Mosiiuk Oleksandr

Candidate of Pedagogical Sciences, Senior Lecture

(Zhytomyr Ivan Franko University, Zhytomyr, Ukraine)

mosxandrwork@gmail.com

**UX PROTOTYPING SITES AS A BASIS FOR THE WEB DESIGN SPECIALISTS TRAINING**

The fast progress of an information technology changed the prototyping standards of the modern web solutions so sharply. Like a web and mobile application. It couldn't describe the full understanding of this process without clear view of these elements. It is very important for preparing IT specialists.

Firstly the author described the arguments about necessity of the current theme. The main issue of this article is describing actual and modern concepts of the UX prototyping. Also, the author specified the importance of taking into account practical experience in teaching subjects which related with web technologies. The next step which the author opened is analyzing scientific and methodical resources.

The author describes main parts of the modern design development of Internet-services and mobile applications. Also, creator presents the interpretation of the concept of “user experience design” (UX). In an article described all phases of web design prototyping. Further, the author opened and illustrated best examples for successful realizing these parts.

These phases consist of: 1) research of the target audience; 2) creating user story and user scenario; 3) information architecture; 4) wireframes; 5) testing wireframe prototype; 6) creating the graphical user interface.

The author describes in detail each step of the UX designing.

For example, he provides definitions of the phases, which related with the creating user stories and user scenarios. Also, the creator reveals the meaning of information architecture and issues which this architecture solves.

The article points to importance of the creating and testing wireframes. It helps to choose a final version of the interface. The author emphasizes that designer needs to know principles of composition, сoloring, modular grids, typography standarts for the final stage of creating design interface. Also the knowledge of software tools is important for implementation ideas.

In conclusion, the author summarizes main points of the article and asks the order of the questions which need to resolve next time. Also, describes arguments like:

* needing to explore modern approaches in User Experience part of Web/App designing solutions;
* adaptation of designing methodologies to higher educational institutions, which trained specialists in the IT industry;
* preparing new courses and programs which relevant with information technology industry.

**REFERENCES (TRANSLATED & TRANSLITERATED)**

1. Bazurin V. M. Osoblyvosti navchannia veb-prohramuvannia movoiu JavaScript studentiv-matematykiv [Features of teaching students-mathematicians web programming in JavaScript language] / V. M. Bazurin // Visnyk Zhytomyrskoho derzhavnoho universytetu imeni Ivana Franka. – 2014. – Vyp. 1. – S. 79 - 83.
2. Borysov V. V. Veb-dyzain yak skladova fakhovoi pidhotovky maibutnikh uchyteliv tekhnolohii [Web design as a component of the professional training of future technology teachers] / V. V. Borysov // Naukovi zapysky Natsionalnoho pedahohichnoho universytetu im. M. P. Drahomanova. Seriia : Pedahohichni ta istorychni nauky. – 2012. – Vyp. 107. – S. 12 - 18.
3. Zubyk L. V. Osnovy suchasnykh Web-tekhnolohii: [Basics of modern Web-technologies] [navchalnyi posibnyk] / L. V. Zubyk, I. M. Karpovych, O. M. Stepanchenko. – Rivne: NUVHP, 2016. – 290 s.
4. Kryvonos O. M., Mosiiuk O. O., Kryvonos M. P. Ohliad funktsionalu on-lain hrafichnoho redaktora Pixlr yak instrumenta fakhovoi pidhotovky vchytelia informatyky [Overview functionality of the Pixlr online graphical editor as a tool for informatics teacher training] / O. M. Kryvonos, O. O. Mosiiuk, M. P. Kryvonos // Naukovyi chasopys NPU imeni M. P. Drahomanova. Seriia №2. Kompiuterno-oriientovani systemy navchannia. – 2017. – № 19 (26). – S. 163 - 170.
5. Pasichnyk O. H., Pasichnyk O. V., Stetsenko I. V. Osnovy veb-dyzainu: [Basics of the web design] [navchalnyi posibnyk] / O. H. Pasichnyk, O. V. Pasichnyk, I. V. Stetsenko. – K.: Vyd. hrupa BHV. – 2009 r. – 336 s.
6. Ramskyi Yu. S. Vyvchennia Web-prohramuvannia v shkoli: [Studying Web-programming at school] [navchalnyi posibnyk] / Yu. S. Ramskyi, I. S. Ivaskiv, O. Yu. Nikolaienko – Ternopil : Navchalna knyha. Bohdan, 2004. – 200 s.
7. Complete Beginner’s Guide to Information Architecture [Elektronnyi resurs] / UX Booth. – Rezhym dostupu : <http://www.uxbooth.com/articles/complete-beginners-guide-to-information-architecture/>. – (28.07.2017). – Nazva z ekranu.
8. Geoff Graham. The difference between responsive and adaptive design [Elektronnyi resurs] / Graham Geoff // CSS-Tricks. – Rezhym dostupu : <https://css-tricks.com/the-difference-between-responsive-and-adaptive-design/>. – (28.07.2017). – Nazva z ekranu.
9. Grinberg Yair. iOS 7, Windows 8, and flat design: In defense of skeuomorphism. [Elektronnyi resurs] / Yair Grinberg // Venturebeat.com. – Rezhym dostupu : <https://venturebeat.com/2013/09/11/ios-7-windows-8-and-flat-design-in-defense-of-skeuomorphism/>. – (28.07.2017). – Nazva z ekranu.
10. iOS. Human interface guidlines. [Elektronnyi resurs] / Developer.apple.com. – Rezhym dostupu : <https://developer.apple.com/ios/human-interface-guidelines/overview/design-principles/>. – (28.07.2017). – Nazva z ekranu.
11. Marcotte Ethan. Responsive web design [Elektronnyi resurs] / Ethan Marcotte // Alistapart.com. – Rezhym dostupu : [https://alistapart.com/article/ responsive-web-design](https://alistapart.com/article/%20responsive-web-design). – (28.07.2017). – Nazva z ekranu.
12. Material design [Elektronnyi resurs] / Ofitsiinyi sait material.io. – Rezhym dostupu : [https://material.io/guidelines/#](https://material.io/guidelines/). – (28.07.2017). – Nazva z ekranu.
13. Mears Chris. Wireframes – the beginner’s guide [Elektronnyi resurs] / Chris Mears. // The UX Review. – Rezhym dostupu : [http://theuxreview.co.uk/ wireframes-beginners-guide//](http://theuxreview.co.uk/%20wireframes-beginners-guide/). – (28.07.2017). – Nazva z ekranu.
14. Norman D., Nielsen J. The Definition of User Experience (UX) [Elektronnyi resurs] / Don Norman, Jakob Nielsen // Nielsen Norman Group. – Rezhym dostupu : <https://www.nngroup.com/articles/definition-user-experience/>. – (28.07.2017). – Nazva z ekranu.
15. Satia Germaine. How to write a painless user story [Elektronnyi resurs] / Germaine Satia. // Uxpin.com. – Rezhym dostupu : <https://www.uxpin.com/studio/ux-design/how-to-write-a-painless-user-story-for-agile-ux-teams/>. – (28.07.2017). – Nazva z ekranu.
16. User Stories and Scenarios in UX Design [Elektronnyi resurs] / Designmodo. – Rezhym dostupu : <https://designmodo.com/user-stories-ux/>. – (28.07.2017). – Nazva z ekranu.
17. User Stories [Elektronnyi resurs] / Mountain Goat Software. – Rezhym dostupu : <https://www.mountaingoatsoftware.com/agile/user-stories>. – (28.07.2017). – Nazva z ekranu.
18. UX Design defined. [Elektronnyi resurs] / UX Design. Humanizing interaction. – Rezhym dostupu : <http://uxdesign.com/ux-defined>. – (28.07.2017). – Nazva z ekranu.