

EXAMPLE METHODOLOGY FOR PROTOTYPING MOBILE APPLICATIONS IN PROGRAMMING TRAINING

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Abstract. *Contemporary programming education combines algorithmic knowledge with creative and visual skills. It is important for students to develop visual thinking and user interface design abilities that can be applied in real-world projects. Mobile applications provide a suitable learning environment, integrating logical thinking, design, and interactivity. This paper presents a exemplary methodology for teaching mobile application development and design through prototyping. Prototyping represents one of the initial steps, allowing learners to transform ideas into visual and functional mockups before beginning actual programming. Various tools for creating interactive mockups and visual editors are employed, suitable even for beginners. Examples of educational projects demonstrate the practical application of the methodology, which enhances students' creative and practical skills and prepares them for subsequent stages of development.*

Key words: Education, Programming, Mobile Applications, Prototyping.

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