



AI-Assisted Product Prototyping and Testing Course

30 November – 4 December 2026
London

AI-Assisted Product Prototyping and Testing Course

Ref: 323_127054 **Date:** 30 November – 4 December 2026 **Location:** London **Fees:** 5700 Euro

Overview

The AI-Assisted Product Prototyping and Testing Course is a five-day intermediate course for product, innovation, design, and business teams who leave with a Tested AI-Assisted Prototype. It connects problem framing, user evidence, concept generation, prompt-driven wireframes, content and interaction flows, fidelity choices, data boundaries, usability testing, iteration, responsible design, and handoff evidence. Participants turn uncertain ideas into testable artifacts. Agile Leaders Training Center delivers this course on AI-assisted product prototyping and testing.

Who Should Attend

- Product teams responsible for discovery and solution validation
- Service and experience designers mapping interactions and journeys
- Innovation teams testing concepts before investment
- Business analysts translating needs into testable requirements
- Transformation teams coordinating digital solution experiments

The course assumes participants contribute to product or service decisions and leaves out production software engineering, model training, and visual-design fundamentals.

Departments and Industries

The course supports early solution testing across product and service environments.

- Digital product teams in financial services
- Service design and patient experience in healthcare
- Customer journey teams in retail
- Operations innovation in manufacturing
- Digital service teams in public services

Learning Objectives

By the end of this course, participants will be able to:

- Diagnose problems using user evidence
- Build concepts and prompt-driven wireframes
- Design content and interaction flows
- Compare prototype fidelity and data choices
- Evaluate prototypes through usability tests



- Create a Tested AI-Assisted Prototype

Course Agenda

Day 1: Problem Framing and Concept Evidence

- Problem Statement and Assumption Map
- User Evidence and Need-State Matrix
- Outcome and Success-Criteria Definition
- Concept Divergence and Selection Grid
- Prototype Question and Learning Plan

Day 2: Wireframes and Interaction Flows

- Prompt-Driven Wireframe Specification
- Information Architecture and Screen Inventory
- User Flow and Decision-Path Diagram
- Interface Content and Microcopy Matrix
- Low-Fidelity Click-Path Prototype

Day 3: Fidelity, Data, and Responsible Design

- Prototype Fidelity Decision Framework
- Design-System Component and Constraint Map
- Synthetic Data Use and Boundary Checklist
- AI Behavior and Failure-State Simulation
- Privacy, Bias, and User-Control Review

Day 4: Usability Testing and Iteration

- Usability Test Objective and Task Script
- Participant Criteria and Evidence Plan
- Observation, Error, and Friction Log
- Finding Severity and Prioritization Matrix
- Prototype Revision and Decision Record

Day 5: Prototype Validation Practice

- Suggested Exercise: Problem and Evidence Challenge
- Suggested Exercise: Wireframe and Interaction Critique
- Suggested Exercise: Data Boundary and Failure-State Review
- Suggested Exercise: Usability Finding and Iteration Decision
- Capstone Exercise: Tested AI-Assisted Prototype

Practical Exercises

The course includes suggested activities for converting uncertain ideas into testable evidence.

- Suggested activity: frame a retail service problem and select a prototype question.
- Suggested activity: build a healthcare journey wireframe and interaction flow.
- Suggested activity: run a usability test and prioritize observed friction.
- Suggested activity: present a Tested AI-Assisted Prototype and handoff evidence.

FAQs

Who suits the AI-Assisted Product Prototyping and Testing Course?

Product managers, designers, innovation teams, analysts, entrepreneurs, and transformation practitioners suit the course; it assumes experience contributing to product or service decisions.

How does AI-assisted prototyping differ from a general product design course?

AI-assisted prototyping concentrates on rapid testable artifacts, prompt-driven generation, behavior simulation, evidence gathering, and iteration rather than broad visual-design or product-management foundations.

What can AI contribute to product prototyping?

AI can support concept variations, wireframes, content, interaction logic, simulated states, synthetic examples, critique, and iteration while participants retain design judgment and review.

How should an AI-assisted prototype be tested?

An AI-assisted prototype should be tested through realistic tasks, defined participant criteria, structured observation, error and friction evidence, decision thresholds, and documented revisions.

What belongs in a prototype handoff?

A prototype handoff includes the problem, evidence, assumptions, flows, screens, content, interaction rules, data boundaries, failure states, test findings, open decisions, and next validation steps.

Conclusion

Participants leave with a Tested AI-Assisted Prototype supported by user evidence, interaction logic, data boundaries, usability findings, and revision decisions. The work product reduces ambiguity before implementation and makes learning visible. It gives product and innovation teams a reusable path from problem framing to validated handoff.