

Case study:

How to write a book about your framework using AI

LET'S GET AI RIGHT!

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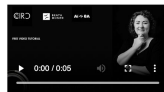
28.08.2025

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www.CIRCmodel.com

Case study:

How to write a book about your framework using AI



Beata Mosór

Founder & CLO @ CIRCModel.com | Mentor & Speaker

- 💡 18 years of experience in tech
- 💡 10 years of experience as a mentor & lecturer
- 💡 Consulted more than 1000 Tech Product & Services
- 💡 Cooperated with Google, Sabre, T-Mobile, Ringier Axel Springer

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Problem:

**I do not have time to write
as a researcher / scientist**

Problem:

**There is a lot of books without
the scientific background**

The entire process

Less than 40 hours

Element 1:

Problem gathering

2 workshops with the target group | Lean UX Research

30 min Intro (agenda, goal, rules).

Opening Question: What are the problems you encounter in your work

45 min Sharing Personal Experience & Discussion.

15 min Break.

45 min Toolbox & Framework.

Small groups

Open discussion

Open questions about problems

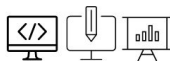
Summary by a facilitator (paraphrasing)

Tools & frameworks short introduction

Framework

Lean UX Research

Lean UX Principles (cheatsheet)



Cross-functional teams

Work in teams with varied skill sets, don't just stay in a little designer huddle.



Small, dedicated, co-located

Keep the team small, 7 (+/-2).



Progress = outcomes, not output

Features and services are output; achieving business goals are outcomes.



Problem-focused teams

Don't just implement features, solve problems.



Removing waste

Remove any work that doesn't get you closer to your business outcome



Small batch size

Create just enough design to keep the team moving; don't get too far ahead.



Continuous discovery

Keep engaging with your customers. Check in every 2 or 3 weeks.



Get out of the building (GOOB)

Stop the endless debating between colleagues, GOOB and find out.



Shared understanding

Share what you know, learn and grow together as a team.



Anti-pattern rockstars, gurus and ninjas

No one member of the team is better than any other. Work as a team without egos.



Externalising your work

Get your ideas out of your head and onto a whiteboard.



Making over analysis

Make then learn; don't waste time debating in a conference room.



Learning over growth

Make the right thing first, then go for scale.



Permission to fail

Experiment and take risks.



Getting out of the deliverables business

Users don't benefit from design documentation. Keep it to a minimum.

Framework

Lean UX Canvas

Lean UX Canvas

Title:

Date:

Iteration:

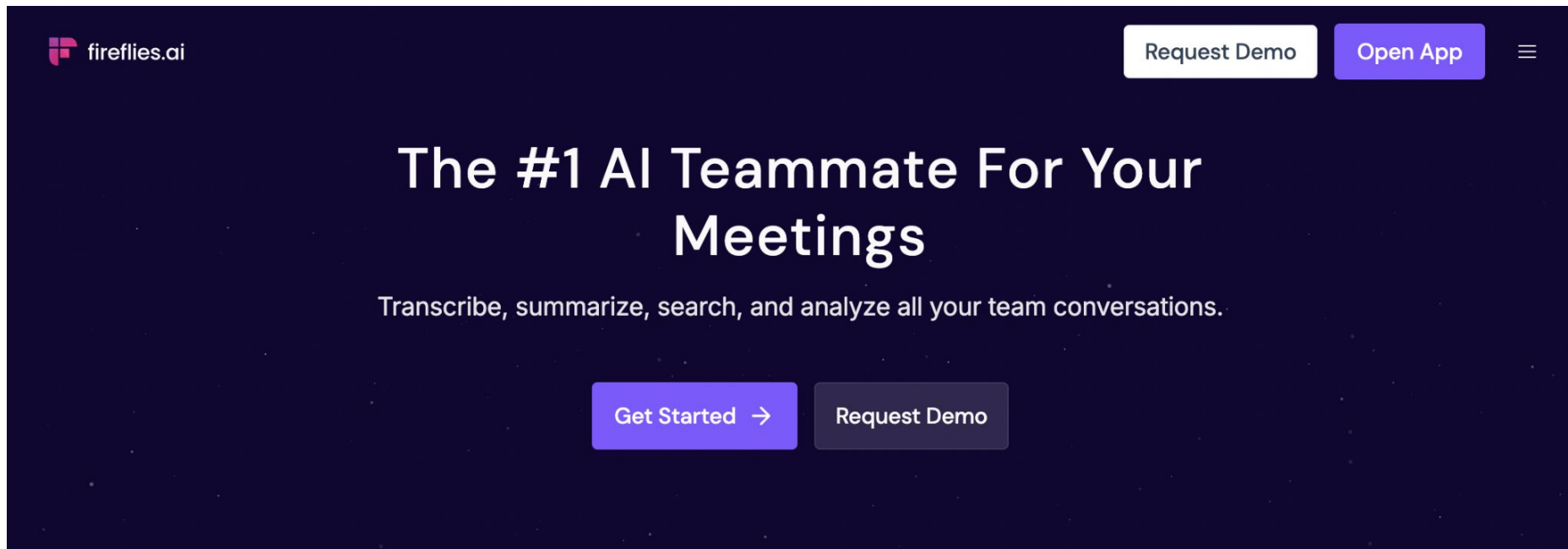
Business Problem What business have you identified that needs help? 1	Solution ideas List product, feature, or enhancement ideas that help your target audience achieve the benefits they're seeking. 5	Business Outcomes (Changes in customer behavior) What changes in customer behavior will indicate you have solved a real problem in a way that adds value to your customers? 2
Users & Customers What types of users and customers should you focus on first? 3		User Benefits What are the goals your users are trying to achieve? What is motivating them to seek out your solution? (e.g., do better at my job OR get a promotion) 4
Hypotheses Combine the assumptions from 2, 3, 4 & 5 into the following template hypothesis statement: <i>"We believe that [business outcome] will be achieved if [user] attains [benefit] with [feature]."</i> Each hypothesis should focus on one feature. 6	What's the most important thing we need to learn first? For each hypothesis, identify the riskiest assumption. This is the assumption that will cause the entire idea to fail if it's wrong. 7	What's the least amount of work we need to do to learn the next most important thing? Brainstorm the types of experiments you can run to learn whether your riskiest assumption is true or false. 8

Download this canvas at: www.jeffgothelf.com/blog/leanuxcanvas
Adapted from Jeff Patton's Opportunity Canvas. Download at: <http://jpattonassociates.com/opportunity-canvas/>

Element 2:

Videos & Voice recordings

I registered the workshops with Fireflies.ai



AI models learn based on the video recordings

Element 2:

Deep Research

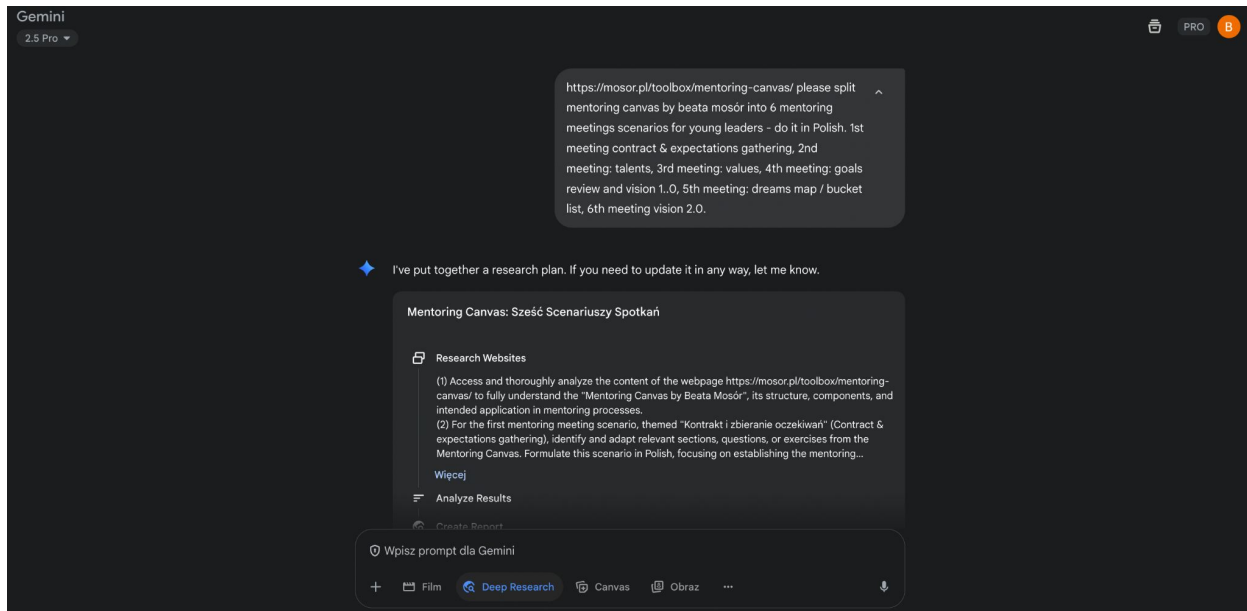


Gemini **Advanced**

Research

Step 2:

I uptrained the Gemini 2.5 (Gemini Advanced) model



Mentoring Canvas



EXPECTATIONS Your Goals & Expectations	CONTRACT Rules & Tools	TALENTS Your Strengths
VALUES Your North Star	VISION 1.0. Your Why	

www.mosor.pl

Toolbox

Mentoring Canvas

11.28.2024 — 13:54

Unlocking Potential: Using the Mentoring Canvas for a Powerful Coaching & Mentoring Process

Mentoring is a powerful tool for personal and professional growth. But to truly maximize its impact, a structured & long-term approach is key. This is where the Mentoring Canvas comes in. This simple yet effective framework helps both mentors and mentees define clear goals, expectations, and the collaborative path towards success. This post explores the Mentoring Canvas and how to leverage it for a highly effective mentoring experience.

Live IDs interviews - Fireflies.ai

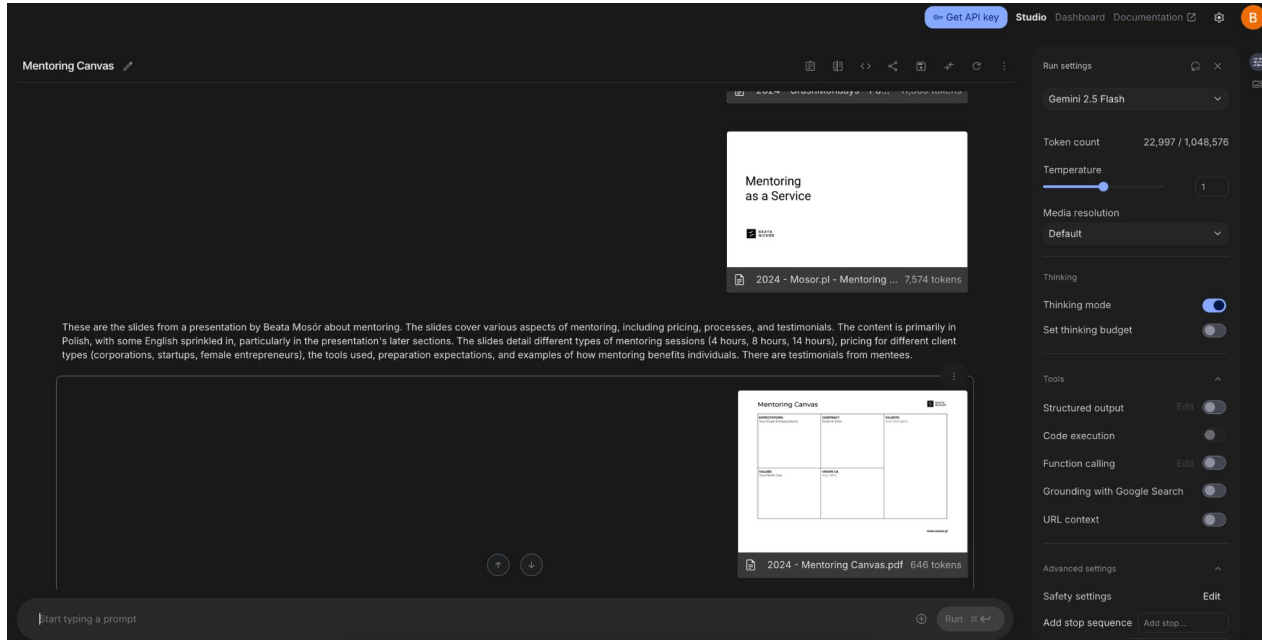
Problemy w pracy z młodymi liderami - część I (41:04 - 59:52)

- Rafał: brak profesjonalizmu, strach przed oceną, niska motywacja u młodych aktorów
- Gosia: presja rodziców i społeczeństwa na wybór zawodu, co prowadzi do frustracji i zmian kierunku
- Marcin K.: trudności komunikacyjne między pokoleniami, różnice w postrzeganiu zawodu (misja vs praca)
- Problemy z odpowiedzialnością i pokorą u młodych liderów w środowisku medycznym

Problemy w pracy z młodymi liderami - część II (59:53 - 01:19:21)

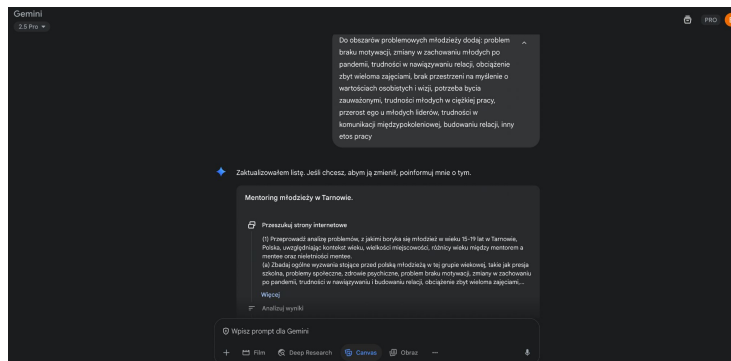
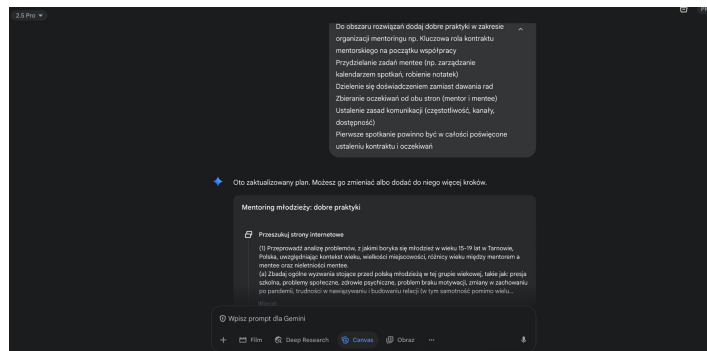
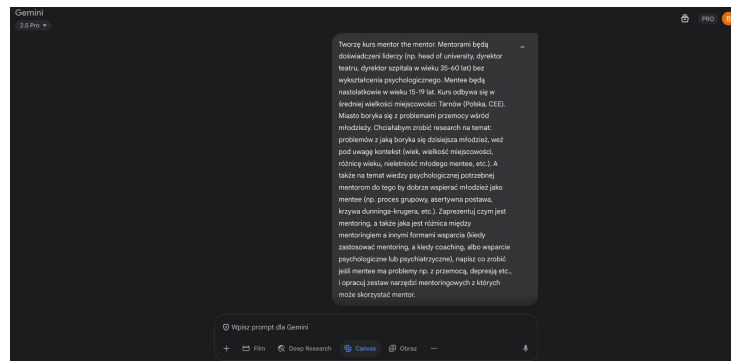
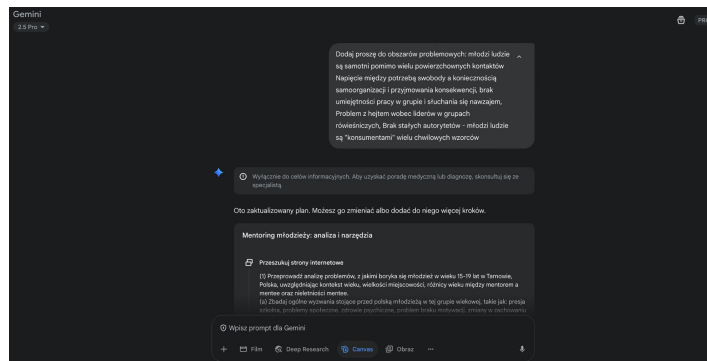
- Gabriela: młodzi ludzie są samotni pomimo wielu powierzchownych kontaktów
- Napięcie między potrzebą swobody a koniecznością samoorganizacji i przyjmowania konsekwencji
- Natalia: brak umiejętności pracy w grupie i słuchania się nawzajem
- Problem z hejtem wobec liderów w grupach rówieśniczych
- Brak stałych autorytetów - młodzi ludzie są "konsumentami" wielu chwilowych wzorców

Uptrain the model with the results - Google AI Studio



The screenshot displays the Google AI Studio interface. The main workspace shows a presentation titled "Mentoring as a Service" by Beata Mosor. The presentation content includes a title slide, a table of contents, and a detailed slide about mentoring sessions. The table of contents lists sections: Introduction, What is mentoring?, Why mentoring?, How to find a mentor?, How to find a mentee?, and Testimonials. The detailed slide describes mentoring as a service, mentioning pricing (4, 8, 14 hours), client types (corporations, startups, female entrepreneurs), tools used, preparation expectations, and testimonials from mentees. The interface also shows a "Run settings" sidebar on the right, which includes options for Gemini 2.5 Flash, token count (22,997 / 1,048,576), temperature (1), media resolution (Default), thinking mode (enabled), and various tool settings like structured output, code execution, function calling, grounding with Google Search, and URL context. At the bottom, there is a prompt input field and a "Run" button.

Split the research into phases



Element 3:

Images



Ogólne Wyzwania Specyfika Tarnowa Rola Mentoringu Kompetencje Mentora Dobre Praktyki Reagowanie w Kryzysie
Rekomendacje

Presja Szkolna i Nadmiar Obowiązków

70%

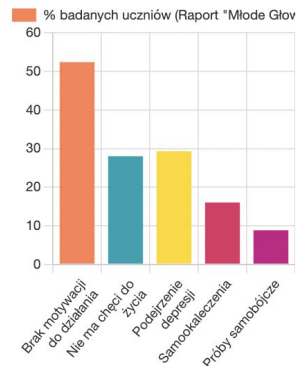
uczniów w Polsce uczestniczy w zajęciach pozalekcyjnych, co może prowadzić do przemęczenia i braku czasu na refleksję.



Nadmiar obowiązków może ograniczać rozwój umiejętności społecznych i prowadzić do poczucia pustki.

Kryzys Zdrowia Psychicznego

Raport "Młode Głowy" (Fundacja UNAWEZA) ujawnia niepokojące dane:

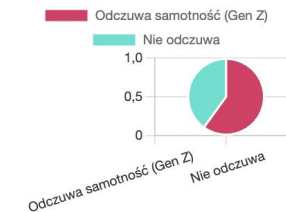


Pandemia COVID-19 dodatkowo nasiliła problemy emocjonalne i trudności w relacjach społecznych.

Samotność i Hejt

60%

przedstawicieli pokolenia Z odczuwa samotność, mimo licznych kontaktów online.



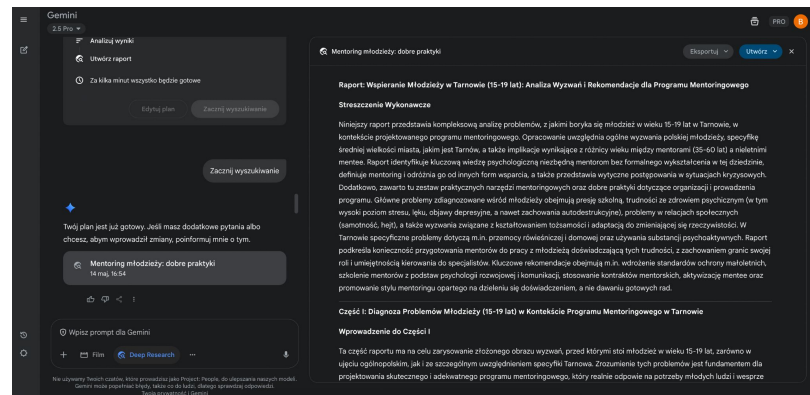
Cyberprzemoc (hejt) jest powszechnym problemem, prowadzącym do obniżenia samooceny i problemów psychicznych.

Gemini Imagen 3

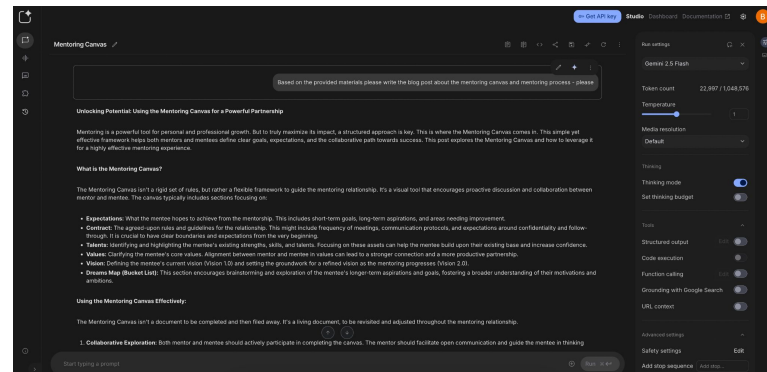
Element 4:

Book content

gemini.google.com



aistudio.google.com





Gemini

Deep Research
Canvases
Text generation
Speech & Music generation
Code generation

Research & Analysis



Gemma & Gemini
Vue 2
Imagen 3

Text generation
Speech & Music generation
Video generation
Code & App generation

Creative work

The entire process

Less than 40 hours

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