Digital Design & Prototyping

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[Designing the Digital](#)

Use Design Thinking principles and processes to research, design, mock-up, and test an app (or website) using Marvel. First in a series of 3 workshop sessions.

[Prototyping the Digital](#)

Learn some of the key principles and processes you can use when getting a new digital product off the ground. Second in a series of 3 workshop sessions.

[Prototyping the Physical](#)

Learn some of the key principles and processes you can use when getting a new digital product off the ground. Third in a series of 3 workshop sessions.