WORKSHOP FOR TEAMS WITH AN IDEA ON PAPER

Erik Woning

Ultra Rapid Prototyping

From sketch to working app

In three hours your team goes from a sketch in a notebook to a first working version of a tool or app. No coding skills needed.

Sound familiar?

There are good ideas for a tool, but they stay on paper.

Explaining an idea takes longer than showing it.

Building feels like something for IT or an expensive agency.

How the workshop works

1 **Sketch on paper**
Start from a real problem: who will use it and what must it do? Draw the screens with pen and paper.

2 **Mock-up with AI**
With AI, a photo of your sketch becomes a realistic design you can show to others.

3 **First working version**
AI builds a first version that you can actually click through and try out.

4 **Test and adjust**
In short rounds, groups test each other's version and fix what doesn't work.

What you take away

- A working prototype for each group to show
- The sketches and designs that led up to it
- A step-by-step plan to keep building
- A resource kit with tools and examples
- A 45-minute follow-up session after 2–3 weeks

A prototype to test and show, not a finished product. Content and pace are tailored to your team; see overleaf.

Practical

Duration	3 hours
Group	8–16 participants; larger teams by arrangement
Location	On site or online
You need	One laptop per 2–3 participants
Tailored	Adapted to your ideas and experience
Investment	From **€2,250** per team, excl. VAT and any travel costs

ABOUT ERIK WONING

Erik has worked on innovation and technology for more than 15 years, mainly in education, including at Kennisnet, ROC Mondriaan and Grafisch Lyceum Rotterdam. He builds prototypes quickly with AI to make ideas tangible, such as SXSW Compass and Curriculum to Culture. Speaker at SXSW EDU 2024, 2025 and 2026.

Book a 30-minute introductory call

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What happens in three hours

An example programme. Timings move with the group: if people want to build more, they get more time to build.

0:00 - 0:20	**Welcome and ideas** Which ideas are already out there? Each group chooses one problem and one user to build for.
0:20 - 0:50	**Sketch on paper** Draw the screens and define the key steps for the user. Keep it small: one task, solved well.
0:50 - 1:20	**From sketch to mock-up** With AI, a photo of the sketch becomes a realistic design. Groups adjust it until it matches what they mean.
1:20 - 2:20	**Build, with a break** AI builds a first working version. Groups learn to steer precisely: what needs to change, and how do you ask for it?
2:20 - 3:00	**Test and show** Groups test each other's prototype, improve it one more round and show the result. We discuss what it takes to go further: privacy, maintenance and who takes it on.

Tailored to your team

No two teams are alike. In the intake call and through the questionnaire we decide together which ideas to develop and what the workshop should deliver. I adapt the content, tools and pace to that.

1 New to AI

Simple tools and a fixed step-by-step plan. The goal: experience that you can build something yourself.

2 Already experimenting

More control: better instructions, multiple screens and your own sample data.

3 Well advanced

Building further on your own idea, with attention to sharing, maintenance and secure storage.

What we agree on together

- The ideas or problems you want to develop
- Agreements on privacy and data
- Format: one afternoon, two shorter sessions or a follow-up
- The tools your organisation allows
- Who will use or test the prototypes
- What happens next with the best ideas

HOW WE START

1. **Introductory call** of 30 minutes, no obligation
2. **Intake** with the client and a short questionnaire for the team
3. **Workshop** and, after 2–3 weeks, the follow-up session

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