UDC 004.055

DESIGNING INTERFACES OF THE SPORT CLUB SITE

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The article presents a practical way to create an interface for a sports club website. The main goals of the site, the tasks of the web service, and the basics of building an interactive interface prototype were set.

Introduction. Website should represent sports club on the Internet, maintain its positive and modern reputation, introduce visitors to the services of the club, provide convenient and user-friendly interface to facilitate the process of familiarizing with the services and further interaction with the site.

The purpose of the site is to introduce visitors to the club, its activities, services, prices, as well as to help make the first steps towards a healthy lifestyle in general, to provide information on training methods and nutrition. Also, the main goals include:

– attracting an audience to the club;

– saving the club's clients and administration time;

– providing current information on training and nutrition.

The objectives of the web site should be oriented towards achieving the set goals. The objectives of this project are:

1. registration for training online;
2. filling in the data using forms;
3. communication with the user via a feedback form;
4. publication of current information on training and nutrition;
5. correct and fast search for necessary information;
6. convenient functionality and visually appealing content.

Creation of an interactive interface prototype. The prototype is a visual structure of the site, which gives an idea of what a web resource will look like [1]. It represents the structure of the future site as well as its individual pages outside the design elements, colors, images and branding. The site prototype is made with the help of modular grid and Axure RP 8 program, which allows you to create interactive prototypes with the ability to view the result in a browser for visualization [2].

At the top of each prototype page is a static unit with a logo and a menu. At the bottom of the site is a block with information about the club, contact details, club addresses and links to social networks.

On the screen shown on picture 1, at the top there is a site menu with links to the home page and registration, or a link to sign in to your personal account, which is accompanied by an icon.

Below is a block with information about the goals of the site. This location will help to ensure that the user who came to the site, will immediately pay attention to this block. In order to attract attention, it contains pictures of medium size, which fit into the overall design. Below is a block with the features of training, also accompanied by images.

Right after them you can see a list of what our club specializes in and what services it provides, all this information is presented in large text with icons explaining it.

Further, you can find information about prices for the services of the club, a block with the type of subscription, below which you can see all the options provided to the owner of the subscription for the specified price in the block.

Then, the user has the opportunity to get acquainted with the information about the coaching staff, their images, service record, achievements, methods on which they train, personal information.

As a conclusion, there is a photo gallery, each image illustrates a certain service of the club, all images have the same stylistics and interactivity, which activates after cursor pointing.

At the end of the page there is a block with information about the site, contact form, working hours and links to social networks.

You can see the main page on figure 1. The page represents the location of the blocks presented on the web site.
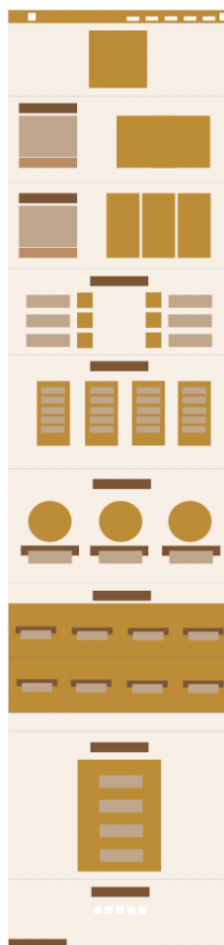
Figure 1. – Main page prototype

Figure 2 shows the prototype of the "Personal Cabinet" page. The page represents two blocks, one - the menu of the personal cabinet, and the second shows the information of the menu item. Each of the blocks contains unique information about training plans, their schedule, as well as nutrition. You can choose the desired date and time, and then make an appointment for a training session. After confirming the appointment, a training reminder will appear in your personal cabinet.

Figure 2. – Personal Cabinet page prototype

On the screen with the registration form, the prototype of which is shown on figure 3, the user must enter contact details and send, then he will be registered and will be able to use the functions of a personal cabinet.

Figure 3. – Part of the registration prototype

On the screen of the personal cabinet the user can see the tabs with the recording of training, meals and the training itself. On the screen of entering contact information there is a verification of the correctness of entered data. In case the user enters the data incorrectly, the resource will not let it pass on.

Conclusion. Basic interface constructions are described in this article. The necessary sections of the software were formulated, for each of them was designed a prototype on the basis of which you can create a graphical image of the site screen, and then the web site itself.

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