BUILDANTA AI INSTITUTE

The 28-day plan

14 days we decide. 14 days you decide.

AI CareerNext · 3 students per batch · Kanpur, Uttar Pradesh

DAYS 1 TO 3

Tool fluency

You learn the tools by using them, and something of yours is live on the internet in the first three days.

3 days · Classroom

DAYS 4 TO 12

Three projects

Three complete builds, three days each. A working application. An agent that does the work on its own. A media piece about what you made. Every day ends with you explaining what you built and why.

9 days · Classroom

DAYS 13 TO 14

Hardening

You make it solid, then sit a mock interview about your own work. Real questions, real feedback.

2 days · Classroom

DAYS 15 TO 28

Your own idea

You decide what to build. We help you scope it so it can actually be finished, then stay with you for 14 days until it ships. The project does not get abandoned at day 14.

14 days · Remote

Everyone builds the same three guided projects. Each is a full cycle: build, break, fix, ship and explain. In the final 14 days, the idea is yours.

DAYS 1 TO 3

Tool fluency

Learn by using the tools. By day 3 you have a live link you can share with your family.

Day 1	**Set up and build** Understand how the tools work, give your first real instruction, and get a small build running locally.
Day 2	**Iterate and debug** Ask for changes, read what comes back and fix what breaks. Make at least ten iterations on a useful page or script.
Day 3	**Put it on the internet** Learn about domains and deployment, then ship a live URL that belongs to you.

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DAYS 4 TO 6

Project 1: a working product

Build a real web application with a purpose, data going in and out, and a user who is not you.

Day 4	**Scope the product** Decide what it does and what it does not do, then build the skeleton.
Day 5	**Make it work end to end** Connect the data, find the first real bug and work through a debugging session.
Day 6	**Ship and explain** Deploy the application and explain what you built, why you built it that way and how it works.

DAYS 7 TO 9

Project 2: an agent that does the work

Automate a real repeated task. Learn where the system can act on its own and where it needs a person.

Day 7	**Map the task** Pick a boring, useful task and write down what a human does, step by step.
Day 8	**Build and watch it fail** Build the agent, observe its failures and understand why they happen.
Day 9	**Add guardrails and ship** Run it on real input, add boundaries for unsafe or uncertain actions, then ship and explain it.

DAYS 10 TO 12

Project 3: media about your work

Use video, design, brand and copy to help someone else understand and take your work seriously.

Day 10	**Generate, edit and judge** Work with image, video and voice. Learn to spot what the tools get wrong and correct it.
Day 11	**Give your product a face** Apply the design and media work to the application you built in Project 1.
Day 12	**Assemble and explain** Make a short media piece about your work and explain the choices behind it.

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DAYS 13 TO 14

Make it solid. Defend your decisions.

Two days to improve the work you already have. The mock interview is about your own project.

Day 13	**Break it on purpose** Handle errors, write the README and clean the repository. Make the project survive a stranger opening it.
Day 14	**Sit the mock interview** Explain your approach, what broke, how you found it, what the AI wrote and what you decided. Get specific feedback.

DAYS 15 TO 28

Your own idea, finished by you

14 days of remote work with a written scope, two scheduled live check-ins and asynchronous help between them.

Days 15 to 16	**Choose and scope** Propose your idea. We help cut it to something finishable in twelve days, then lock the scope in writing.
Days 17 to 21	**Build, week one** Make daily progress remotely. At the live check-in on day 21, review what works, what is stuck and what needs to be cut.
Days 22 to 26	**Build, week two** Finish the agreed scope, with support as you work through the final problems.
Days 27 to 28	**Ship and document** Publish the project, organise the repository and explain the finished work at the live check-in on day 28.

What a classroom day looks like

First hour	**Understand the work** What you are building today, why it matters and what usually goes wrong.
Middle	**Build with a mentor nearby** The mentor moves between students. You spend the session trying things and typing, not watching a screen.
Last 30 minutes	**Explain it back** Each student explains what they built and why. The others ask one question each. Every classroom day ends with a student talking.

BUILDANTA AI INSTITUTE, run by BUILDANTA SOLUTION. Apply at aiinstitute.buildanta.com/apply. The plan may be adjusted to the batch; no placement, job or income is guaranteed.

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