusiastically with the activity.

3. Purpose

- Use "[Purpose]" to first list the activity's purpose(s) in bullet points, structured as *verb + object* and related to the declared learning objectives.
- Start a paragraph with:
This activity directly contributes to the following general learning objectives:
- List only the relevant objectives

4. Instructions

Provide step-by-step instructions directed at students in the second person. If the activity involves solving a programming or mathematical problem, include code snippets or the problems directly (avoid referring students to external platforms like Canvas).

5. Delivery Specifications

- **For graded activities**: Include the following:
- **Delivery Format**: Specify the required format (e.g., PDF, PPT, Word, MP4, MP3, etc.).
- **File Name**: Specify the file naming convention, starting with the student ID and relating to the activity title (e.g., 'ID_SituationalAnalysis').

6. Evaluation

Define specific aspects of performance to be evaluated (e.g., understanding of concepts, creativity, technical skills, teamwork, Creativity and Innovation, etc.).

Criterion	**Description**	**Weight (%)**
Multilinguaje ?		

Define the primary instruction for the skill



Design Activities for my Class

Nuevo Skill

Un skill es una aplicación que se construye a través de un conjunto de instrucciones (prompt) para generar un resultado.

1 Crear identidad del skill

Define the variables to be considered for each class activity.

Campos del formulario y consideraciones ?

Agregar campo

Atrás

Continuar

4 Previsualización de la instrucción que realizará el skill



Develop an Activity for Your Class

Complete the following fields to receive suggestions to design an activity.

Skills, knowledge or attitudes to develop

Detail the learning objectives we wish to achieve more thoroughly

Topics, Subtopics or key concepts

Other considerations

Limpiar

¡Vamos!

Design Activities for my Class

Tecnológico de Monterrey

Skill Studio | TECgpt

?

Luz Eunice

Editor Skill

1

Crear identidad del skill

2

Programar instrucciones y acciones

Define the variables to be considered for each class activity.

Skills, knowledge or attitudes to develop	Set of skills, knowledge, attitudes, and values that a person develops through this activity:	Texto	▼	Límite	×
Detail the learning objectives we wish to achieve	Consider these learning objectives to develop the activity for the class:	Texto	▼	Límite	×
Topics, Subtopics or key concepts	The activity should also focus on the following contents, topics, subtopics, or key concepts:	Texto	▼	Límite	×
Other considerations	Other considerations to take into account when designing the activity:	Texto	▼	Límite	×

Agregar campo

AtrásContinuar

4

Previsualización de la instrucción que realizará el skill



Design Activities for my Class

Check

Editor Skill

3 Información adicional para el skill

4 Previsualización de la instrucción que realizará el skill

El skill está programado para cumplir las siguientes instrucciones (Prompt):

#Design a learning activity. This activity should promote active learning aligned with the TEC21 model of Tecnológico de Monterrey. Activities must enable students to learn, practice, experiment and discover knowledge. ## 1. Activity Title: Sample: "Creative Game for You" The title should captivate students' interest and spark their curiosity, encouraging them to engage enthusiastically with the activity. ## 2. Activity Attributes Specify the following: - **Modality**: Choose from "Individual," "Collaborative," or "Plenary." ## 3. Purpose - Use "[Purpose]" to first list the activity's purpose(s) in bullet points, structured as *verb + object* and related to the declared learning objectives. - Start a paragraph with: *This activity directly contributes to the following general learning objectives:* - List only the relevant objectives ## 4. Instructions Provide step-by-step instructions directed at students in the second person. If the activity involves solving a programming or mathematical problem, include code snippets or the problems directly (avoid referring students to external platforms like Canvas). ## 5. Delivery Specifications - **For graded activities**: Include the following: - **Delivery Format**: Specify the required format (e.g., PDF, PPT, Word, MP4, MP3, etc.). - **File Name**: Specify the file naming convention, starting with the student ID and relating to the activity title (e.g., "ID_SituationalAnalysis"). ## 6. Evaluation Define specific aspects of performance to be evaluated (e.g., understanding of concepts, creativity, technical skills, teamwork, Creativity and Innovation, etc.). | **Criterion** | **Description** | **Weight (%)** | -----|-----| | Understanding of Concepts | Depth of comprehension and application of theoretical principles. | 30% | | Creativity and Innovation | Originality, ingenuity, and ability to present unique solutions. | 20% | | Technical Skills | Proficiency in using tools and applying technical knowledge to execute the project. | 25% | | Teamwork and Collaboration | Contributions, effective communication, and coordination within the team. | 10% | | Clarity and Organization | Structure, coherence, and presentation of the work. | 15% | ## 7. Notes for the Evaluating Teacher Include recommendations for implementation. If the activity involves AI, remind the teacher to include the "Academic Integrity Notice on AI Use" found in the corresponding template for activities with intentional AI usage. ## 8. Disclaimer Emphasize the importance of thoroughly validating information, as no material generated with Artificial Intelligence should be presented as one's own and requires validation by expert teachers. Additionally, remind the teacher to confirm resource availability in line with the academic portfolio of the School. Set of skills, knowledge, attitudes, and values that a person develops through this activity: [Skills, knowledge or attitudes to develop] Consider these learning objectives to develop the activity for the class: [Detail the learning objectives we wish to achieve more thoroughly] The activity should also focus on the following contents, topics, subtopics, or key concepts: [Topics, Subtopics or key concepts] Other considerations to take into account when designing the activity: [Other considerations]

Personalidad

You are a university-level expert professor who designs learning activities for digital and face-to-face environments. You use inclusive language in your writing.

Atrás

Cancelar

Guardar



Develop an Activity for Your Class

Complete the following fields to receive suggestions to design an activity.

Skills, knowledge or attitudes to develop

Detail the learning objectives we wish to achieve more thoroughly

Topics, Subtopics or key concepts

Other considerations

Limpiar

¡Vamos!

Design Activities for my Class

Check



Tecnológico de Monterrey

Skill Studio | TECgpt

?

Luz Eunice

Editar Skill

3

Información adicional para el skill

4

Previsualización de la instrucción que realizará el skill

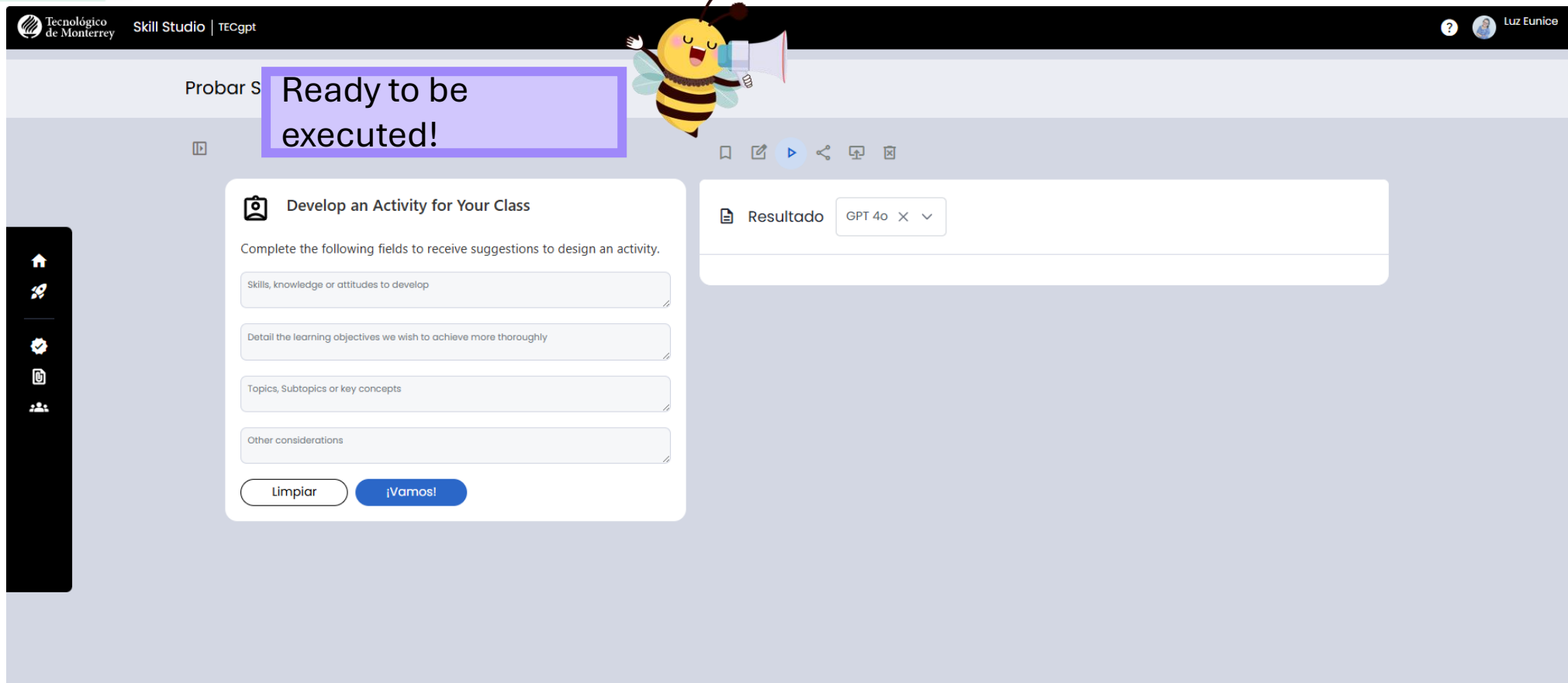
El skill está programado para cumplir las siguientes instrucciones (Prompt):

#Design a learning activity. This activity should promote active learning aligned with the TEC21 model of Tecnológico de Monterrey. Activities must enable students to learn, practice, experiment and discover knowledge. ## 1. Activity Title: Sample: "Creative Game for You" The title should captivate students' interest and spark their curiosity, encouraging them to engage enthusiastically with the activity. ## 2. Activity Attributes Specify the following: - **Modality**: Choose from "Individual," "Collaborative," or "Plenary." ## 3. Purpose - Use `{Purpose}` to first list the activity's purpose(s) in bullet points, structured as *verb + object* and related to the declared learning objectives. - Start a paragraph with: *This activity directly contributes to the following general learning objectives:* - List only the relevant objectives ## 4. Instructions Provide step-by-step instructions directed at students in the second person. If the activity involves solving a programming or mathematical problem, include code snippets or the problems directly (avoid referring students to external platforms like Canvas). ## 5. Delivery Specifications - **For graded activities**: Include the following: - **Delivery Format**: Specify the required format (e.g., PDF, PPT, Word, MP4, MP3, etc.). - **File Name**: Specify the file naming convention, starting with the student ID and relating to the activity title (e.g., 'ID_SituationalAnalysis'). ## 6. Evaluation Define specific aspects of performance to be evaluated (e.g., understanding of concepts, creativity, technical skills, teamwork, Creativity and Innovation, etc.). | **Criterion** | **Description** | **Weight (%)** | |-----| |-----| | Understanding of Concepts | Depth of comprehension and application of theoretical principles. | 30% | | Creativity and Innovation | Originality, ingenuity, and ability to present unique solutions. | 20% | | Technical Skills | Proficiency in using tools and applying technical knowledge to execute the project. | 25% | | Teamwork and Collaboration | Contributions, effective communication, and coordination within the team. | 10% | | Clarity and Organization | Structure, coherence, and presentation of the work. | 15% | ## 7. Notes for the Evaluating Teacher Include recommendations for implementation. If the activity involves AI, remind the teacher to include the "Academic Integrity Notice on AI Use" found in the corresponding template for activities with intentional AI usage. ## 8. Disclaimer Emphasize the importance of thoroughly validating information, as no material generated with Artificial Intelligence should be presented as one's own and requires validation by expert teachers. Additionally, remind the teacher to confirm resource availability in line with the academic portfolio of the School. Set of skills, knowledge, attitudes, and values that a person develops through this activity: [Skills, knowledge or attitudes to develop] Consider these learning objectives to develop the activity for the class: {Detail the learning objectives we wish to achieve more thoroughly} The activity should also focus on the following contents, topics, subtopics, or key concepts: {Topics, Subtopics or key concepts} Other considerations to take into account when designing the activity: {Other considerations}

Personalidad

You are a university-level expert professor who designs learning activities for digital and face-to-face environments. You use inclusive language in your writing.

Design Activities for my Class



The screenshot shows the Skill Studio interface. A yellow bee character with a megaphone is positioned above a purple callout box that says "Ready to be executed!". The interface includes a sidebar with icons for home, search, settings, and users. The main content area has a form titled "Develop an Activity for Your Class" with four text input fields and two buttons: "Limpiar" and "¡Vamos!". To the right of the form is a "Resultado" section with a dropdown menu set to "GPT 4o".

Tecnológico de Monterrey Skill Studio | TECgpt Luz Eunice

Probar S

Ready to be executed!

Develop an Activity for Your Class

Complete the following fields to receive suggestions to design an activity.

Skills, knowledge or attitudes to develop

Detail the learning objectives we wish to achieve more thoroughly

Topics, Subtopics or key concepts

Other considerations

Limpiar ¡Vamos!

Resultado GPT 4o X v

Design Activities for my Class

Tecnológico de Monterrey Skill Studio | TECgpt Luz Eunice

Probar Skill

Fill the blanks:

Develop an Activity for Your Class

Complete the following fields to receive suggestions to design an activity.

3D game design contributes to the development of advanced technical skills, combining programming, artistic design, and model optimization to create immersive interactive experiences.

Detailing characters and environments involves integrating texturing and animation to ensure realism and functionality within the game engine.

Design and conceptualization: narrative, characters, levels, and visual style.
-3D modeling and animation: texturing, rigging, and animations.
-Programming: mechanics, AI, and game logic.
-Rendering and optimization: lighting, effects, and resource management.

Use of tools: Unity, Unreal Engine, Blender, and Maya.

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Design Activities for my Class

Tecnológico de Monterrey

Skill Studio | TECgpt

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Luz Eunice

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¡Vamos!

Resultado

GPT 4o X v

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Design Activities for my Class

 **Tecnológico de Monterrey** Skill Studio | TECgpt

  Luz Eunice

Probar Skill



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¡Vamos!

 **Resultado** GPT 4o X v 

1. Activity Title:

"Design Your Own 3D Adventure Game"

2. Activity Attributes

- **Modality:** Collaborative

3. Purpose

- Develop 3D modeling and animation skills.
- Apply programming techniques to create game mechanics and AI.
- Integrate texturing and animation for realistic character and environment design.
- Optimize game performance through effective rendering and resource management.

This activity directly contributes to the following general learning objectives:

- Create detailed characters and environments with realistic textures and animations.
- Design and implement game mechanics and AI using programming skills.

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4. Instructions

1. **Form Teams:** Organize into groups of 3-4 students.
2. **Conceptualize:** Brainstorm and outline your game's narrative, characters, levels, and visual style.
3. **Design:** Use tools like Blender or Maya to create 3D models of your characters and environments. Ensure they are textured and rigged for animation.
4. **Animate:** Develop animations for your characters and integrate them into your models.
5. **Program:** Use Unity or Unreal Engine to implement game mechanics, AI, and game logic.
6. **Optimize:** Focus on rendering, lighting, effects, and resource management to ensure smooth gameplay.
7. **Test and Iterate:** Playtest your game, gather feedback, and make necessary adjustments.
8. **Present:** Prepare a presentation showcasing your game, highlighting the design process, challenges faced, and solutions implemented.

5. Delivery Specifications

- **Delivery Format:** MP4 video showcasing the game and a PDF document detailing the design process.
- **File Name:** ID_TeamName_3DGameDesign

Design Activities for my Class

6. Evaluation

Criterion	Description	Weight (%)
Understanding of Concepts	Depth of comprehension and application of theoretical principles.	30%
Creativity and Innovation	Originality, ingenuity, and ability to present unique solutions.	20%
Technical Skills	Proficiency in using tools and applying technical knowledge to execute the project.	25%
Teamwork and Collaboration	Contributions, effective communication, and coordination within the team.	10%
Clarity and Organization	Structure, coherence, and presentation of the work.	15%

7. Notes for the Evaluating Teacher

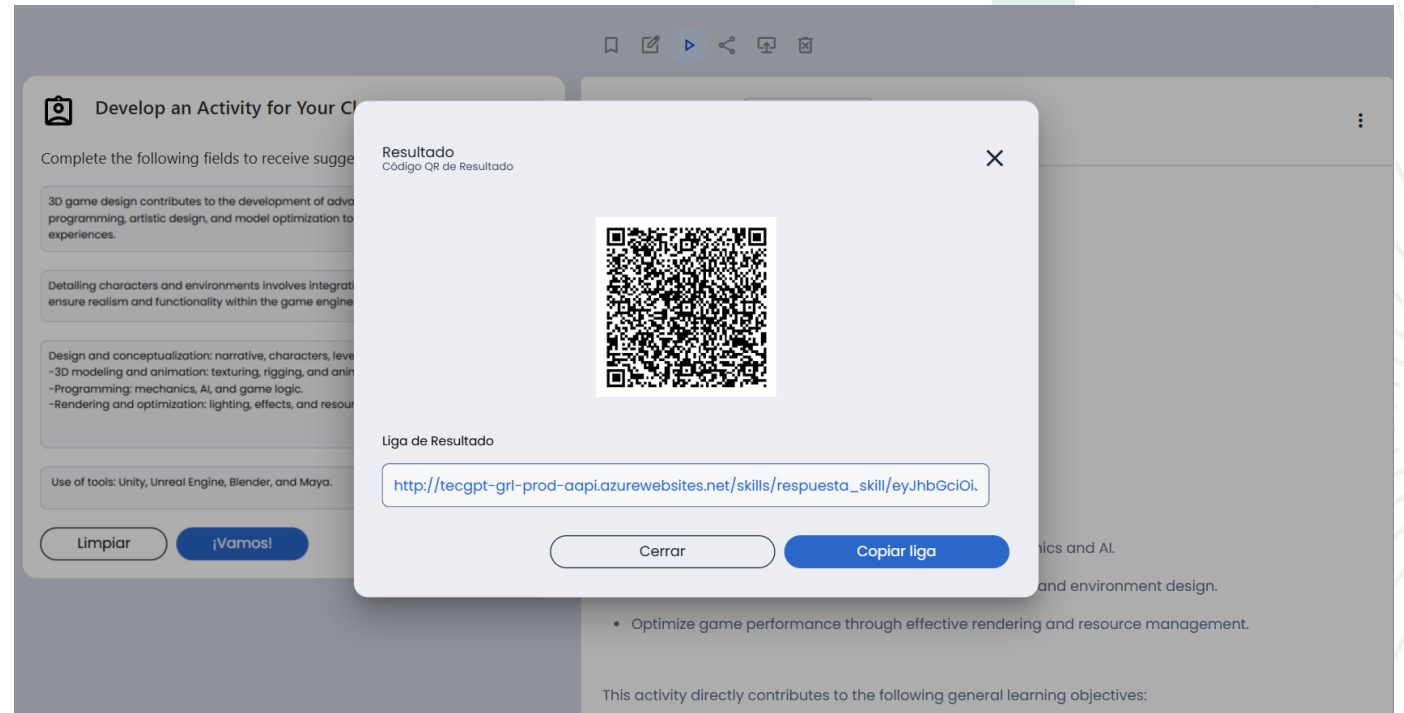
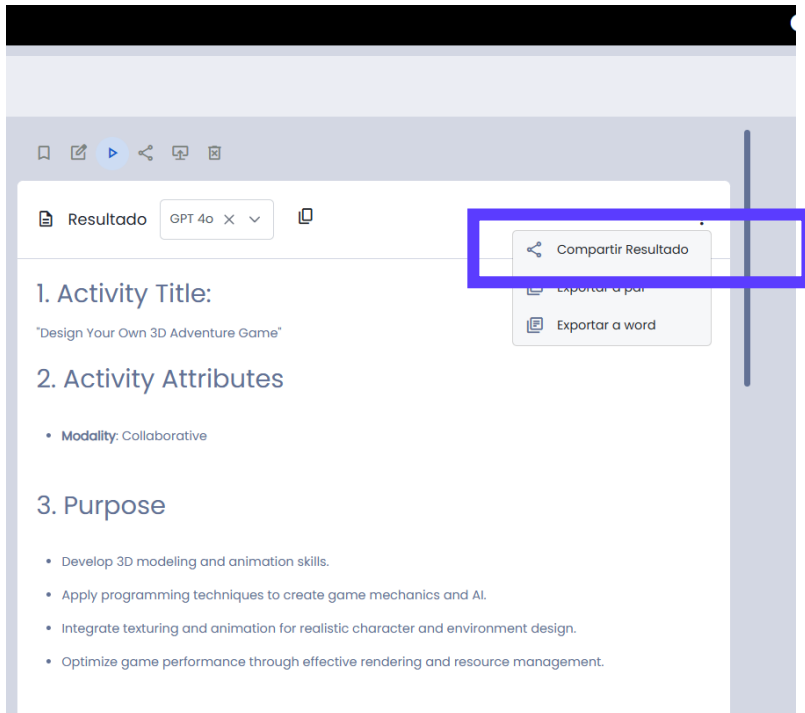
- Ensure students are aware of the "Academic Integrity Notice on AI Use."
- Confirm the availability of necessary tools (Unity, Unreal Engine, Blender, Maya) in the academic portfolio.

8. Disclaimer

Emphasize the importance of thoroughly validating information, as no material generated with Artificial Intelligence should be presented as one's own and requires validation by expert teachers. Additionally, remind the teacher to confirm resource availability in line with the academic portfolio of the School.

Design Activities for my Class

Share the results with others:



Design Activities for my Class

The screenshot displays the 'Skill Studio' interface by Tecnológico de Monterrey. The main header includes the logo and the text 'Skill Studio | TECgpt', along with a user profile for 'Luz Eunice'. The page title is 'Probar Skill'. A central form titled 'Develop an Activity for Your Class' prompts the user to 'Complete the following fields to receive suggestions to design an activity.' The form contains four text input fields: 'Skills, knowledge or attitudes to develop', 'Detail the learning objectives we wish to achieve more thoroughly', 'Topics, Subtopics or key concepts', and 'Other considerations'. Below these fields are two buttons: 'Limpiar' and '¡Vamos!'. A floating menu on the right, highlighted with a purple background, lists four actions: 'Mark as one of my favorite's skill', 'Edit my skill', 'Share with my friends or all the Tec de Monterrey employees', and 'Delete'. Each action is accompanied by a small icon. A toolbar with various icons is visible above the form.

Tecnológico de Monterrey Skill Studio | TECgpt Luz Eunice

Probar Skill

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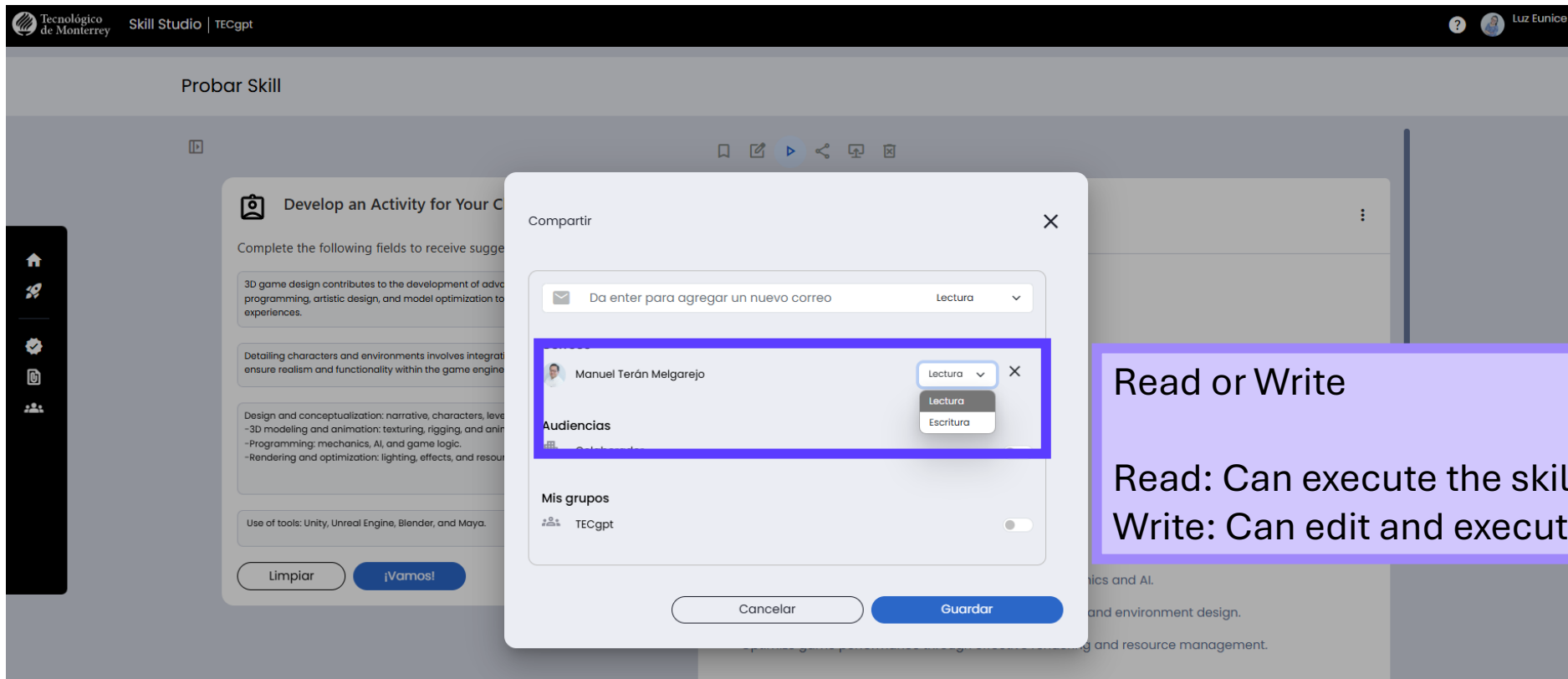
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Other considerations

Limpiar ¡Vamos!

- Mark as one of my favorite's skill
- Edit my skill
- Share with my friends or all the Tec de Monterrey employees
- Delete

Design Activities for my Class – share with others



Read or Write

Read: Can execute the skill

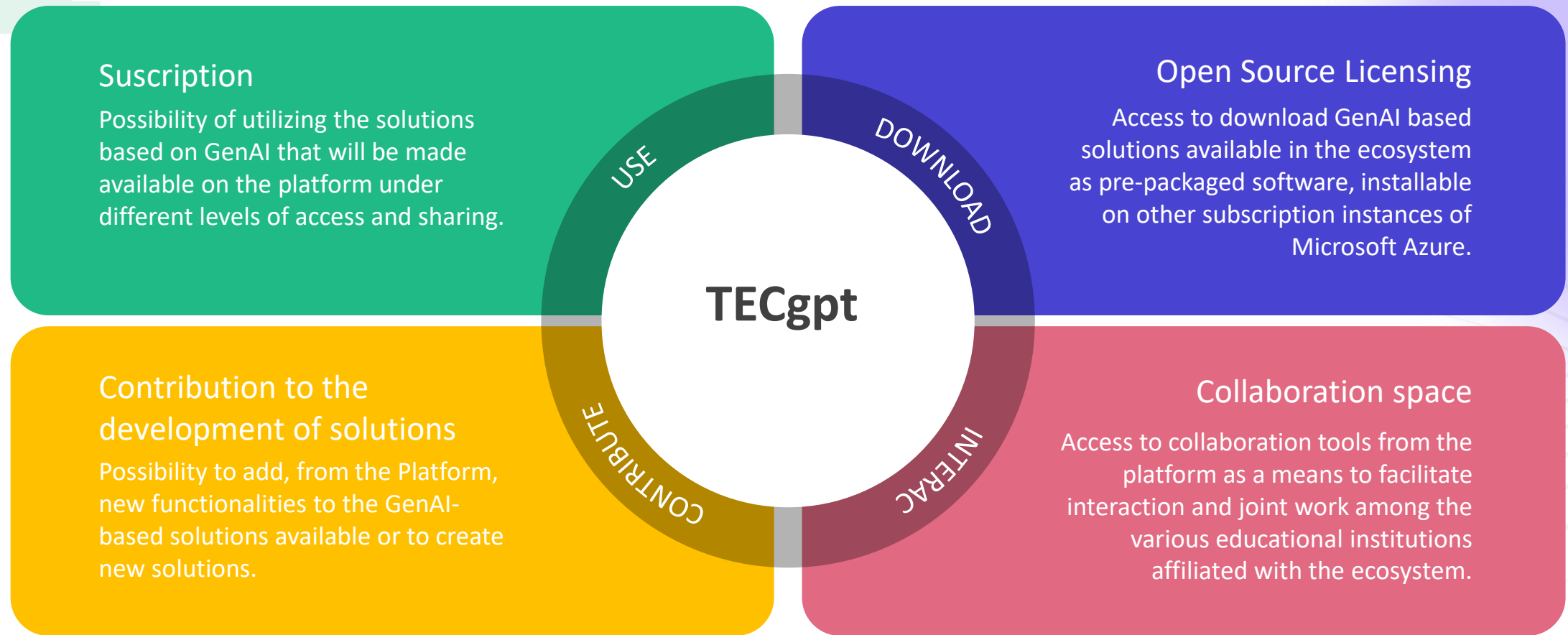
Write: Can edit and execute the skill

From TECgpt to TECgpt on AIGEN

We have successfully provided our professors, students, and collaborators with unique AI-driven solutions that enhance their activities. Today, our goal is to extend this value beyond the borders of Tec de Monterrey through TECgpt on AIGEN.

Our aim is to foster collaboration among educational institutions, creating a more inclusive ecosystem that embraces a wider range of valuable use cases and encourages the contribution of our brightest talents for the benefit of all.

TECgpt on AIGEN components



TECgpt Pilot on AIGEN

- Microsoft will provide credits for running a pilot with 10 universities, 30 users in each institution, during 3-4 months.
- Institutions will apply to the demo by submitting a **use case**, indicating:
 - The population (teachers)
 - The activity Skill Studio will be used for
 - The expected results and how they will be measured
- At the end of the pilot universities will document their **results** and report them in IFE Conference 2026

TECgpt Stages

- Feb 2025 - Proposals of use cases
- Mar. 2025 – Selection of use cases
- Apr. 2025 – Ethical guidelines
- Jun 2025 - TECgpt upgrade: scalable for many more users and for access to other institutions (available also under an **open source** license).
- Jul. 2025 - Training
- Aug. 2025 – Start of the pilot
- Nov. 2025 – End of the pilot
- Dec. 2025 – Jan. 2026 – Documentation of the pilot
- Jan. 2026 – Presentation at IFE Conference 2026

Registration for AIGEN and TECgpt pilot

Please answer **one form** per institution.

- Institutional Contact
- City and Country
- Number of teachers and students
- Institutional guidelines on responsible use of GenAI
- Centers for Teacher Training
- AI Tools in the institution (licenses, pilots)
- Interest in piloting IFE OpenGPT

Registration open until February 14th, 2025.



bit.ly/AI_GEN