



## TRAINING

### Lovable

#### LEARNING OBJECTIVES

- Understand how Lovable works to create digital products with AI
- Transform an idea into a functional application or website in just a few iterations
- Master prompting to generate interfaces, features and business logic
- Optimise projects to move from prototype to a usable product

#### TRAINING DURATION

2 days (14 hours)

#### TARGET AUDIENCE

Digital, innovation and entrepreneurship 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](mailto:contact@crews-education.com)

[www.crews-education.com](http://www.crews-education.com)



## DETAILED PROGRAM

- Introduction to Lovable
  - Tool overview and positioning
  - Understanding the “idea to product” logic
  - Use cases: MVP, SaaS, internal tools, rapid prototypes
- Getting started with the platform
  - Interface, navigation and project management
  - Creating a first application via prompt
  - Understanding the generated structure (front-end, logic, data)
- Prompting applied to Lovable
  - Writing effective prompts to structure a product
  - Defining features, screens and interactions
  - Improving and iterating on generated results
- Creating digital products
  - Generating pages, dashboards, forms and workflows
  - Connecting to APIs and databases
  - User management and business logic
- Iteration and optimisation
  - Debugging generated features
  - Improving UX/UI and performance
  - Structuring projects to move to a usable product
- Advanced use cases
  - Creating a simple SaaS
  - Automated internal tools
  - Rapid prototyping to test a market
- Practical workshop
  - Creating a complete product with Lovable
  - Live iterations based on prompts
  - Project presentations and collective feedback

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## CAREER OPPORTUNITIES, PATHWAYS AND FOLLOW-UP COURSES

At the end of the training, learners will be able to design digital products quickly with Lovable, test ideas without complex development and accelerate the go-to-market of innovative 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](mailto:handicap@crews-education.com)

Accessibility to international attendants, contact us: [international@crews-education.com](mailto:international@crews-education.com)

## CONTACTS

- By telephone: +33(0)4 80 81 94 50
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