Building Production-Grade Microservices: Course Design

Course overview

Target audience and entry bar

Learning outcomes

Course formats & constraints

Course modules (High level)

Module breakdown

Module X: Title

- **Goal:** What this module teaches at a deep level

- **Key Concepts:** (5–7 bullets max)

- **Real-world scenarios:** (what engineers actually face)

- **Exercises / Discussions:** (design reviews, thought experiments)

- **Common mistakes addressed:**

Teaching philosophy

Assessment & Feedback

Completion criteria