

ABSTRACTS

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PECULIARITIES OF USING SIMULATIONS WHILE TEACHING GRAPHIC DESIGN TO FUTURE ENGINEERS

The features of professional training of engineering students with the application of simulations while studying graphic design have been considered. The main methods of our pedagogical research are: theoretical and systematic analysis of pedagogical, technical, fine art, philosophical and scientific literature aimed at studying theoretical problems of graphic design and method of simulations; abstraction and specification in order to determine the elements of simulations; pedagogical experiment, continued inclusion, observation, interview, etc. The article also examines: special features of future engineers training; their creativity; graphic design functions and special aspects of its application; present day need in simulations; future engineers' blocks of abilities, skills and knowledge which are generated in simulations; components of simulations, etc. The article describes the role of creativity which is a component of professional competence of an engineer; provides examples of simulations in graphic design and special features of their application. The use of simulations while studying graphic design demonstrates the creativity of a specialist with higher technical education. Graphic design as an art of information is a part of designing, constructing, using and improving methods and technology. While simulating, students apply both their knowledge of graphic design and their primary professional skills which bring simulations to reality.

Key words: graphic design, simulations, engineering.