

a local network and the Internet, improving enterprise systems, repairing technical equipment, installing and integrating software, and monitoring the security of a computer system.

To create a video was used a full-fledged video production pipeline. The process was divided into three stages: pre-production (preparatory stage), production (filming), post-production (post-processing and assembly of the project).

At the first stage, there is searching for references to find a solution for frames, compositions, colors, music. Also, at this stage, the script and storyboard are developed, locations are scouted, equipment and software are selected to create the product.

At the second stage, shooting and rendering of objects supplementing the video sequence with AR (augmented reality) elements was carried out.

The third stage was to assembly the video: editing, visual effects, color correction, sound design.

The target audience of the media is graduates of schools and secondary specialized educational institutions, their parents and relatives during the determination of their future profession.

The format of the presentation of the material is determined by the capabilities of the equipment represented by the venue of the event. Video standard: 16x10 aspect ratio with WUXGA resolution.

Media product can be used for demonstration at exhibitions, educational institutions, events of introductory campaigns in universities. In particular, his work is planned within the framework of the national qualifying round of the WorldSkills Belarus 2020 professional skill contest.

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PROJECT DEVELOPMENT FOR SALES OF SPORTING GOODS

The developed project is a highly loaded web application for tracking sales of sporting goods. It allows you to get information about: sold products, news, promotions, delivery methods and contact information. The app also allows you to work with the user's personal account and send messages with information about available promotions. The app has role-based access to information. It differs from competitors by having a personal

account and purchasing goods online. Similar solutions from competitors do not contain the same features.

During the work the functionality of the web application was offered. It involves roles, personal account, project usage area and demonstration of project scenarios. UML diagrams for each example of the project were designed and presented. Relational database SQLite with corresponding links and tables for storing all important information was created.

To implement the Back-end part of the web application the .Net Framework was used. ASP.Net Identity provides security and ensures role-based access to site resources.

To create the Front-end part of the web application the React was used. It allows to create a user interface and provides some built-in functions.

Application testing is represented by Unit tests that allow to check the correctness of the written code during application creation. After software testing, a sufficient number of manual tests were performed that check all possible scenarios for the user.

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POSITIONING A PRODUCT FOR THE DEVELOPMENT OF A REPRESENTATIVE WEBSITE

The aim of the project is to develop a website.

In carrying out the work the following tasks were solved: review of alternative solutions, identification of basic requirements for site development, carrying out analysis of software support for site creation, development of structure and graphical presentation of the site.

The requirements for website development are:

- 1 simple and intuitive user interface;
- 2 registration of the website;
- 3 functionality;
- 4 site content.

The logical structure of the site was considered at the initial stage to ensure ease of interaction between the user and the user. Based on reference page interactions, the site design was based. Competent design of the site is the main task in the development of the resource.