



TRAINING

Vibecoding

LEARNING OBJECTIVES

- Understand the principles of vibecoding and AI-assisted development
- Create applications, websites or automations without coding or with minimal code
- Master generative AI tools to produce functional code
- Optimise digital creation workflows through a fast and iterative approach

TRAINING DURATION

2 days (14 hours)

TARGET AUDIENCE

Digital, creative and innovation professionals

PREREQUISITES

None

ACCESS TIME

Eligibility based on application and interview with the Experience team: response within 48 hours.

PRICE

- Inter-company training: €1,890 excl. VAT per person
- Intra-company / tailor-made training: on request

Crews Education

3 rue Lac du Mont-Cenis, BP 70408, 73370 Le Bourget du Lac, FRANCE

Tél : +33 (0)4 80 81 94 50 - Email : contact@crews-education.com

www.crews-education.com



DETAILED PROGRAM

- Introduction to vibecoding
 - Definition and origin of the concept
 - Differences between no-code, low-code and vibecoding
 - Concrete use cases: MVPs, automations, prototypes
- Understanding AI tools
 - Using ChatGPT, Claude, Gemini to generate code
 - Prompting applied to development
 - Best practices to obtain reliable results
- Creating without coding
 - Generating web pages, scripts and simple applications
 - Using tools such as Webflow, Framer, Glide, Bubble
 - Assembling functional building blocks without advanced technical knowledge
- Automations and workflows
 - Connecting tools via APIs, Zapier, Make, n8n
 - Creating automated workflows with AI
 - Use cases: scraping, emailing, content generation, reporting
- Iteration and optimisation
 - Quickly testing a product or feature
 - Debugging and improving generated code
 - Security, performance and limits of vibecoding
- Practical workshop
 - Creating a complete vibecoding project
 - Prototyping an application or digital service
 - Presentation, feedback and group improvement

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CAREER OPPORTUNITIES, PATHWAYS AND FOLLOW-UP COURSES

At the end of the training, learners will be able to quickly design digital projects using AI, automate complex tasks without advanced technical skills and accelerate the development of prototypes or business solutions.

TEACHING METHODS, RESOURCES AND SUPPORT

- Training delivered by professionals actively working in the digital field
- Varied and dynamic teaching methods (case studies, workshops, assignments)
- Individual support by the Experience team

TRAINING TOOLS

- High-performance digital tools: Google Workspace for Education, Edusign...
- Practical case studies based on real-life business situations

EVALUATION METHODS

- End-of-training assessment via quiz or project submission

RESULTS AND PERFORMANCE INDICATORS

- Satisfaction rate at the end of training: NA
- Individual progress rate: NA

ACCESSIBILITY

Accessibility for people with disabilities or specific difficulties, contact us to organize an interview and offer you a program adapted to your needs: handicap@crews-education.com

Accessibility to international attendants, contact us: international@crews-education.com

CONTACTS

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- By email: contact@crews-education.com

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