

04. Improve One Listing With Evidence

Codex | 70 minutes

The first useful win is improving one weak listing and explaining why the rewrite is better. The point is not just nicer copy. The point is evidence-backed improvement.

Do This Now

- Ask Codex to choose one weak listing from the sample CSV.
- Have it compare the listing to the good and bad examples.
- Have it create one rewritten listing plus quality notes.
- Review whether the rewrite is specific, accurate, and safe.

Where To Paste This

Paste this into Codex inside the starter workspace.

Prompt

Use the real-estate listing improver workflow manually on one listing.

Inspect:

- inputs/sample-listings-10.csv
- examples/good-listing.md
- examples/bad-listing.md
- rubrics/listing-quality-rubric.md

Choose one weak listing and create reports/one-listing-improvement.md with:

1. listing id and original text,
2. quality score before,
3. specific problems,
4. improved listing copy,
5. quality score after,
6. what facts must be verified before publishing,
7. why the rewrite is better.

Do not invent property facts. If a detail is missing, mark it as needs verification.

What You Should See

Codex should create a report for one listing. The rewrite should improve buyer positioning and specificity without inventing facts.

If It Goes Wrong

- If it invents amenities, say: 'Rewrite using only facts present in the input.'
- If it writes generic luxury copy, say: 'Explain the target buyer and strongest concrete viewing moment.'
- If it does not create a file, ask it to save the report under reports/one-listing-improvement.md.

Practical Output

A first listing-improvement report saved by Codex.

Codex task card	Details
Files to inspect	inputs/sample-listings-10.csv, examples, rubrics.
Expected files	reports/one-listing-improvement.md.
Verify	The report includes original, problems, rewrite, score before/after, and verification warnings.
Follow-up	Now rewrite the same listing in three tones: luxury buyer, investor, and family buyer. Keep facts unchanged.