

Session 1: The Magic of Vibe Coding

Focus: Build something fast, together. Feel the power of prompting.

Summary: This session is about *momentum and magic*. Participants experience firsthand how quickly something interactive can be created using natural language. We emphasize speed over polish, and show that prototyping is accessible to everyone.

Agenda:

- Welcome & Intro (15 mins) - *Start at 7:00*
 - James introduces himself
 - Full disclosure: we are making this up as we go along! We are learning together!
 - Have 6 sessions planned, but will stretch it out over 8 weeks
- Live demo: (10 mins) - *Start by 7:15*
 - Mel to share screen and show how quick it is to create an app on Replit/Lovable
 - "Create me a friendship CRM"
 - While app is thinking...
 - What are platforms like Replit/Lovable? (James)
 - What are AI Models? (James)
- What's a Good App to Vibe Code (5)
 - What is a web app
 - Why a web app is NOT a static marketing web site/page and why a web app is not a mobile app
 - Why a simple web app is a good thing to start vibe coding with
- Group build challenge: (20 mins) - *Start by 7:25*
 - Vote on an app idea to jam on
 - Split into 2 groups: James will lead Replit and Mel will lead Lovable (use Mel's logins)
 - Don't give explicit instructions, just tell them to "go for it"
- Share-out + reflections: (10 mins) - *Start by 7:45*
 - Ask for volunteer to demo their app
 - What worked? What was confusing?
 - What do they wish they had known from the beginning?
- PRDs, What's a Good App, & homework (15 mins) - *Start by 8:00*
 - Share concept of a PRD
 - Share a PRD template they can use:
 - ≡ Vibe Class Product Requirement Doc Template
 - Share that they should definitely be using ChatGPT to help with the PRD!
- Prompt rewrite + prompt swap (10 mins) - *Start by 8:10*
 - Now we will break into 2 groups again. The task is to take the next 5 mins to rewrite their prompt
 - Then start a new project and re-run the prompt to see how it looks this time around!

- Come back to group and ask for reflections
 - Participant Homework (10 mins) - *Start by 8:20*
 - Brainstorm what you want your simple app to be
 - If you have an idea already, play around with creating a PRD; feel free to drop it into the Slack channel or DM us on Slack for feedback
 - If you want to start playing with Replit/Lovable, let us know
 - So we can start a referral train so that everyone can get referral credits to use
 - Also keep in mind it's easy to burn through a ton of credits
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Session 2: Setting the Foundation – PRDs, Platforms, and Development 101

Focus: Set people up for successful builds by choosing the right platform, defining core app structure, and laying groundwork for database/user design.

Summary: This is a packed but critical session. Participants will learn how to make good early decisions: which platform to use, how to think about what they're building (MVP), and what needs to go into their PRD. We also introduce core development concepts like frontend/backend and databases so people don't accidentally skip over essential architectural planning.

Agenda:

- Icebreaker (5 mins)
 - What's your favorite app that others might not have heard of?
- Development 101 (25 mins) - *Start by 7:25*
 - How does an app work?
 - Frontend, Backend, Database
 - Memes
 - How it all works together
 - Databases
 - User Accounts
 - Prototype
- Platform breakdown (20 mins) - *Start by 7:40*
 - Compare/Contrast
 - Pricing breakdown
 - How do credits work
 - So... which one?
 - Mobile app platforms
- MVP vs bonus features (10 mins)
 - What's an MVP
 - Building in layers vs. one big prompt
 - Example with recipe app
- MVP Game (15 mins)

- Dangers of Vibecoding (5 minutes)
- Quick vibe coding tips (5 minutes)
- Homework (5 minutes)

Participant Homework:

- Update your PRD to reflect:
 - Whether your app needs user accounts
 - What kind of data your app needs to store (database planning)
 - Clear split between MVP vs bonus features (only focus on MVP for now)
- Set up both a Replit and Lovable account
 - Set up a referral train so that people can get referral credits!
- Try submitting your app idea into both platforms using the same prompt—just to see what comes back
 - They should be able to do this on the free version of each platform!
 - If they want to choose one and upgrade, they can feel free to reach out to us. But in general they should keep in mind that they can burn through credits pretty fast!

What to Collect Between Sessions:

- A volunteer who wants to do live troubleshooting in Session 3

Session 3: What's Actually Happening Under the Hood?

Focus: Teach deeper development concepts + reinforce them through live group coaching

Summary: This session continues the technical grounding, reinforcing and deepening understanding of frontend/backend/database logic. We walk through real examples from participants' apps, debug live, and show how AI can be used to iterate, fix, and guide changes.

Agenda:

- Live Vibe Coding Session - We live demo a vibe coding of an app together. The goal is to be able to show:
 - Testing & fixing issues
 - How to test
 - How to ask the platform to fix things
 - Debugging with the platform
 - Layering on additional features
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- Live troubleshooting: walk through 1 participant's app and debug together
- Best Practices for Vibe Coding:
 - The loop: Prompt → Test → Debug → Refine
 - How to talk to the AI to get better results

- ChatGPT as your copilot: how to use it while building

Participant Homework:

- Pick the platform you want to use for your MVP (Replit or Lovable)
- Begin building the MVP of your app
- Let us know in Slack if you get stuck
- Fill out the "Where Are You Stuck?" survey at the end of the session

What to Collect Between Sessions:

- Survey responses on what feature(s) they want to layer in next
 - Volunteer for Session 4 live demo (feature layering)
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Session 4: Layering in Magic – AI, Notifications, Payments

Focus: Teach how to add powerful features, based on real requests

Summary: Now that MVPs are in motion, this session is about layering on features that feel like magic: AI, reminders, paywalls, etc. Everything taught is grounded in real participant needs, based on the post-Session 3 survey.

Agenda:

- Live demo: add a real feature to a participant's app (e.g. OpenAI suggestions, SMS reminders)
- Mini-tutorials based on top-voted survey topics (Twilio, Stripe, etc.)
- Optional breakout groups by feature type

Participant Homework:

- Add at least one new feature to your MVP
- Try testing your app as a user

What to Collect Between Sessions:

- Ask for volunteers for live user testing in Session 5
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Session 5: Does It Actually Work? — Testing + UX Polish

Date: Monday, August 18

Focus: Teach testing, feedback, and basic UX cleanup

Summary: This session shifts from building to validating. Participants learn how to test their apps—both themselves and with others—and how to make the user experience smoother and clearer.

Agenda:

- Teach: self-testing methods + how to run a user test with a friend
- Share: 5-minute user testing script
- Live: pair up and test each other's apps with real tasks
- UX polish tips (layout, copy, visual clarity)

Participant Homework:

- Make refinements based on user test feedback
- Prep to demo your app next session

What to Collect Between Sessions:

- App link, name, 1-line description for Demo Day
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Optional Session: Office Hours & Help Desk

Date: Thursday, August 21

Focus: Open co-working and debugging time

Summary: This is an optional session for participants who want extra support. You can come ask questions, troubleshoot blockers, or just co-work quietly with others. No structured agenda—just help and hangout time.

What to Prepare:

- Bring your app link or screen if you want live help
- Come with any questions about design, features, or platform

Homework:

- Keep refining your app for Demo Day
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Session 6: Demo Day!

Focus: Celebrate progress and close the loop

Summary: This is the culmination of the cohort. Everyone gets a chance to share what they've made, reflect on the journey, and receive appreciation from peers. The mood is celebratory, low-pressure, and honest.

Agenda:

- Each participant presents their app (3–4 mins each): what it does, who it's for, live walkthrough, what they learned
- Optional: Community feedback + vibe gallery
- Closing reflections: "What do you believe about yourself now?"

Participant Homework:

- None. You did it! ✨

What to Collect Between Sessions:

- Final links + blurbs for app showcase page