В. Г. Беседина

ENGLISH FOR IT STUDENTS



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Пособие предназначено для расширенного изучения английского языка в сфере информационных технологий для студентов 2-го курса, владеющих грамматикой и имеющих базовый запас английских лексических единиц.

Пособие состоит из 6 уроков. Каждый урок включает аутентичный текст по направлению, словарь с транскрипцией, вопросы для проверки понимания прочитанного и цикл упражнений на закрепление материала. Разработанные задания способствуют усвоению и запоминанию специальных терминов. Упражнения помогают развитию умений и навыков устной речи.

Рецензенты:

- Л. А. Козлова, д.ф.н., профессор кафедры английской филологии Алтайского государственного педагогического университета;
 - Е. Н. Меркулова, к.ф.н., доцент кафедры иностранных языков Алтайского государственного педагогического университета

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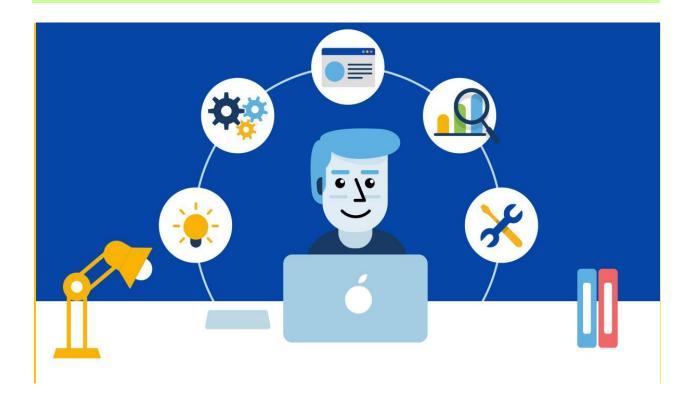
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СОДЕРЖАНИЕ

UNIT 1. CAREER IN IT	4
UNIT 2. SOFTWARE DEVELOPER	14
UNIT 3. GAME DEVELOPER	
UNIT 4. COMPUTER SECURITY SPECIALIST	
UNIT 5. SYSTEMS ADMINISTRATOR	46
UNIT 6. WEB DESIGNER	55
Appendix I. Test on Units 1-3	
Appendix II. Final Lexical Test	
Appendix III. How to make a good presentation	
Appendix IV. Vocabulary	74
Список использованных источников	

UNIT 1



CAREER IN IT

Preview

Answer the questions:

- 1. What professions do you know that are available in IT sphere?
- 2. Why have you chosen to get education for a job in IT sphere?
- 3. What job in IT appeals to you the most?
- 4. What attracts you in your dream job?
- 5. What skills do you already have for your dream job? What new skills do you need to develop?

I. READING

Read and translate the text

CAREER IN IT: ADVANTAGES AND DISADVANTAGES

Computer and information systems are one of the most fast growing industries in the world. With so many new information technologies appearing, it is no surprise that new job opportunities arise constantly and more and more people are interested in pursuing a career in this market. However, before choosing an IT career, it's a good idea to learn its pros and cons.

IT Career Advantages

High income

Entry-level jobs may be the exception, but once you get ahead in IT, you are looking at a very high salary. IT professionals are well-paid and live a financially stable life, which is enough for many to consider getting into the industry.

• Varied job opportunities

IT is an amazingly versatile industry. You can choose from a wide range of job opportunities, such as becoming a software engineer, video game designer, web designer, 3D animator, data analyst, systems analyst, cybersecurity expert, and so much more. Wherever your strengths lie, IT will have a place for you.

Non-strenuous work

Sitting at a desk for at least eight hours a day has its disadvantages, such as developing poor posture or gaining weight. However, sitting in a comfy office is hardly strenuous work. In IT you won't find a problem of working outdoors in bad weather conditions. Moreover, you might get the perk of working from home.

• Dynamic work assignments

In IT, no two projects are the same. You can be making a mobile app one day and a web platform the next. Dynamic work of this type requires a dynamic personality. If you enjoy challenges, then IT will be a good fit for you.

IT Career Disadvantages

• Stressful environment

Deadlines are very important in IT. Projects need to be planned out, developed, tested, and sent back to the client or released on a strict schedule. The development team usually has no control over this schedule, since managers handle that side of the business. So you can't make many errors or work slowly.

If you decide to work freelance, then you will face clients who have no IT knowledge and can not explain what they want from you or the software you're

making for them. So, be prepared to deal with a lot of miscommunication and constant stress to meet deadlines in this kind of work.

• Little free time

Most jobs require sacrificing free time. IT is not an exception. Even if you're doing everything right, it may happen that you need to cancel a family picnic or a romantic dinner, or work weekends when faced with a problem or a project that is running late.

Continual training and education

This last con might be considered a pro for some. IT is constantly developing, new software, technologies, and programming languages are constantly being released, and it's not easy to keep up with all of that. To stay ahead of your competitors, you will need to constantly educate yourself. This isn't always an easy thing to do, especially if you are working long hours.

Source: https://www.mycomputercareer.edu/the-ultimate-guide-to-it-careers/

II. NOTES

designer [dɪˈzʌɪnə]	дизайнер
cybersecurity expert [ˈsʌɪbəsɪˌkjʊərɪti	эксперт по информационной
ˈɛkspəːt]	безопасности
analyst [ˈæn(ə)lɪst]	аналитик
animator [ˈænɪmeɪtə]	художник-мльтипликатор
comfy [ˈkʌmfi]	удобный, уютный
dynamic [dʌɪˈnæmɪk]	динамичный
type [taɪp]	тип
web platform ['plætfo:m]	веб-платформа
personality [pəːsəˈnælɪti]	личность
challenge [ˈtʃælɪn(d)ʒ]	вызов, сложная задача
work freelance ['fri:la:ns]	заниматься фрилансом
error [ˈɛrə]	ошибка
client ['klaɪənt]	клиент, заказчик
software [ˈsɒf(t)wε:]	ПО, программное обеспечение
to release [rɪˈliːs]	выпускать
technology [tɛkˈnɒlədʒi]	технология
programming ['prəugræmıŋ] language	язык программирования

III. VOCABULARY

1. advantage [ədˈvɑːntɪdʒ]	преимущество
disadvantage [dɪsədˈvɑːntɪdʒ]	недостаток

2. pros and cons [prəʊz ən kɒnz]	аргументы «за» и «против»
3. career [kəˈrɪə]	карьера
to pursue [pəˈsjuː] a career in smth	делать карьеру в какой-л. области
4. income [ˈɪnkʌm]	доход
5. salary [ˈsæləri]	оклад
6. stable [steɪb(ə)l]	стабильный
financially [fɑɪˈnænʃəli] stable	финансово стабильный
7. to consider [kənˈsɪdə] doing smth	подумать о том, чтобы сделать что-л.
8. job opportunities [ppəˈtjuːnɪtiz]	возможности трудоустройства
varied job opportunities	разнообразные возможности
	трудоустройства
You can choose from a wide range	Вы можете выбирать из широкого
[reɪn(d)ʒ] of job opportunities.	диапазона возможностей
	трудоустройства.
9. versatile ['vəːsətʌɪl]	разносторонний, многогранный
10. strenuous [ˈstrɛnjʊəs]	напряженный, требующий
	значительных физических усилий
Sitting in a comfy office is hardly	Сидеть в уютном офисе едва ли
strenuous work.	требует значительных физических
	усилий.
11. poor posture [puə ˈpɒstʃə]	плохая осанка
12. to gain weight [gein weit]	набрать вес
13. perk [pəːk]	привелегия, дополнительная льгота
14. assignment [əˈsʌɪnm(ə)nt]	задание
15. to require [rɪˈkwʌɪə]	требовать
16. to be a good fit for smb	подходить кому-л.
17. environment [in'vairənm(ə)nt]	среда, обстановка
18. strict schedule [ˈʃɛdjuːl], [ˈskɛdjuːl]	жесткий график
19. to handle smth ['hændl]	иметь дело с чем-л., заниматься
20. to face smth/smb	встречаться с чем-л./кем-л.
21. miscommunication	недопонимание
[mɪskəmjuːnɪˈkeɪʃn]	
22.to sacrifice [ˈsækrɪfʌɪs] smth	жертвовать чем-л.
23. to run late	опаздывать
24. continual [kənˈtɪnjʊəl] training	непрерывное
	обучение/переподготовка
25. competitor [kəmˈpɛtɪtə]	конкурент

IV. COMPREHENSION CHECK

Exercise 1. Answer the questions based on the text. More than one variant can be correct.

- 1. What is true about IT industry?
 - a. New job opportunities appear continually.
 - b. IT industry grows at a fast pace.
 - c. There are no cons to an IT career.
 - d. More and more people want to sell things at markets.
- 2. What is true about IT career advantages?
 - a. It is a lie that your strengths can be useful in IT.
 - b. IT work involves a lot of walking on foot.
 - c. In IT you may get the perk of working outdoors.
 - d. There is a wide range of job opportunities to choose from.
- 3. What is NOT true about IT career disadvantages?
 - a. There are strict deadlines for software releases.
 - b. The schedule is usually controlled by the managers.
 - c. Clients always know exactly what software they want you to make for them.
 - d. If you are doing everything right, you finish things on time and don't have to work late.
- 4. What is NOT true about sitting at a desk for 8 hours a day?
 - a. It can be a disadvantage.
 - b. It causes a person to lose weight.
 - c. It is strenuous work.
 - d. Some people prefer it to working outdoors in poor weather conditions.
- 5. What is true about stress on an IT job?
 - a. It is often caused by miscommunication.
 - b. Trying to keep up with constantly evolving technologies can be stressful.
 - c. You are only stressed on weekdays during working hours.
 - d. You live in a constant chase to meet deadlines.

Exercise	2.	Put	the	given	fragi	ments	in	the	right	order	to	form	questio	ns.
L'ACI CISC	4.	1 ut	шс	grven	II ag		111	uic	11gm	oruci	w	101111	questio	112.

1.	opportunities/do/wny/constantly/job/arise/new/in 11 sphere/?
2.	/enough/getting/for many people/what/IT/to consider/industry/is/into/?
	job/what/in IT/are/opportunities/there/?

5.	working/an advantage/at/is/an office/what/of/?
6.	your/need/you/competitors/do/of/to stay ahead/what/?
	if you/will/to work/you/problems/decide/what/face/freelance/?
9.	does/work/require/what/a dynamic/?
Exer	cise 3. Work in pairs. Ask each other questions found in Exercise 2.
	V. EXERCISES
Ever	cise 1. Choose the appropriate preposition from the box to put in the
blank	
	with from on out at up at of for from with
2. 3. 4. 5. 6. 7. 8. 9. 10 11 Exercibox:	If you enjoy challenges, then IT will be a good fit you. Sitting a desk for at least eight hours a day has its disadvantages. Projects need to be planned, developed, tested, and sent back to the client. Be prepared to deal a lot of miscommunication. To stay ahead your competitors, you need to constantly educate yourself. Sometimes clients can not explain what they want you. In IT sector you can choose a wide range of job opportunities. More and more people are interested pursuing a career in IT. It's not easy to keep with new technologies constantly being released. You may need to work weekends when faced a problem. Once you get ahead in IT, you are looking a very high salary. Cise 2. Fill in the blanks with the appropriate vocabulary words from the
salar	y/range/training/environment/pursue/face/a good fit/competitors/require
	A career in IT makes sure you are not stuck in a particular position for a long period, giving you the option of a better workwith better benefits. If you constantly learn new things, you will be able to stay ahead of your

3. To adapt to the o	constant change in IT industry, you will need regular					
4 If you can not deal	with stress well, you may not be					
for IT industry.	with stress well, you may not so					
•	Before you a career in IT, you need to know its pros and cons.					
	s an average annualof \$76,300.					
	ows you to dive into a wideof industries					
and sectors.	<u> </u>					
8. If you decide to v	work freelance, then you will clients					
who have no IT kn						
9. Managers	meeting deadlines no matter what it takes.					
Exercise 3. Match each	vocabulary word or phrase with its definition.					
a. competitor	1: to think of a possibility of something					
b. sacrifice	2: a feeling that you want to do a particular thing					
c. versatile	3: able to be used for many different purposes					
d. schedule	4: fast or sudden					
e. environment	5: a plan with a list of tasks to do and the times					
f. pursue	6: someone who is trying to do better than others					
g. consider	7: needing a lot of effort or energy					
h. disadvantage	8: an advantage					
i. strenuous	9: to make it necessary, to demand					
j. stable	10: a piece of work, a task					
k. perk	11: conditions you work or live in					
l. inclination	_ 12: to give up something valuable					
m. rapid	13: a condition or situation that causes problems					
n. assignment	14: firmly fixed					
o. require	15: to try to achieve					
	ollowing statements to the appropriate advantage or or orresponding letter a-g next to each statement).					
1. Working from home,	you don't have to worry about questionable lunch break					
food choices, since you	can eat out of your own kitchen!					
2. You will need to cons	stantly undergo training for what's new and potentially					
better than what you've	e been using up until that point					
	y have to be good at math, logical operations, and a job in computing technology – almost all kinds of skill					
sets are welcome here.						

4. "Statista"	website declares th	at IT professi	onals wo	rking ir	n aerospace	e and
	ommunications, pub	-		_	-	
	tical, medical, and					
salary			•	3 3	C	C
•	— s you will need to put	aside your fre	e time and	get the	project dor	ne, no
matter wha	nt it takes	•				
6. If you like	to take on new probl	ems to solve, y	ou will er	ijoy woi	king in IT.	Even
•	k in one specific brai			•	· ·	
•	lients who will have		-	•	•	
	often deal with larg	•		•		nnical
	nanagers will put pr		•	•		
_	s quickly as possible.	-				
	h income		e. Stre	ssful en	vironment	
_	ried job opportunities		f. Littl	e free ti	me	
	n-strenuous work		g. Con	tinual	training	and
	namic work assignme	ents	•	cation	C	
Exercise 5.	The following tasks	are based on	the video	"10 TI	hings You	Must
Know	Before	Getting	110 1100	Into	gs 104	IT":
	utube.com/watch?v=	O	U.			•
		,				
Pre-viewing					.	
	ning the video, note	the meaning o	f the follo	owing w	ords ment	ioned
in the video:	0 . 7					
•	nfits] – преимущест		.,			
	teil] – предполагать		ОЙ			
• -	ık(ə)nsi] – вакансия					
	na:stə] – овладеть ч					
	læpt] – приспосабли	ваться				
Off hours − H	CONCECUTACE DISCOVER					
Answer the	ераоочее время					
	ераоочее время following questions:					
1. Do you	following questions:		re the san	ne thing	g? If not, w	hat is
1. Do you the differ	following questions: a think IT and Comp		re the san	ne thing	?? If not, w	hat is

While viewing task:

you were right when you watch the video).

in the space provided below, make a list of the 10 things you must know about IT listed in the video;

write down IT professions mentioned in the video:

After viewing:

- \triangleright In the appropriate column, mark with a $\sqrt{}$ which are advantages of a career in IT and which are the challenges (some may be both).
- ➤ Compare the benefits and the potential challenges mentioned in the video and those mentioned in the text on pp.5-6. In the list below, circle the numbers of those issues which are also mentioned in the text.

	ADVANTAGE	CHALLENGE
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Answer the following questions based on the video:

- 1. What imbalance mentioned in the video favors considering an IT career?
- 2. What is the difference between IT and Computer Science?
- 3. Pursuing what IT career may increase the chances of working from home?
- 4. What does working from home require?
- 5. What causes high stress levels on the IT job?
- 6. When do most hardware and software updates happen? What does this mean for an IT professional?

VI. SPEAKING

Exercise 1. An opportunity to work from home is often considered an advantage of an IT job. Interview a person who has had an experience of working from home (preferably, but not necessarily in IT sphere). Ask him or her about the advantages and disadvantages of working from home for various aspects of life: financial, health-related, family-related, etc. Have there been any unexpected advantages/disadvantages? Then do one of the following:

- **1.** Role play a monologue, posing as an IT specialist working from home. Tell about pros and cons of such an experience.
- 2. With one of your groupmates role play an interview of a person who considers a job opportunity that requires working from home with an IT specialist who works remotely. Discuss all the pros and cons of such an experience.

Exercise 2. Many IT specialists choose to freelance. An opportunity to freelance is often considered an advantage of an IT job. Research on the Internet or interview a person who has had a freelance experience (preferably, but not necessarily in IT sphere). Ask him or her about the advantages and disadvantages of freelance: financial, health-related, family-related, etc. Have there been any unexpected advantages/disadvantages? Then do one of the following:

- 1. Role play a monologue, posing as a freelancer in IT sphere. Tell about pros and cons of such an experience.
- 2. With one of your groupmates role play an interview of a person who considers freelance with an IT specialist who has been a freelancer for a while now. Discuss all the pros and cons of such an experience.

Exercise 3. Using information you have learnt in Unit 1 on pros and cons of a career in IT, do one of the following:

- 1. With a groupmate, role play a dialogue between a high school student and his or her parent. One of them thinks a career in IT is a great choice, the other one doesn't. Using information you have learnt in Unit 1, provide a counterargument for each argument of your groupmate.
- 2. Posing as an experienced IT professional, prepare a presentation about career in IT for high school students. You want them to make the right choice, so make sure to tell in your speech about all the disadvantages as well as advantages.

UNIT 2



SOFTWARE ENGINEER

Preview

Answer the questions:

- 1. What fascinates you the most about programming?
- 2. What do you usually do when you have problems making your program run? Do you seek help? If so, where do you turn for answers?
- 3. What are some common tasks a software engineer spends his or her work time on?
- 4. Have you had an experience of working in a team? What did you like and dislike about it?

I. READING

Read and translate the text

WHAT IS IT LIKE TO BE A SOFTWARE ENGINEER?

I am fascinated by coding. It's everywhere! Every single one of the digital experiences we enjoy is the result of code. But honestly, I know almost nothing about how it works or how the people behind the code – software engineers – do what they do. To find out, I spoke with Lindsey Redd, who has coded for some of the coolest tech companies in the world.

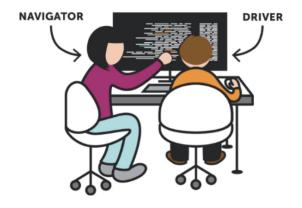
Can you tell me a little bit about what your job entails? What does the day-to-day look like?

It can be different depending on the day. But usually, it starts with looking through what I have to do for the day. Then coding, of course. But there's a lot more to software engineering than coding. You code. You test. You deploy your code. You monitor your code, and make sure things are working properly. But then, there can also be a lot of meetings around product development or new features that need to be built, and how we're going to build those features. I meet with engineers a lot on the plan for implementation. There's also a lot of pair programming, or working together with another coder to solve problems.

Tell me more about pair programming. Is it just programming with another person on your team?

Pair programming is when you work with someone on your team on a problem that either you need help on or that you two are solving together. There's usually someone who's the "driver" and then someone who is in the "passenger seat." The driver is the one who's actually typing. But you're problem solving together. It's a very collaborative experience, which I like. I think I've

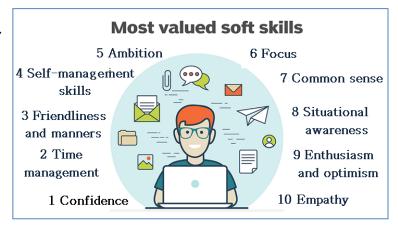
PAIR PROGRAMMING



learned a lot doing that process. You tend to solve problems a bit better and faster when you're working with someone in that way.

If I wanted to become a software engineer, what are the most important skills that I should be developing right now?

Definitely building, testing, and maintaining software is the core skill set. Getting a job is a lot about developing those interview skills. There are a lot of resources for developing those skills, as well. I'd say a lot of the skills that you need to be a good software engineer but that people don't really talk about are the soft skills, like verbal and written communication, organization, and project management skills.



What do you love about software engineering?

It's the mix of teamwork, collaboration, pair programming and problem solving with the ability to do a lot of solo work and figure problems out on your own. I enjoy the process of coding and not knowing what's really going on, but testing and working through an issue, Googling whatever I need to, and then getting to a solution. That feeling, that gratification of figuring out how to do something or solving a bug, is unmatched.

I enjoy my teams. I enjoy working with people, and I enjoy doing my own thing a little bit. Software engineering definitely allows you to do both.

By Kelsey Alpaio [The text is adopted from URL: https://hbr.org/2021/07/career-crush-what-is-it-like-to-be-a-software-engineer]

II. NOTES

1. digital [ˈdɪdʒɪtl]	цифровой
2. programming [ˈprəugræmɪŋ]	программирование
3. to monitor smth ['mɒnɪtə]	мониторить, наблюдать за чем-либо
4. feature [ˈfiːtʃə]	черта, характеристика
5. solo [ˈsəʊləʊ] work	самостоятельная работа

III. VOCABULARY

1. every single one [ˈsɪŋgl]	все без исключения, все до единого
2. to find out ['faind 'aut]	узнать, выяснить
3. to deploy a code [dɪˈplɔɪ]	развертывать код
4. to make sure [ʃʊə]	убедиться
5. to implement ['impliment]	осуществить, внедрить, реализовать
implementation [ɪmplɪmenˈteɪʃn]	внедрение, реализация
6. collaborative [kəˈlæbərətɪv]	совместный
collaboration [kəlæbəˈreɪʃn]	сотрудничество, взаимодействие
It's a very collaborative experience.	Это требует активного взаимодействия.
7. to tend	иметь тенденцию, быть склонным
You tend to solve problems a bit	Как правило, ты выполняешь задачи

better and faster when you're	немного лучше и быстрее, когда			
working with someone in that way.	работаешь с кем-то таким образом.			
•	1			
8. definitely ['definatli]	определённо, безусловно, точно			
9. to maintain [meɪnˈteɪn]	поддерживать, сохранять в хорошем			
	состоянии, обслуживать			
10. skill	навык			
core skill set [kɔ:(r)]	набор ключевых навыков			
soft skills	универсальные надпрофессиональные			
	навыки, умение работать с людьми			
11.issue [ˈɪʃuː]	вопрос, проблема			
to work through an issue	разобраться с проблемой			
12.solution [səˈluːʃ(ə)n]	решение			
13.gratification [grætɪfɪˈkeɪʃn]	удовлетворение			
14. to figure out ['figə 'aʊt]	выяснить, разобраться, понять			
to figure smth out on your own	разобраться в чем-то самостоятельно			
15.unmatched [An'mætʃt]	ни с чем не сравнимый			
The gratification [grætɪfɪˈkeɪʃn]	Чувство удовлетворения от того, что			
of figuring out how to do	ты разобрался, как что-то сделать, или			
something or solving a bug is	понял, как устранить проблему, ни с			
unmatched.	чем не сравнимо.			
16.to allow [əˈlaʊ]	позволять			
Software engineering definitely	Работа инженера-программиста опре-			
allows to do both.	деленно дает возможность делать и то,			
	и другое.			

IV. COMPREHENSION CHECK

Exercise 1. Match each type of software engineer's work with its definition:

1. Coding	a) Process of running an application on a server or device
2. Testing	b) Using various tools to ensure that an application is running at its peak efficiency after it's been deployed
3. Deployment	c) Process of writing a computer program
4. Monitoring	d) Reviewing the quality of software and risk of its failure before and after deployment
5. Pair programming	e) A software development technique in which two programmers work together at one workstation
6. Collaboration	f) Putting the project plan into action
7. Implementation	g) Working together as a team on a project that is too big for one person

Exercise 2. Make up questions based on the text.

1.	What	?
	When	?
	Who	
4.	Why	?
5.	What kind of	?
6.	How	?
	How important	?

Excercise 3. Work with a partner. Ask each other questions from exercise 2 and answer them.

Exercise 4. Match the words from the columns to create proper collocations (more than one correct match is possible for each word):

to work through	to solve problems faster
to maintain	a code
to figure out	a project
to enjoy	coding
to do	working with people
to deploy	software
to implement	your own thing
to tend	a solution
to find out	the answer
to be fascinated by	an issue

Exercise 5. Choose the correct answer(s) to the following questions:

1. What is true about the day-to-day of a software engineer?

- a) There are no meetings on the plan of implementation;
- **b**) There is a lot more to it than coding;
- c) Every day is the same;
- **d**) There can be work together with another coder.

2. What is true about pair programming?

- a) The navigator/passenger is problem solving.
- **b**) The navigator/passenger is typing.
- c) It allows you to learn.
- **d)** You do it only when you can't solve a problem on your own.

3. According to the speaker, what skills should a software engineer have?

- a) Non-verbal communication;
- **b)** Maintaining software;
- c) Coding;
- d) Organizational skills.

4. According to the speaker, what is software engineering a mix of?

- a) Teamwork and collaboration;
- **b**) Collaboration and pair programming;
- c) Collaboration and working on your own;
- d) Teamwork and solo work.

5. What does the speaker enjoy about software engineering?

- a) Solving bugs;
- **b**) Process of coding;
- c) Working with people;
- d) Creating problems.

V. GRAMMAR

GERUND (ГЕРУНДИЙ)

Герундий — это безличная форма глагола в английском языке, которая сочетает в себе признаки существительного и глагола. Герундий образуется добавлением окончания **-ing** к неопределенной форме глагола:

To develop – developing

To code – coding

To debug – debugging

To lie – lying

Герундий несет в себе значение процесса. В переводе на русский язык герундий, как правило, выступает существительным, глаголом или деепричастием. В русском языке значение процесса какого-то действия передается отглагольными существительными с суффиксами -ние (программирование/programming), -тие (развитие/developing), -ка (поддержка/maintaining), -ство (строительство/building).

В английском языке есть *простая* (Simple) и *перфектная* (Perfect) формы герундия. *Простая* форма герундия используется для действия, которое происходит одновременно с действием глагола-сказуемого:

Writing code is one thing, learning to be a software engineer is another.

Писать код — это одно, а **научиться** быть программным инженером — это другое.

Перфектная форма герундия используется для действия, которое предшествует глаголу-сказуемому (окончание -ing в таком случае добавляется к перфектному инфинитиву):

When you deny **having made** a mistake, it can lead to negative consequences.

Когда вы отрицаете, **что совершили ошибку**, это может привести к негативным последствиям.

Герундий можно использовать как в активном (a), так и в пассивном (b) залогах.

a) We will not deploy the app without having tested it first.

Мы не выпустим приложение, предварительно не протестировав его.

b) The app can not be deployed without having been tested first.

Приложение не может быть выпущено, если **не было** предварительно **протестировано**.

Отрицательная форма образуется при помощи частицы not перед герундием:

I enjoy **not knowing** what's going on.

Мне нравится не знать, что происходит.

В английском языке имеется целый ряд глаголов, после которых употребляется только герундий. Некоторые из них приведены ниже.

Expressing likes and dislikes: Expressing opinion and ideas:

to feel like – хотетьto admit – признаватьto fancy – хотетьto deny – отрицатьto enjoy – наслаждатьсяto consider – обдумывать

to (not) mind – (не) возражать to imagine - представлять

to dislike – не любить to recommend – рекомендовать

can't stand – не выносить to suggest – предлагать

VI. EXERCISES

Exercise 1. Translate the sentences into Russian, noting what part of speech you use to translate gerund.

- 1. I am fascinated by coding.
- 2. There's also a lot of pair programming, or working together with another coder to solve problems.
- 3. So even if you're not able to finish the project, demonstrating those communication, organization, and project management skills, and figuring out how to implement them that's what people are looking for in an intern.
 - 4. What is it like working with you?
- 5. Now, being on the other side and having been an intern mentor, it definitely helps when your intern is super excited and super curious.
 - 6. That's what's so fun about having interns.
 - 7. Demonstrating curiosity helps leave a positive impression on your team.

- 8. Definitely building, testing, and maintaining software is the core skill set.
- 9. Getting your foot in the door and getting a job is a lot about developing those interview skills, which there are a lot of resources for developing those skills, as well.
- 10. I enjoy the process of coding and not knowing what's really going on, but testing and working through an issue, Googling whatever I need to, and then getting to a solution.
- 11. That feeling, that gratification of figuring out how to do something or solving a bug, is unmatched.
 - 12. I enjoy working with people, and I enjoy doing my own thing a little bit.

Excercise 2. Make your own sentences, using Gerund as a subject.

Example: producing – *Producing good results at your job is important.* collaborating – *Collaborating helps to solve difficult problems.*

Words to use: working, coding, knowing, testing, finishing, helping, solving, communicating, developing, getting, programming, thinking.

Excercise 3. Use the verbs from the table in Grammar section on p. 20 with Gerund to say in at least 5 sentences what you like and dislike about studying to be a software engineer or working as a software engineer.

Excercise 4. The following tasks are based on the video "What do I do as a Software Engineer?": https://www.youtube.com/watch?v=5kas2jBObUY

Pre-viewing task.

Before watching the video, note the meaning of the following words mentioned in the video:

To kick off – начать

Mock-up ['mokлp] – макет

To hand over – передать

To ship – отправить

Assembly [əˈsemblɪ] line – конвейер

Expertise [ˌekspɜːr'tiːz] – знания и опыт

Miscellaneous [misəˈleiniəs] – разное

Answer the following questions:

- 1) Do you like to plan things? If so, do things always go as planned? Why do you plan them anyway then?
- 2) Who do you think a software engineer collaborates with to get his or her job done?

Look through the "while viewing" and "after viewing" tasks so that you know what information to listen for in the video. Watch the video twice, if needed: first,

without subtitles to grasp the general meaning and the second time pausing to fill in the details, turning on the subtitles if necessary.

While viewing task.

Choose the correct variant:

- 1. Product engineers...
 - a) Provide services for other software engineers
 - **b)** Make improvements to websites and apps
 - c) Create new software products
 - **d)** Make sure the app is up and running all the time
- 2. To explain the process, the speaker uses the example of an app for:
 - a) Fitness
 - **b**) Flower delivery
 - c) Cooking recipes
 - **d**) Food delivery

After viewing task.

Match the job to a job description:

1.Product manager (PM)	a) builds the final product
2. Designer	b) decides how the product is going to look
3. Software Engineer	c) decides what to build

Answer the following questions based on the video:

- a) What type of software engineer is the video about? What does this type of software engineers do? What do other types of software engineers do?
- b) Describe the "product process": who is involved in the process? What does the PM do? What does the designer do? What does the software engineer do?
 - c) What major segments is the work divided into? What are the proportions?
 - d) What is collaboration and why is it necessary?
- e) What 4 questions does the software engineer ask herself when she makes a plan of her work?
 - f) What does the software engineer sometimes do after she makes a plan?
- g) Why does she need a plan, even though sometimes things do not go as planned?

VI. SUPPLEMENTARY READING

Exercise 1. Before reading the text, answer the following questions:

- 1. What steps do you think you need to take to get a full-time job as a software engineer?
- 2. What can help you turn your internship into a full-time job?
- 3. What are some important skills you need to demonstrate to be offered a full-time job after an internship or a trial period?

Exercise 2. Read the excerpt from an interview and note the pronunciation and the meaning of the following words:

intern ['ıntз:rn] стажёр, практикант

to intern [ın t3:rn] проходить стажировку, практику

internship ['intз:rnʃip] стажировка, практика

full-time offer предложение о работе на полную ставку

full-time position должность на полную ставку

misconception [miskən sep[n] заблуждение, неверное представление

mentor ['mento:r] наставник, руководитель

curious [ˈkjʊərɪəs] любопытный curiosity [kjʊərɪˈɒsɪtɪ] любопытство

passion ['pæ∫n] страсть

HOW TO TURN AN INTERNSHIP INTO A FULL-TIME POSITION

Kelsey Alpaio: You interned at Lyft and then were able to get a full-time job there. How were you able to turn that internship into a full-time position?

Lindsey Redd: Generally, if you do well during your internship, the company will give you a full-time offer. So the big question is, how do you do well during the internship?

There are a lot of pieces to that. My misconception going in was that I needed to get my project done perfectly and completely, which I didn't do when I was interning at Lyft. I think what people are really looking for when you're an intern on a team is your ability to communicate, both verbal and written communication, and your ability to problem solve and work your way about an abstract problem. So even if you're not able to finish the project, demonstrating those communication, organization, and project management skills, and figuring out how to implement them – that's a lot of what people are looking for when you're an intern.

What kind of questions do you ask? Do you make sure you ask questions to solve your problems? How fast are you able to learn new technologies, skills, and languages? What kind of energy do you bring to the team? What is it like working with you?

Now, having been an intern mentor, I can say it definitely helps when your intern is super excited and super curious. That's what's so fun about having interns. Not only are you helping to bring more people into the company, but you want to make sure that those people are positive and fun to work with. Demonstrating curiosity and passion for what you're doing definitely helps leave a positive, lasting impression on your team. If you have that, plus you're able to problem solve and get stuff done, you're pretty set up to get a full-time offer.

[The text is adopted from URL: https://hbr.org/2021/07/career-crush-what-is-it-like-to-be-a-software-engineer]

Exercise 3. Choose an appropriate equivalent to the words in italics:

- 1. Demonstrating communication, organization, and project management skills, and figuring out how *to implement* them that's a lot of what people are looking for when you're an intern.
 - a) to improve
 - **b**) to use
 - c) to learn
 - d) to explain
- 2. I think what people are really looking for when you're an intern on a team is your ability to work your way about an abstract problem.
 - a) to aviod
 - **b**) to solve quickly
 - c) to move through with great effort
 - **d**) to fight aggressively
- 3. I think what people are really looking for when you're an intern on a team is your ability to communicate, both *verbal* and written communication.
 - a) in form of words
 - **b**) in form of verbs
 - c) spoken
 - d) telephone
- 4. Demonstrating passion for what you're doing *helps leave a lasting impression* on your team.
 - a) makes your team like you more
 - **b**) helps your team complete the job
 - c) helps your team remember you longer
 - **d)** puts pressure on your team
- 5. If you have that, plus you're able to problem solve and get stuff done, you're *pretty set up* to get a full-time offer.
 - a) quite prepared
 - **b**) in trouble
 - c) very unlikely
 - d) rather lucky

VII. SPEAKING

- **Exercise 1.** Role-play an interview with a partner, one of you posing as the interviewer for an IT blog and another as an experienced software engineer. You can base your questions and answers on those given in the text *What Is It Like to Be a Software Engineer?* and create some of your own.
- **Exercise 2.** With a partner, role-play a job interview for a position of a software engineer, one of you posing as an HR manager, asking questions about technical skills, soft skills, previous work experience, qualifications, and the reason you want to work for the company.
- **Exercise 3.** With a partner, role-play an interview for an internship in a software development company, one of you posing as a student seeking summer employment and another as a senior manager, asking questions about technical skills, soft skills, and previous work experience.
- **Exercise 4.** Learn more about various aspects of software engineer's work. Choose a topic to research and report what you've learned to the class in a 2-5 minutes presentation. You may collaborate with one of your groupmates on preparing this task. You may use the links provided below or/and use other websites as well.
- 1) Collaboration https://www.weavy.com/blog/how-to-collaborate-efficiently-on-a-coding-project
- 2) Pair programming https://www.freecodecamp.org/news/want-to-be-a-developer-you-should-probably-be-pair-programming-2c6ec12c4866/
- 3) Deployment https://deploybot.com/blog/5-most-common-deployment-mistakes, https://deploybot.com/blog/5-most-common-deployment-mistakes, https://deploybot.com/blog/5-most-common-deployment-mistakes, https://deploybot.com/blog/deployment-failures
- 4) Writing code documentation https://makemeaprogrammer.com/should-developers-write-documentation-yes-and-heres-why/
- 5) Monitoring https://techbeacon.com/devops/10-monitoring-talks-every-developer-should-watch
- 6) Soft skills https://hackernoon.com/10-soft-skills-every-developer-needs-66f0cdcfd3f7 https://blog.filestack.com/thoughts-and-knowledge/7-soft-skills-every-developer-needs-66f0cdcfd3f7 https://blog.filestack.com/thoughts-and-knowledge/7-soft-skills-every-developer-needs-66f0cdcfd3f7 https://blog.filestack.com/thoughts-and-knowledge/7-soft-skills-great-software-developers/
- 7) How to become a software engineer https://www.guru99.com/become-a-software-engineer.html
- 8) A day in the life of a Software Engineer https://codingnomads.co/blog/what-does-a-software-engineer-do/

Exercise 5. In 15 sentences or more, tell what you know about the job of a software engineer. You can use the facts you've learned from the text on p. 15, from the video in ex. 5, from your own experience or from other sources. Be sure to include one or two sentences on your attitude towards this profession.

UNIT 3



GAME DEVELOPER

Preview

Answer the questions:

- 1. How often do you play computer games?
- 2. What kind of computer games do you prefer? Do you have a favourite game? What do you like about it?
- 3. Have you ever thought of creating your own game? What genre would it be?
- 4. What question(s) would you ask a game developer if you had a chance?

I. READING



Read and translate the text

AN AVERAGE DAY AS A GAME DEVELOPER

What does an average day as a game developer look like? First off, game studios generally start the day later than most offices. There are usually a few people who start work early, around 7 or 8 a.m. But most of the office really starts warming up closer to 9:00 or 9:30 in the morning. Since most game employees are salaried workers, there's no punching in and out to track hours. There's a lot of flexibility as to which hours you work: when each employee starts and stops work for the day is up to that employee.

Once everybody is in the office, it's pretty common to have a team meeting. Teams will usually have a morning stand-up meeting to talk about what they accomplished the day before, what they're going to accomplish today, and discuss any problems that might be blocking their progress. After that, everybody goes back to their desks to handle email, plan their day, and get to work.



Most of the day is spent doing the core part of the job. Artists will spend that time planning and creating the game art. Programmers will spend the time writing and debugging source code. Designers might spend it by writing documentation or putting together game levels.

Then workers usually have lunch around noon, sometimes later. If the studio is at a location nearby a restaurant, some people might go out to eat lunch, whereas some might go to the studio's dining area to eat lunch that they brought. Some of the larger studios might have a cafeteria and serve a daily lunch that's subsidized or even free for studio employees.



Throughout the day, there may be additional meetings among a game team's subgroups, usually to make additional plans or make specific decisions about an area of the game – for example, what certain characters should look like or do, or how a particular game system should be coded. There are also occasional play-through meetings where parts of the team play areas of the game that have recently been completed,

and then they talk about what might still be missing or what can be improved.

Then at the end of the day, maybe around 7:00 pm in the evening, people start ending their workdays and going home for the night.

That's what a typical workday looks like at a typical game studio. But what about a non-typical day? What about that stereotype of 90-hour work weeks, where does that come from? The fact is that many game studios do have what they call "crunch-time." It's when a project is getting close to being completed, but it's running behind game schedule, and the game developers are expected to work overtime to get everything finished. That can mean working late nights and even working all weekend long, whatever it takes to get a job done.

Source: https://www.gameindustrycareerguide.com/typical-day-of-a-video-game-developer/

II. NOTES

game studio [ˈstjuːdɪəʊ]	студия/компания по разработке игр
a few people [fju:]	немногие
game art	игровая графика, игровой арт
to debug [di:'bʌg]	производить отладку, поиск и
	устранение ошибок
source code [sɔːs kəʊd]	исходный код
designer [dɪˈzʌɪnə]	дизайнер
dining area [ˈdʌɪnɪŋ ˈεːrɪə]	обеденная зона
cafeteria [kafıˈtɪərɪə]	столовая, буфет, кафе
progress ['prəugres]	прогресс
typical [ˈtɪpɪk(ə)l]	типичный
stereotype [ˈstɛrɪə(ʊ)tʌɪp]	стереотип
project ['prɒdʒekt]	проект

III. VOCABULARY

1. average [ˈav(ə)rɪdʒ]	средний			
2. generally [ˈdʒɛn(ə)rəli]	вообще, в основном, обычно			
3. to punch in and out [pants]	отмечать время прихода на работу и			
	ухода с работы			
4. to track smth [træk]	следить за чем-л.			
5. to be up to smb	зависеть от кого-л.			
6. once [wans]	как только; после того, как			
7. common ['kɒmən]	обыкновенный, общий, типичный			
Once everybody is in the office, it's	Как только все соберутся в офисе,			
pretty common to have a morning	вполне типично проводить утреннюю			

stand-up meeting.	планёрку.
8. accomplish [əˈkʌmplɪ ʃ]	выполнить, завершить
9. to handle smth [hændl]	работать с чем-л., разбираться с чем-л.
10. to get to smth	приниматься за что-л., начинать что-л.
After that, everybody goes back to	После этого все возвращаются на свои
their desks to handle email, plan	рабочие места, чтобы разобраться с
their day, and get to work.	почтой, спланировать день и
	приступить к работе.
11. level [lεν(ə)l]	уровень
12. location [ləˈkeɪʃn]	местоположение
to be at a location nearby [n1ə'ba1]	находиться неподалёку от чего-л.
smth	
13. to subsidize smth ['sabsidaiz]	субсидировать, частично
	компенсировать расходы на что-л.
14. character [ˈkærəktə]	персонаж
15. certain [ˈsəːtən]	некоторый, определенный
16. particular [pəˈtɪkjʊlə]	отдельный, конкретный, определенный
17. occasional [əˈkeɪʒ(ə)n(ə)l]	случающийся периодически,
	нерегулярно, время от времени
18. to be missing smth	не хватать чего-л.
Then they talk about what might still be	Потом они разговаривают о том, чего
missing in the game.	еще может не хватать в игре.
19. crunch time [krantʃ]	аврал, напряженный период работы
20. to run behind the schedule [rʌn	отставать от графика
bīˈhʌɪnd ðə ˈʃɛdjuːl]	
21. whatever it takes [wpt'evə]	любой ценой, что бы ни
	потребовалось
That can mean working late nights	Это значит, что, возможно, придётся
and even working all weekend long,	работать допоздна и даже все
whatever it takes to get a job done.	выходные – что бы ни потребовалось,
	чтобы выполнить работу.
	ı

IV. COMPREHENSION CHECK

Exercise 1. Say if the following statements are TRUE (T), FALSE (F) or NOT STATED in the text:

- 1. Some people want to beat the traffic so they come to the office really early.
- 2. No matter when they come to work, most workers must work at least 8 hours a day.

- 3. Most workers are paid according to the number of hours they spend at the office.
- 4. At the morning stand-up meeting people say what they need to work more effectively.
- 5. Morning stand-up meetings are usually not very long.
- 6. Different studios may have different rules about lunch.
- 7. Sometimes workers play games and then discuss them.
- 8. Coders often talk about what might be missing in their life.
- 9. All the days at a game studio are the same.
- 10. During crunch time workers don't go home and stay at the office overnight.

Exercise 2.	Think	of a	title	for	each	paragraph	of	the	text	and	write	down
your ideas	below:											

1.		
2.		
3.		
4.		
5.		
6		
<i>i</i> •		

Exercise 3. Make up questions based on the text.

1. What	?
2. When	
3. Who	
4. Why	
5. Where	
6. How	9

Excercise 4. Work with a partner. Ask each other questions from exercise 2 and answer them.

V. EXERCISES

Exercise 1. Fill in the blanks with the appropriate vocabulary words, changing the form of the word where necessary.

1.	The a	_annual	salary	for	a game	developer	job	in	US	is
	\$101644.									

2. There are various project management tools to help you **t**______ your progress.

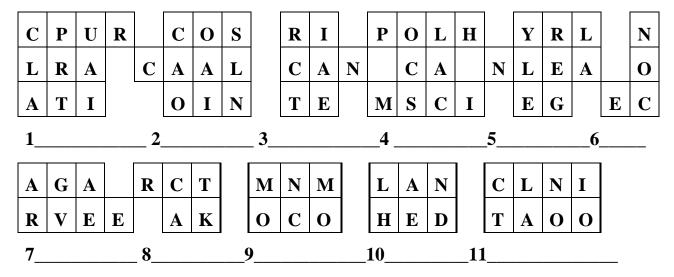
J.	Riot Game Studio provides 100% s lunch, dinner,
4	smoothies, self-serve drinks and snacks.
4.	The c in a game that are not controlled by a player are called NPC – non-player c
5.	With a special software you can add a 3D map of a real l into
	your game.
6.	If you make to-do lists for things for things you need to a
	during the day, you should also estimate their time and sort them by
	importance.
7.	Lack of documentation is one of the most c problems
	faced by game developers.
8.	To ensure your laptop can h large applications easily, provide
	it with a quad-core Intel i7 processor.
9.	Programmers can be highly specialized, meaning they specialize in a
	specific area, or broadly specialized such as indie developers who
	h all the programming on their own game.
Exer	cise 2. Fill in the blanks with appropriate prepositions where necessary.
at	at for in in to to to out out of of
up	
1.	Since most game employees are salaried workers, there's no punching
1.	Since most game employees are salaried workers, there's no punching and to track hours.
	and to track hours.
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2.	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch.
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2.3.	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch. When each employee starts and stops work for the day is to that employee.
2.3.4.	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch. When each employee starts and stops work for the day is to that employee. Everybody goes back their desks to handle email, plan their day, and get work. Some of the larger studios might serve a daily lunch that's subsidized or
2.3.4.5.	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch. When each employee starts and stops work for the day is to that employee. Everybody goes back their desks to handle email, plan their day, and get work. Some of the larger studios might serve a daily lunch that's subsidized or even free studio employees.
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 3. 4. 6. 	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch. When each employee starts and stops work for the day is to that employee. Everybody goes back their desks to handle email, plan their day, and get work. Some of the larger studios might serve a daily lunch that's subsidized or even free studio employees. Then the end of the day, maybe around 7:00 pm the evening, people start ending their workdays and going home for the night. It's when a project is getting close being completed, but it's running behind game schedule, and the game developers are expected to work
 3. 4. 6. 7. 	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch. When each employee starts and stops work for the day is to that employee. Everybody goes back their desks to handle email, plan their day, and get work. Some of the larger studios might serve a daily lunch that's subsidized or even free studio employees. Then the end of the day, maybe around 7:00 pm the evening, people start ending their workdays and going home for the night. It's when a project is getting close being completed, but it's running behind game schedule, and the game developers are expected to work overtime to get everything finished.
 3. 4. 6. 7. 	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch. When each employee starts and stops work for the day is to that employee. Everybody goes back their desks to handle email, plan their day, and get work. Some of the larger studios might serve a daily lunch that's subsidized or even free studio employees. Then the end of the day, maybe around 7:00 pm the evening, people start ending their workdays and going home for the night. It's when a project is getting close being completed, but it's running behind game schedule, and the game developers are expected to work overtime to get everything finished. There are also occasional play-through meetings where parts the team
 3. 4. 6. 7. 	and to track hours. If the studio is a location nearby a restaurant, some people might go to eat lunch. When each employee starts and stops work for the day is to that employee. Everybody goes back their desks to handle email, plan their day, and get work. Some of the larger studios might serve a daily lunch that's subsidized or even free studio employees. Then the end of the day, maybe around 7:00 pm the evening, people start ending their workdays and going home for the night. It's when a project is getting close being completed, but it's running behind game schedule, and the game developers are expected to work overtime to get everything finished.

Exercise 3. Match each vocabulary word with its meaning.

- 1. to accomplish
- 2. to track
- 3. to subsidize
- 4. occasional
- 5. to be missing something
- 6. location
- 7. whatever it takes
- 8. level
- 9. generally
- 10. once
- 11. to be up to somebody
- 12. to handle something

- a) happening from time to time
- b) a place
- c) to be someone's decision
- d) a position within a game
- e) to complete
- f) to watch, to follow
- g) to pay for something fully or in part
- h) to work, to deal with something
- i) to lack something
- j) usually
- k) at any cost
- 1) as soon as

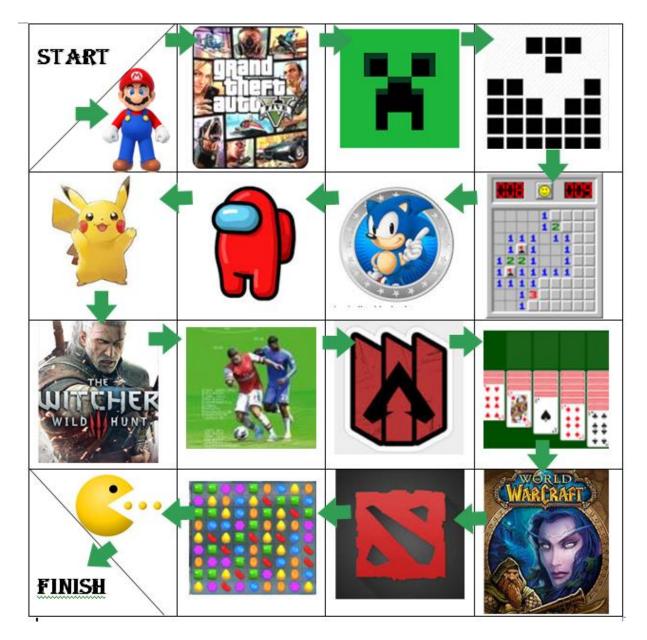
Exercise 4. Unscramble the vocabulary words and write them down into the space below.



VII. SPEAKING

Exercise 1. Play a game in pairs or groups of 3 or 4.

- Use dice or online random number generator to move. If you land on a square occupied by another player, move on to the next free square.
- When you land on a square, say if you recognize the game; if you know, say what the title and the object/idea of the game are. If you've ever played the game (or watched someone play it), share your impression.



Exercise 2. Prepare a report (a presentation) on one of the following topics:

- 1. **A job in the games industry: a video game tools programmer** https://www.gameindustrycareerguide.com/how-to-become-a-video-game-tools-programmer/, https://www.gameindustrycareerguide.com/video-game-careers/
- 2. **A job in the games industry: a video game server engineer** https://www.gameindustrycareerguide.com/how-to-become-a-video-game-server-engineer/, https://www.gameindustrycareerguide.com/video-game-careers/
- 3. **A job in the games industry: a video game graphics programmer** https://www.gameindustrycareerguide.com/how-to-become-a-video-game-graphics-programmer/, https://www.gameindustrycareerguide.com/video-game-careers/

- 4. **A job in the games industry: a video game tester** https://www.gameindustrycareerguide.com/how-to-become-a-video-game-qa-tester/, https://www.gameindustrycareerguide.com/downsides-of-a-job-testing-video-games/
- 5. A job in the games industry: where game studios are located https://www.gameindustrycareerguide.com/best-cities-for-video-game-development-jobs/
- 6. **Influential Game Developers** https://www.ranker.com/list/most-influential-game-programmers-of-all-time/ready-to-startup, https://www.gameindustrycareerguide.com/influential-women-game-developers/
- 7. **Free Tools to Make Your Own Video Game** https://www.gameindustrycareerguide.com/make-your-first-video-game-today-using-these-free-tools/, https://www.gamecareerguide.com/features/1690/free_game_development_tools_for_.php
- 8. **Best Programming Language for Games**https://www.gameindustrycareerguide.com/best-programming-languagesfor-games/
- 9. What can go right and wrong when developing a game https://gamecareerguide.com/features/2030/postmortem_der_.php?page=1
- 10.**Steam game developers: who are they?** https://www.gamedeveloper.com/blogs/there-are-44-000-game-developers-on-steam-who-are-they-

Exercise 3. Research ways game designers use to make games addictive and the problem of game addiction. Should game studios try to make games more addictive? Prepare pro and con arguments and be ready to discuss them in class. You may use the following resources (or find your own):

- https://www.video-game-addiction.org/what-makes-games-addictive.html
- https://www.reddit.com/r/gamedev/comments/2sdy44/should_we_try_to_ma ke_games_more_addictive/
- https://theconversation.com/the-business-of-addiction-how-the-video-gaming-industry-is-evolving-to-be-like-the-casino-industry-83361

Exercise 4. Prepare a list of questions to ask a game developer about different challenges he may face when working on a game. Act out an interview with one of your classmates playing the role of a game developer.

UNIT 4



COMPUTER SECURITY SPECIALIST

Preview

Answer the questions:

- 1. How do you make sure your personal information is secure?
- 2. What are the potential threats to personal or business data?
- 3. What responsibilities of a cybersecurity specialist do you know?

I. READING



Read and translate the text

COMPUTER SECURITY SPECIALIST

With cyber attacks, data breaches and leakage of sensitive information on the rise, companies and governments are placing more efforts on computer security than ever before. This is why computer security specialists are in great demand at both corporations and at government agencies. If an organization deals with a large workforce or management of sensitive data, there are many reasons to hire computer security specialists. Here are 4 major areas of responsibility of a computer security specialist: control of IT infrastructure usage, protection of company data, ensuring the safety of users, and assisting senior management.

Control of IT Infrastructure Usage

A computer security specialist is one who designs and implements security protocols in a computer network. That involves controlling what data users have access to, implementing password authentications and firewalls. Computer security specialists can block access to certain websites and disallow the installation and usage of specific applications — especially if they pose a threat to the network infrastructure. If an employee violates company policies on usage of office IT infrastructure, it is the computer security specialists who can catch them in the act and notify senior management.

Protection of Company Data

The job of ensuring the safety of valuable data is entrusted to the computer security specialist. These specialists can also be considered information security analysts, as their task largely involves monitoring the flow of information, checking on bandwidth usage and preventing unauthorized users (or even hackers) from accessing sensitive data. For any large corporation like a bank or a telecom operator, sensitive data could be pertaining to their customers – like addresses, phone numbers, bank account details and credit card numbers. For a government agency, sensitive data pertaining to internal communications and secretive operations can pose a threat to national security. Hiring computer security specialists is crucial for such organizations.

Ensuring the Safety of Users

There have been instances when companies who outsourced their data management and security have had privacy violations committed by the contractor. Hiring computer security specialists and holding them liable gives the organization an additional sense of security knowing the data management and protection is all being done internally. The specialists can ensure safety of users and their ease of use on any given network. In an office environment that means preventing downloads that may pose a virus threat. If you are a service provider, computer security specialists will ensure safety of customer data and assist in helping out with any technical problems users may face.

Assisting Senior Management

The task of assisting new employees with their login information and access requests can be delegated to computer security specialists instead of the employee's manager. This makes computer security specialists the "go-to" for password resets and other access requirements. Computer security specialists can assist senior leadership in forming guidelines and company policies on network usage. Senior management can request periodical data reports on the flow of information, potential threats, etc. Therefore, it is crucial to hire computer security specialists to protect company secrets and effectively manage the office network.

Text source: https://work.chron.com/advantages-hiring-computer-security-specialist-22919.html

II. NOTES

cyber attack [saɪbə(r) əˈtæk]	кибератака
usage ['ju:zɪdʒ], ['ju:sɪdʒ]	использование
infrastructure ['ınfrəˌstrʌktʃə]	инфраструктура
safety [ˈseɪfti]	безопасность
senior management [ˈsiːniə(r)]	высшее руководство
security protocol ['prəutəkɒl]	процедуры обеспечения безопасности
computer network ['netw3:k]	компьютерная сеть
firewall ['faɪəwɔ:l]	брандмауэр, экран сетевой защиты
hacker ['hækə(r)]	хакер
bank account [bæŋk əˈkaʊnt]	банковский счет
secretive [ˈsiːkrətɪv]	негласный, тайный
outsource ['aut_so:(r)s]	отдавать на аутсорсинг, выполнять
	силами сторонней организации
contractor [kənˈtræktə(r)]	подрядчик
virus ['vaırəs]	вирус
service provider ['s3:(r)vis prə'vaidə(r)]	поставщик услуг
customer [ˈkʌstəmə(r)]	клиент

delegate ['deləgət]	делегировать
password reset ['ri:set]	смена пароля
data report ['deɪtə rɪ'pɔːt]	отчет

III. VOCABULARY

1. breach [briːtʃ]	вторжение, нарушение целостности
data breach	нарушение защиты данных
2. leakage [ˈliːkɪdʒ]	утечка
3. sensitive [ˈsensətɪv]	засекреченный, секретный, уязвимый
sensitive data	секретные данные, конфиденциальная
	информация
4. to be on the rise	увеличиваться, происходить всё чаще
5. demand	спрос
to be in great demand	пользоваться повышенным спросом
6. protection	защита
7. to ensure [inˈʃor]	обеспечивать
8. access [ˈækses]	доступ
to have access to smth	иметь доступ к чему-л.
9. authentication [oːˈθentɪkeɪʃn]	установление подлинности,
	аутентификация
10. to disallow [ˌdɪsəˈlaʊ]	препятствовать, не разрешать
11. to pose a threat [θ ret] to smth	представлять угрозу чему-л.
Computer security specialists can	Специалисты по компьютерной
disallow the installation of applications	безопасности могут не разрешить
which pose a threat to the network	установку приложений, которые
infrastructure.	представляют угрозу сетевой
	инфраструктуре.
12. to violate ['vaɪəleɪt]	нарушать
to violate company policies	нарушить правила компании
13. to catch smb in the act	поймать с поличным
14. to notify smb ['nəotifai]	уведомить, проинформировать
15. flow [fləʊ]	поток
to monitor the flow of information	наблюдать за потоком информации
16. bandwidth ['bændwitθ] usage	трафик
17. to authorize [ˈɔːθəraɪz]	авторизировать
unauthorized user	незарегистрированный пользователь
18. to pertain to smth/smb [pərˈteɪn]	относиться к чему-л/кому-л.
For a bank sensitive data could be	Для банка конфиденциальная
pertaining to its customers.	информация может быть связана с
	его клиентами.

19. internal [ɪnˈtɜː(r)n(ə)l]	внутренний				
internal communications					
	внутренние коммуникации				
internally	внутри компании, без привлечения				
	сторонних организаций				
20. crucial ['kru:ʃ(ə)l]	крайне важный				
21. instance ['instans]	случай				
22. violation ['vaɪəleɪʃn]	нарушение				
privacy violation	нарушение конфиденциальности				
	персональных данных				
to commit a violation	допустить нарушение				
23. liable [ˈlaɪəb(ə)l]	ответственный				
to hold smb liable	возложить на кого-л				
	ответственность				
24. sense [sens]	чувство				
sense of security	чувство безопасности				
25. environment [inˈvairənmənt]	среда				
office environment	рабочая среда				
26. to face smth	встретиться с чем-л				
27. request [rɪˈkwest]	запрос				
access request	запрос доступа				
28. guidelines ['gaɪdˌlaɪnz]	рекомендации				
29. requirement [rɪˈkwʌɪəmənt]	требование, необходимое условие				
access requirements	требования к допуску				

IV. READING COMPREHENSION

Exercise 1. Say if the following statements are TRUE, FALSE or NOT STATED. Correct the false ones.

- 1. Computer security specialists are in great demand only at government agencies.
- 2. Senior management implements security protocols in a computer network.
- 3. Computer security specialists notify employees if they catch senior management violating company policies on usage of office IT infrastructure.
- 4. Computer security specialists can disallow the usage of specific applications if they pose a threat to the network infrastructure.
- 5. In any large corporation, sensitive data can pose a threat to national security.
- 6. Computer security specialists can also be considered information security analysts.
- 7. There have been instances when companies who hired computer security specialists have had privacy violations committed by them.

- 8. Senior management can request periodical data reports on potential threats.
- 9. The task of assisting the managers with their login information can be delegated to computer security specialists instead of their employees.
- 10.It is crucial to hire computer security specialists to protect company secrets and effectively manage the office network.

Exe	rcise	2.	Put	the	given	fragment	s in	the	right	order	to	form	questions	s.

- 1. sensitive / do / data / banks / have / what /?
- 2. does / for / a government / agency / sensitive / what / pertain / data /to ?
- **3.** information / information / the flow / do / why / security / of / monitor / analysts / ?.....
- **4.** agencies / specialists / for / crucial / computer / government / hiring / is / security / why / ?
- **5.** can be / instead of / computer / the employee's / security / what / specialist / delegated / manager / to?
- 6. security / and / who / protocols / designs / implements / ?
- 7. block / security / what / can / access / to / specialists / computer / ?

Exercise 3. Match specific tasks to the 4 areas of responsibility of a computer security specialist mentioned in the text:

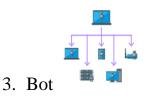
- I. Control of IT Infrastructure Usage
- a) preventing downloads that may pose a virus threat
- b) assisting leadership in forming guidelines and company policies on network usage
- c) ensuring protection of customer data
- II. Protection of Company Data
- d) assisting in helping out with any technical problems users may face
- e) blocking access to certain websites
- f) assisting new employees with their login information
- II. Ensuring the Safety of Users
- g) monitoring the flow of information
- h) catching employees who violate company policies on usage of office IT infrastructure
- i) providing data reports on the flow of information
- V. Assisting Senior Management
- j) implementing firewalls
- k) preventing unauthorized users from accessing company's sensitive data
- 1) disallowing the installation of applications which pose a threat to the network infrastructure

V. EXERCISES

Exercise 1. Are you good at cybersecurity? Check how familiar you are with various types of malware. Match each type of malware with its definition, then say how you can prevent this type of malware from infecting your computer.

*malware ['mælweə(r)]=malicious software (вредоносное ΠO) ransom [ræns(ə)m] — выкуп

- 1. Ransomware
 - **₽**
- a) It disguises itself as legitimate software with the purpose of tricking you into executing it on your computer.
- 2. Adware
- b) It is a software program that performs an automated task without requiring any interaction. A computer with this infection can spread it to other devices, creating a network of machines which can then be controlled and used to launch massive attacks by hackers, often without the device owner being aware of its role in the attack.



- c) It encrypts your files and blocks access to them until the hacker is paid to release them. If the money isn't paid by a deadline, the hacker will threaten to delete the data or expose it.
- 4. Spyware
- d) It can spread itself to other devices or systems, but it does not infect other programs. It does not require a host program in order to run or self-replicate.



e) It is a self-replicating program which usually requires some action on the part of the user to spread to other programs or systems.



f) It is a program causing unwanted or malicious advertising to continually pop up on your screen.

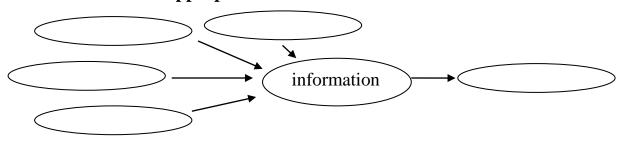
7. Worm

g) It is used to monitor the activities of users and to collect user's information such as habits, browsing history, and personal identification information.

Have you managed to complete the matching successfully? Congratulations!



Exercise 2. Create appropriate collocations:



Exercise 3. Complete the sentences by filling in the blanks with vocabulary words, changing the form of the word if necessary.

1.	If an employee v company policies on usage of office IT
	infrastructure, the computer security specialists can n senior
	management.
2.	Hiring computer security specialists is c for many organizations.
3.	The specialists can e safety of users in an office e
4.	Computer security specialists are the "go-to" for password r and
	other access requirements.
5.	If you are a service provider, computer security specialists will assist in
	helping out with any technical problems users may f
6.	The specialists can prevent downloads that may pose a virus t
7.	Their task involves monitoring the flow of information and checking on
	bu
8.	Computer security specialists prevent u users (or even
	hackers) from accessing s data.
9.	With cyber attacks, data b and l of sensitive
	information on the rise, companies and governments are placing more efforts
	on computer security than ever before.
10	Computer security specialists can block access to certain websites and
	d the installation and usage of specific applications.
-	
	cise 4. Give the English equivalents to the following phrases:
	детали банковского счета
	нарушения конфиденциальности персональных данных
	даёт ощущение безопасности
	контролировать трафик
	установить сетевой экран
	наблюдать за потоком информации
	рабочая среда
	поставщик услуг
9.	может представлять угрозу

10. нарушить правила компании
11. относиться к внутренним коммуникациям
12. пользоваться повышенным спросом
13. утечка конфиденциальной информации
14. поймать с поличным и уведомить руководство
15. не разрешить установку определенных приложений

Exercise 5. Watch a video: https://www.youtube.com/watch?v=Mg7_XlP4gqA (FYI: в видео упоминается CISP -Certified Information Security Professional – сертификат, подтверждающий квалификацию). What advice does each of these interviewed professionals give? Write at least 3 sentences for each speaker. Use full sentences. Use proper grammar, for example:

- Mr. Devost *recommends**V*+*ing* (*doing*, *taking*, *studying*).... because...
- Mr. Devost suggests that you should do/go/have because...
- Mr. Devost *thinks it's important/crucial/necessary to have/go/do/learn*.... because...

Interviewed cybersecurity career professionals:

- 1. Zulfikar Ramzan CTO of RSA;
- 2. Matt Devost Managing Director at Accenture;
- 3. Shane Steiger Chief Endpoint Security Architect at HP Enterprises;
- 4. Tarah Wheeler Author of *Women In Tech*;
- 5. Jayson E. Street Infosec Ranger, Pwnie Express
- 6. Gerard Laygui Compromise Forensics and Malware Reverse Engineering

Have you learned anything new/useful/interesting about the career of cybersecurity specialist from the video? What did you learn?

V. SUPPLEMENTARY READING

Pre-reading task: answer the following questions.

- 1. What do you know about social engineering?
- 2. Have you or any of your acquaintances had encountered social engineers?
- 3. What are some popular techniques of social engineering nowadays?

If you have problems answering these questions now, read the story below and go back to the questions then.

While reading: guess the meaning of the following words and expressions. Write a synonym or your definition next to each word and check if your guess is correct after reading the text, make corrections if necessary.

```
prime –
subtle –
to give a second thought to something –
```

contingency plan – to bear the cost of something – The paragraphs in the text are mixed up. In the space provided, number all paragraphs, putting them in the correct order. SOCIAL ENGINEERING: A HACKING STORY (____) Now that George has Patti's trust, he tells her that he's been working with Suzy on finding a new server for the clinic. He doesn't know if they have a server or if they use an electronic medical record (EMR). However, if they don't, he can spin a story about how Suzy is looking to get a server to support an EMR. Social engineers are con artists. They can spin a story until they get what they want or hit a roadblock and move on to an easier target. (____) Social engineers are experts at reading and manipulating people. They rely on trickery, wit, and charm to break into otherwise secure systems. They exploit the weakest link in the security chain: humans. Social engineering is a security threat healthcare staff may be least familiar with. So, what does it look like? How do social engineers manipulate people and gain access to secure systems? Let's look at an example of how social engineering might play out. (____) Suzy, a clinic manager, lists her workplace on her personal Facebook page. She hasn't enabled privacy features, so her personal profile is visible to the public. She hasn't given a second thought to the connection between her public profile and her clinic. (____) We're all familiar with what a technical hacker is. They sit behind a computer somewhere planning their strike on an unsuspecting healthcare company. Healthcare is a prime target for technical hackers. However, a more subtle threat exists: social engineering. (____) George calls the clinic, and Patti answers. He asks to speak to Suzy. Patti replies that she is away from the clinic and asks if she can be of any help. George laughs, pretending he forgot, and tells Patti he's jealous that Suzy's in the Bahamas while they're stuck at work. His "insider" information and familiar way of speaking causes Patti to trust George. (____) This can happen to your organization, even if you have policies and procedures in place. As organizations ramp up technical security, hackers are exploiting humans instead. Social engineering is difficult to detect, as social engineers know how to manipulate perceptions.

some information that he forgot to get from Suzy. Patti places George on hold and collects the information he needs to remotely access the server. Now that he has

(____) Patti tells George they have a server in the office. He asks her to grab

access to the server, George can infect it with malware and steal the clinic's information.

(____) George is a social engineer. He knows that medical personally identifiable information will fetch a fantastic price. So, George is on the hunt for a healthcare employee to exploit. He sees on Suzy's profile that she works at a medical clinic. He also sees Suzy's post that she's on vacation in the Bahamas.

(____) This isn't only a story. It recently happened in a health clinic. The clinic had a solid contingency plan in place and was able to recover all but a day's worth of data. However, the clinic lost thousands of dollars of lost work and lost medical data that could cause patient harm. Furthermore, the clinic also had to bear the cost of a new server and data restoration.

Post-reading task: answer the following questions.

- 1. What is the difference between technical hackers and social engineers?
- 2. Why is social engineering often used by criminals?
- 3. What did George use to be successful in the data theft?
- 4. How could Patty have acted to prevent the hack?
- 5. Do you think IT students should learn about social engineering? Why?

VI. SPEAKING

Exercise 1. Work with a partner. Make a list of 10 practices a company needs to implement and maintain to provide its computer security. Compare your list with the rest of the group.



Exercise 2. Prepare a report (a presentation) on a topic of your choice pertaining to computer security:

- 1. Skills needed to become a cyber security specialist;
- 2. Most common cyber threats;
- 3. Challenges in the job of a of cyber security specialist;
- 4. Rules of cyber hygiene for employees;
- 5. Advantages and disadvantages of being a cyber security specialist;
- 6. A job in cyber security: Certified Ethical Hacker;
- 7. A job in cyber security: Penetration Tester;
- 8. A job in cyber security: Computer Forensics Specialist;
- 9. A job in cyber security: IT Auditor;
- 10.A job in cyber security: Information Security Analyst.

UNIT





SYSTEM ADMINISTRATOR

Preview

Answer the questions:

- 1. What responsibilities of a system administrator can you think of?
- 2. What part of a system administrator's job do you consider the most difficult?
- 3. What can be interesting/appealing in a system administrator's job?
- 4. Do you think you could work as a system administrator? Would you want to?

I. READING

Read and translate the text

SYSTEM ADMINISTRATOR



Software breaks. Hardware breaks. We need someone to fix those things. That someone is a system administrator. As long as we have things that break, we will need system administrators. The automobile is more than 100 years old, and yet you still have mechanics to fix cars because they still break. These magical devices in our hands are so far

advanced, yet there are mobile phone repair shops in every city, and they're all very busy. Things break. We need a fixer. System administrators fix things. We need system administrators.

So, what exactly does this job entail? A system administrator wears many hats and the smaller your environment, the more hats you will wear. A system administrator covers backups, file restores, disaster recovery, hardware maintenance, automation, user maintenance, filesystem housekeeping, application installation and configuration, and system security



management. System administration covers just about every aspect of hardware and software management for both physical and virtual systems.



You also need a broad knowledge base of network configuration, virtualization, operating systems, and interoperability. A system administrator needs to have some technical knowledge of network security, firewalls, databases, and all aspects of a working network. The reason is that, there are hundreds of fail points in a network and your job is to help locate and resolve failures.

System administration also requires that you stay on top of best practices, learn new software, maintain patches, comply with security notifications, and update hardware. A system administrator's day is very full. In fact, you never really finish, but you have to pick a point in time to abandon your activities. Being a system administrator is a 24x7x365 job, which does take its toll on you physically and mentally. You'll hear a lot about burnout in this field.



It can be said that doing the technical stuff is relatively easy. It's dealing with people that makes the job really hard. That sounds terrible but it's true. On one side, you deal with your management, which is not always easy. You are the person who gets blamed when things go wrong and when things go right, it's "just part of your job." It's a tough place to be.

Coworkers don't seem to make life better for the system administrator. They should, but they often don't. You'll deal with lazy, unmotivated coworkers so often that you'll feel that you're carrying all the weight of the job yourself. Fortunately, not all coworkers are bad – some are helpful, diligent, and proactive.

And then there are users. Oh, the bane of every system administrator's life, the end user! A system administrator once said, "You know, this would be a great job if I just didn't have to interface with users." Many would agree. But then again, with no users, there's probably also no job. Dealing with computers is easy. Dealing with people is hard. Learn to breathe, smile, and comply if you want to survive and maintain your sanity.

Being a system administrator is a rewarding job. It carries with it a great deal of responsibility. It is sometimes unpleasant. It is sometimes really fun. It's a job. System administration isn't easy nor is it for the thin-skinned. It's for those who want to solve complex problems and improve the computing experience for everyone on their network. It's a good job and a good career. Explore it.

Source: https://www.redhat.com/sysadmin/life-linux-system-administrator

II. NOTES

software [ˈsɒf(t)wε:]	программное обеспечение
hardware [ˈhɑːdwεː]	аппаратное обеспечение
automobile [ˈɔːtəməbiːl]	автомобиль
mechanic [mɪˈkanɪk]	механик
repair shop [rɪˈpɛː]	ремонтная мастерская
backup ['bækʌp]	резервная копия
automation [,o:tə'meɪʃ(ə)n]	автоматизация
configuration [kənˌfigjəˈreɪʃ(ə)n]	настройка
interoperability [ˌɪntərˌɒp(ə)rəˈbɪlɪti]	функциональная совместимость,
	интероперабельность
installation [ˌɪnstəˈleɪʃ(ə)n]	установка
physical [ˈfɪzɪk(ə)l]	физический
virtual [ˈvɜː(r)tʃʊəl]	виртуальный
fail point [feɪl]	потенциальная точка сбоя
proactive [prəʊˈæktɪv]	активный, инициативный

III. VOCABULARY

4 1 1 1 1	U U
1. advanced [ədˈvɑːnst]	продвинутый, развитый
These magical devices in our	Волшебные устройства у нас в руках
hands are so far advanced, yet	настолько продвинутые, однако в
there are mobile phone repair	каждом городе есть ремонтные
shops in every city.	мастерские для мобильных телефонов.
2. to entail [in teil]	включать (в себя), предусматривать
3. to wear many hats (idiom)	выполнять различные роли, совмещать обязанности
4. to restore [rɪˈstɔː(r)]	восстанавливать
a file restore	восстановление файлов
5. to recover [rɪˈkʌvə(r)]	восстанавливать
disaster recovery	послеаварийное восстановление
	работоспособности
6. filesystem housekeeping	ведение файловой системы
7. broad [bro:d]	широкий
broad knowledge base	широкая база знаний
8. to locate [ləʊˈkeɪt]	определить местонахождение
There are hundreds of fail points	Существуют сотни потенциальных
in a network and your job is to	слабых мест в сети, и ваша задача –
help locate and resolve failures.	помочь их обнаружить и устранить.
O to stay on tan of heat musetices	STATE DIAMAGA HAMAHADADA AHLUTA
9. to stay on top of best practices	быть в курсе передового опыта
10. to comply [kəmˈplaɪ] with smth	принимать во внимание, следить за ч-л
10. to comply [kəmˈplaɪ] with smth	принимать во внимание, следить за ч-л
10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n]	принимать во внимание, следить за ч-л уведомление, оповещение
10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание
10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk]	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать
10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəotɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk] 13. to abandon [əˈbændən]	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать оставлять, прекращать
 10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk] 13. to abandon [əˈbændən] In fact, you never really finish, 	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать оставлять, прекращать По сути, работа никогда не
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10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk] 13. to abandon [əˈbændən] In fact, you never really finish, but you have to pick a point in time to abandon your activities. 14. to take its toll on smb/smth (idiom)	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать оставлять, прекращать По сути, работа никогда не заканчивается, но приходится выбрать какой-то момент времени, в который вы закончите свою деятельность. негативно сказываться на ком-л./чем—л., накладывать отпечаток
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10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk] 13. to abandon [əˈbændən] In fact, you never really finish, but you have to pick a point in time to abandon your activities. 14. to take its toll on smb/smth (idiom)	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать оставлять, прекращать По сути, работа никогда не заканчивается, но приходится выбрать какой-то момент времени, в который вы закончите свою деятельность. негативно сказываться на ком-л./чем—л., накладывать отпечаток
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 10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk] 13. to abandon [əˈbændən] In fact, you never really finish, but you have to pick a point in time to abandon your activities. 14. to take its toll on smb/smth (idiom) This job takes its toll on you physically and mentally. 	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать оставлять, прекращать По сути, работа никогда не заканчивается, но приходится выбрать какой-то момент времени, в который вы закончите свою деятельность. негативно сказываться на ком-л./чем—л., накладывать отпечаток Эта работа негативно сказывается на вашем физическом и психическом здоровье.
10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk] 13. to abandon [əˈbændən] In fact, you never really finish, but you have to pick a point in time to abandon your activities. 14. to take its toll on smb/smth (idiom) This job takes its toll on you physically and mentally. 15. burnout [ˈbɜː(r)naʊt]	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать оставлять, прекращать По сути, работа никогда не заканчивается, но приходится выбрать какой-то момент времени, в который вы закончите свою деятельность. негативно сказываться на ком-л./чем—л., накладывать отпечаток Эта работа негативно сказывается на вашем физическом и психическом здоровье. выгорание
10. to comply [kəmˈplaɪ] with smth 11. notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n] You must comply with security notifications. 12. to pick [pɪk] 13. to abandon [əˈbændən] In fact, you never really finish, but you have to pick a point in time to abandon your activities. 14. to take its toll on smb/smth (idiom) This job takes its toll on you physically and mentally. 15. burnout [ˈbɜː(r)naʊt] 16. field [fiːld]	принимать во внимание, следить за ч-л уведомление, оповещение Вы должны принимать во внимание оповещения системы безопасности. выбирать оставлять, прекращать По сути, работа никогда не заканчивается, но приходится выбрать какой-то момент времени, в который вы закончите свою деятельность. негативно сказываться на ком-л./чем—л., накладывать отпечаток Эта работа негативно сказывается на вашем физическом и психическом здоровье. выгорание

17. relatively [ˈrelətɪvli]	относительно
Doing the technical stuff is	Выполнять технические задачи
relatively easy.	относительно легко.
18. to blame [bleɪm]	обвинять
19. tough [tʌf]	тяжелый, трудный
20. diligent ['dɪlɪdʒ(ə)nt]	усердный, старательный
21. bane [beɪn]	проклятие
22. sanity [ˈsænəti]	рассудок, нормальная психика
23. to reward [rɪˈwɔː(r)d]	награждать, поощрять
a rewarding job	работа, приносящая удовлетворение
24. responsibility [rɪˌspɒnsɪˈbɪlɪti]	ответственность
a great deal of responsibility	большая ответственность
This job carries with it a great	Эта работа предполагает большую
deal of responsibility.	ответственность.

IV. READING COMPREHENSION

Exercise 1. Number the headings of the paragraphs in the order that they appear in the text.

Many hats of a system administrator
The challenge of dealing with co-workers
Stress factors of a sysadmin's job
The need for system administrators
An invitation to become a system administrator
The challenge of dealing with the managemen
Network knowledge requirements
The challenge of dealing with users

Exercise 2. Say if the following statements are TRUE, FALSE or NOT STATED in the text.

- 1. We need mechanics to fix software.
- 2. Mobile phones are very advanced devices.
- 3. System administrator deals only with physical systems.
- 4. System administrator needs a broad knowledge base of networks.
- 5. System administrator's job is never really done.
- 6. You'll often hear about system administrators burning hardware.
- 7. Dealing with people makes the job relatively easy.
- 8. System administrator is the person who gets blamed when things go right.
- 9. Fortunately, all coworkers are helpful, diligent, and proactive.

- 10. System administrators look forward to interfacing with users.
- 11. System administrator needs to learn to smile.
- 12.System administration is for those who want to create complex problems and spoil the computing experience for everyone on their network.

Exercise 3. Answer the questions based on the text.

- 1. Why will we always need system administrators?
- **2.** According to the text, what does the number of SA's responsibilities depend on? Why do you think that is the case?
- **3.** What operations does SA do with files so that they are still available after natural or man-made disasters?
- **4.** Why is it important for a system administrator to know much about networks?
- **5.** What should a system administrator know about networks?
- **6.** What factors can cause burnout for a system administrator?
- 7. What other challenges does system administrator face at his or her job?
- **8.** Why is it a rewarding job in spite of all the difficulties?

V. EXERCISES Exercise 1. Give **antonyms** to the following words: Give **synonyms** to the following words: tough to recover to locate diligent – broad to pick – to comply to abandon tough sanity – to reward – broad – Exercise 2. Complete the definitions of the terms from the text by filling in the blanks. file restore / virtualization / hardware maintenance / disaster recovery / patch backup / file system housekeeping / interoperability / network configuration 1. _____ is a set of changes to a computer program or its supporting data designed to update, fix or improve it. 2. _____ involves removing old or unused files and programs, backing up data, or running disk utilities such as ScanDisk or antivirus scan. 3. ______is the process of copying backup data from

secondary storage to its original location or a new location.

4.	is a method of regaining access to its IT
	infrastructure after events like a natural catastrophe or a cyber attack.
5.	is a copy of computer data taken and stored
	elsewhere in case the original is lost or damaged.
6.	is a technology that allows you to run multiple
	operating systems and applications simultaneously on the same machine.
7.	refers to the variety of support services
	provided for the optimization and/or repair of physical equipment.
8.	is the ability of computer systems or software to
	exchange and make use of information.
9.	is the process of setting a network's controls, flow and
	operation to support the network communication of a network owner.
10	refers to the process of capturing and analyzing visual
	information using a camera, analog-to-digital conversion and digital signal
	processing.

Exercise 3. Study the idioms from the text. Answer the questions.



To wear many hats – to have many jobs or roles

1) Imagine you are a system administrator in a small company. The jobs of what other IT professionals do you have to perform?



To take its toll – to cause damage gradually or through constant action or use

2) What takes a toll on system administrators? What takes its toll on you?



To stay on top of something — to be continuously aware of it and give it your regular attention

3) What must system administrator stay on top of? What do you stay on top of in your life now?

Exercise 4. Match the words from the left and the right column to create correct collocations.

- 1. update
- 2. configure
- 3. maintain
- 4. resolve
- 5. comply with
- 6. install
- 7. interface with
- 8. learn

- a) security notifications
- b) patches
- c) a firewall
- d) hardware
- e) new software
- f) users
- g) failures
- h) a network

Exercise 5. Give English vocabulary equivalents to the following phrases:

1. широкая оаза знании	
2. работа негативно сказывается	
3. принимать во внимание оповещения системы безопасности	
4. работа, приносящая удовлетворение	
5. большая ответственность	
б. относительно легко	
7. по сути	
8. послеаварийное восстановление работоспособности	
9. выбрать момент во времени	
10.ремонтные мастерские	
11.ведение файловой системы	
12. закончить деятельность	
13.выгорание в этой сфере	

V.GRAMMAR DOUBLE COMPARATIVES WITH «THE...»

Если нужно указать, что изменение какого-то одного качества приводит к изменению другого, используется следующая конструкция:

the + Comparative Adjective, the + Comparative Adjective (чем...тем)

Пример:

A system administrator wears many hats and the smaller your environment, the more hats you will wear.

У системного администратора много обязанностей, и **чем меньше** компания, в которой вы работаете, **тем больше** у вас будет обязанностей.

Exercise 1. Imagine you are a system administrator in a company giving advice to a person who considers starting his career as a system administrator. Think of the ending to the following sentences:

- 1. The older your hardware is, ...
- 2. The bigger your network is, ...
- 3. The bigger your company is, ...
- 4. The less you have to deal with clients, ...
- 5. The broader your knowledge base is, ...
- 6. The more helpful your coworkers are, ...
- 7. The more things break, ...
- 8. The more data you have stored on your computers, ...

Exercise 2. Study the idioms and describe situations when they would be used.

- 1. The sooner, the better.
- 2. The bigger they are, the harder they fall.
- 3. The more things change, the more they stay the same.
- 4. The more you know, the less you understand.
- 5. The more you get, the more you want.
- 6. The more you stir, the worse it stinks.

VII. SPEAKING

Exercise 1. Role play a dialogue between a system administrator and a manager, checking if all the computer systems are working properly and computer security is in place.

Exercise 2. Role play dialogues over a telephone between a system administrator and a user having one of the the following problems:

- can not log in on company's server;
- a printer does not respond to commands;
- an office network is down;
- pop-up notifications distract a user from doing his job;
- an important file has accidentally been deleted;
- there is no Internet connection;
- coffee has been spilled on a keyboard;
- access to a folder is denied:
- computer dos not recognize a password.

Take turns playing each role. You can think of your own situations as well.

UNIT 6



WEB DESIGNER

Preview

Answer the questions:

- 1. What can a web designer do to enhance the user's experience of a website?
- 2. What are the ways a good website can help a company grow and develop?
- 3. What do you know about SEO Search Engine Optimization?

I. READING

Read and translate the text

SOME TIPS TO MAKE YOU A BETTER WEB DESIGNER

Whether you're just beginning your journey as a web designer or have created countless websites, you can always improve your craft. Here are 5 tips to help you sharpen your skills.

1. Avoid hectic color schemes

With so many wonderful shades and hues out there, it's easy to go overboard with color. Though bright and bold color schemes are at the cornerstone of many designers' aesthetics, when you put too many colors too close together, the visual noise that is created overpowers the rest of the web design. Stick with a simple color palette and neutral background colors. A toned-down background makes colors on call-to-action buttons, menu items, or other design elements stand out and get the attention they deserve.

2. Put some thought into the images you include



The photos that are integrated into a web design layout have a huge impact on the overall look and feel of a website. Poorly shot images with fuzzy focus and questionable composition can diminish even the most brilliant of designs. Generic stock photos can drain the life from a design, leaving it bland and uninspiring.

Using high-quality photos is a simple

way to improve your designs. There are plenty of great options out there if you want to use stock photos. But don't just use them as they are. Make sure you crop and edit them. Use filters, adjust the saturation, change the warmth, and use other photo editing techniques to make the images better fit in with the harmony of a web design.

Additionally, pay attention to the file types you're using. Know the difference between a JPG and a PNG. Implementing the correct file types can make a huge difference in how fast your pages load.

3. Learn about SEO

How you put together a web design can have a great impact on SEO. As a web designer, a few things you should know about search engine optimization include:

• how to properly use header tags like <h1>, <h2>, and <h3>;

- how the part of a link that identifies a specific page aka a slug can influence organic search rankings;
- how to optimize images to speed up loading times and decrease the bounce rate which is the percentage of visitors who only view one page on your site and then navigate away without taking any actions.

4. Use responsive design

There are many devices out there with varying screen sizes. No matter how someone is accessing your web design, it should offer a similar experience no matter what it's being viewed on. Instead of putting a huge amount of effort into overly complex animations and hover effects



that may not work on every device, it's better to spend that time improving UI and UX for everyone. Using responsive design means your website will be user-friendly and offer an optimized experience across desktop and mobile devices.

5. Define who you are as a designer

It's not uncommon for designers to have multifaceted skill sets. However, because there are so many different aspects to design, it's impossible to be very skilled at everything. It's important for designers to pursue aspects of design that are personally exciting and interesting to them. Good designers know that having specialties, and becoming experts in those specialties, helps set their work apart and makes them more attractive to potential clients. To start, figure out what type of businesses or clients make you the happiest to work with. For example, if you're a foodie, you might find designing restaurant websites a perfect fit for you. Knowing who you are as a designer makes it easier to find the projects you want to work on and the people you want to work with.

Source: https://webflow.com/blog/web-design-tips

II. NOTES

craft [kra:ft]	ремесло
aesthetics [i:s'θεtɪks,εs'θεtɪks]	эстетика
menu item [ˈmɛnjuː ˈʌɪtəm]	элемент меню
generic [dʒɪˈnɛrɪk]	однотипный, шаблонный,
	ничем не примечательный
harmony [ˈhɑːməni]	гармония

organic [ɔːˈganɪk]	органический
UI, user interface	пользовательский интерфейс
UX, user experience	пользовательский опыт, опыт
	взаимодействия
identification [ar dentifi keisn]	идентификация
aka [ˌeɪkeɪˈeɪ] (also known as)	также известный как,
	иначе называемый
slug [slng]	описательная часть url-адреса
	(несколько слов в составе url-
	адреса, кратко описывающих
	контент страницы)
responsive design [rɪˈspɒnsɪv dɪˈzʌɪn]	отзывчивый дизайн
niche [ni:∫]	ниша
foodie [ˈfuː.di]	гурман
culinary [ˈkʌlɪnəri]	кулинарный
specialty [ˌspɛʃiˈalɪti]	профиль

III. VOCABULARY

1. hectic [ˈhɛktɪk]	беспорядочный		
hectic color schemes [ski:mz]	беспорядочное сочетание цветов		
2. bold [bəʊld]	смелый		
bright and bold color schemes	яркие и смелые цветовые решения		
3. hue [hju:]	тон, оттенок		
4. to go overboard ['əʊvəbəːd] with smth	перестараться с чем-л.		
5. to overpower [əuvə pauə]	подавлять		
6. to stand out	выделяться, быть заметным		
A toned-down background makes	Приглушенный фон делает цвета на		
colors on call-to-action buttons stand	кнопках призыва к действию		
out.	особенно заметными.		
7. to deserve [dɪˈzəːv]	заслуживать		
8. design layout [dɪˈzʌɪn ˈleɪaʊt]	дизайн-макет		
9. impact [ˈɪmpækt]	влияние, эффект		
to have a huge [hju:dʒ] impact on	оказывать огромное влияние		
10.fuzzy [ˈfʌzi]	нечеткий, размытый		
poorly shot images with fuzzy focus	некачественные размытые снимки		

11. questionable [ˈkwɛstʃ(ə)nəb(ə)l]	вызывающий вопросы или		
	нарекания, сомнительный		
12. to diminish [drˈmɪnɪʃ]	дискредитировать, нанести ущерб		
13. to drain [drein] the life from	лишить что-л./кого-л. жизни		
14. bland [blænd]	безликий, непримечательный		
15. to crop [krop]	обрезать		
16. to edit [ˈɛdɪt]	редактировать		
photo editing techniques [tɛkˈniːks]	приемы редактирования фотографий		
17. to adjust [əˈdʒʌst]	отрегулировать		
to adjust the saturation	отрегулировать насыщенность цвета		
[ˌsætʃəˈreɪʃn]			
18. bounce rate [baons]	показатель «ненужных просмотров»,		
	процент отказов		
19. to hover ['hovə]	зависать, парить		
hover effect [ɪˈfɛkt]	эффект, возникающий при		
	наведении компьютерной мыши		
20.multifaceted [mʌltɪˈfæsɪtɪd]	многогранный, разносторонний		
multifaceted skill set	комплексный набор навыков		
21. to set something apart	выгодно отличать что-л. от других		

IV. READING COMPREHENSION

Exercise 1. Say if the following statements are TRUE, FALSE or NOT STATED in the text.

- 1. Bright and bold color schemes are the best choice for a web site.
- 2. Menu items should be neutral and toned-down.
- 3. Using poorly shot images is a simple way to improve your design.
- 4. You should always crop and edit high-quality photos and not use them as they are.
- 5. If you adjust the saturation, the image may better fit in with the harmony of your web design.
- 6. JPG and PNG files take different time to load on a web page.
- 7. A slug the percentage of visitors who only view one page on your site.
- 8. You should use various tools to try to increase the bounce rate.
- 9. Some visitors only view one page on your site and then navigate away without taking any action.
- 10. Your web site will be accessed from devices with the same screen size.

- 11. You should put huge amount of effort into hover effects, because they improve UI and UX for everyone.
- 12. Your website should be more user-friendly when viewed on mobile devices than on desktop computers.
- 13. Many designers have multifaceted skill sets.
- 14. Having multifaceted skills makes designers more attractive to potential clients.
- 15. If you are fond of animals, you can choose to design web sites for pet stores or veterinary clinics.

Exercise 2. Answer the questions based on the text.

- 1. Who are the tips in the text intended for?
- 2. Why is it not advisable to use too many colors too close together??
- 3. Why is it advised to use neutral background colors
- 4. Why is it not advisable to use poorly shot images?
- 5. Is it ok to use stock photos for your web site?
- 6. Why is it important to use the correct file type for your image?
- 7. What is SEO?
- 8. What can influence SEO?
- 9. What is bounce rate?
- 10. What can affect the bounce rate?
- 11. What is the danger of using complex animations on your web site?
- 12. What does using a responsive design mean?
- 13. Why is it important for a designer to choose his or her specialty?
- 14. How can a designer choose his or her specialty?
- 15. What important tip on web design have you learned from the text?

Exercise 3. What aspect of web design do the following words and phrases refer to? Put appropriate letter (a-e) in the space provided next to each phrase.

	speed up loading times
	generic stock photos
	header tags
	wonderful shades
a) Color schemes	varying screen sizes
b) Quality of images	becoming an expert
c) SEO	poorly shot
d) Responsive design	simple palette
e) Finding specialty	overly complex animations
, 61	filters
	personally exciting and interesting
	improving UI and UX for everyone
	colors on call-to-action buttons
	

V. EXERCISES

Exercise 1. Study the idioms from the text and use them in your answers.



To go overboard with something – to do something in a way that is excessive or extreme

1) Imagine you are a web designer. What should you not go overboard with when making a site? What should you not go overboard with in your life?



To drain the life from – a gradual withdrawal and ultimate deprivation of what is necessary to an existence

2) What can drain the life from a web site? What can drain the life from you?



To set something apart – to show something to be different or special, better than others

3) What can help to set web designer's work apart? What sets a person apart from other people?

Exercise 2. Insert the words and expressions from the box into the sentences below:

hectic	bland	OV	erpower	bounce	rate	deserve	impact
1. If you invest in a good web design today, it will have a huge on							
yo	ur business	tomorr	ow.				
2. Yo	ou can cro	p an in	nage to help	the users	focus on it	s details	that really
		_their a	ttention.				
3. Th	e week bet	fore the	deadline was	·	and exhaus	sting.	
4. If	your webs	ite rece	eives 100 vis	sitors over	a period of	time but	about 40
vis	sitors leav	e the	first page	without	interacting	further,	then the
			_ for your w	ebsite is 40%	%.		
5. Ba	lancing a	composi	tion involve	s arranging	all elements	s in such a	a way that
on	e area of th	e design	n does not		other	areas.	

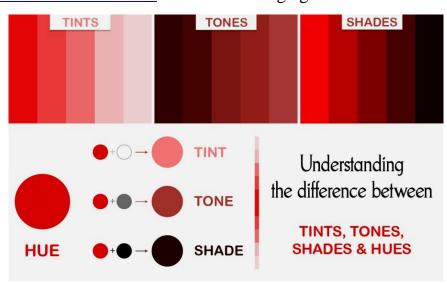
6. Plugins in web design are pretty cool, they can bring some exciting new features and design to a dull and _____ site. diminish hovers multifaceted design layout crop hues 7. Working in UX requires a ______ skill set and a passion for usercentric design. 8. There are some graphic design principles that you should follow when creating a ______ for a web site. 9. As soon as the mouse _____ over a specific part of the page or over the element you picked, customized animation will positively surprise and improve the user experience. 10. that contain higher amounts of yellow and red are considered warm colors. 11. Will infiltration of design by artificial intelligence _____the demand for graphic designers in the near future? 12. When you _____ an image, you remove certain regions of it and reduce its size accordingly. Exercise 3. Match the vocabulary words with their synonyms or definitions 1. fuzzy a. having many sides 2. bold b. marked by intense activity or emotion 3. adjust c. remove by cutting 4. diminish d. possibly not true, accurate or complete 5. bland e. brave 6. multifaceted f. color 7. hue g. blurry 8. hectic h. modify 9. questionable i. uninteresting j. reduce 10.crop

Exercise 4. Translate the sentences into English:

- 1. Обычно проект начинается с создания макета, и делать вы можете это прямо в браузере.
- 2. Цветовая схема это набор нескольких **оттенков**, которые будут использоваться на сайте.
- 3. Если интерфейс слишком сложный и непонятный, у сайта будет высок показатель пользователей, посмотревших только одну страницу.
- 4. **Регулируя насыщенность**, вы можете сделать цвет цифровых изображений более ярким, однако если вы **перестараетесь**, то вы получите неестественные цвета, например, неестественный тон кожи.

- 5. Выберите векторный объект, который требуется отредактировать.
- 6. Выбирая стиль, дизайнеры должны найти то, что будет **выгодно отличать** веб-сайт от других ресурсов аналогичной тематики.
- 7. Дизайнеры используют разнообразные игры со шрифтами и цветовые схемы для того, чтобы наиболее важная текстовая информация выделялась.
- 8. Интернет без фотографий был бы бледным и не интересным.
- 9. Удовольствие от чтения желтых букв на черном фоне весьма сомнительное.
- 10. Раньше, когда у вас получалось **размытое** фото, его приходилось удалять, а теперь существуют специальные программы, чтобы исправить **размытые** фото.

Note: *hue* can be translated into Russian as *ommeнoк*, *цвет*, *moн*, so it is important to understand how it differs from other similar words, also translated as *ommeнoк*: *tint*, *tone*, *shade*. You can go to a webpage https://gharpedia.com/blog/hues-tints-shades-tones-what-is-difference/ to view the image given below in full color.



Exercise 5. The following tasks are based on the *What is UX design?* video (https://www.youtube.com/watch?v=ziQEqGZB8GE&t=76s).

Pre-viewing task. Answer the questions:

- 1) Can you name a web site or an app that you've had bad experience with (or simply did not find user-friendly)? What difficulties did you have while navigating the site or performing necessary tasks?
- 2) Can you name a web site or an app that you've had great experience with (or found it really user-friendly)? Explain, why was it easy to navigate the site and/or perform necessary tasks?

Note the meaning of the following expressions used in the video:

To	take	into	account,	to	take	into	consideration	_	принимать	во	внимание,
учи	тыва	ть;									
a											

Core – ядро, суть;

Delight – восторг.

While-viewing task. Watch the video 0:00-3:16. Fill in the blanks:

1. What are 3 factors in 67x design.	
1) Meet the user's	
2) Be easy to use and to	
3) Give the user control and	
2. The bonus factor is and delight.	
3. The added bonus is something that makes you feel and	want to
use that service again.	
4. The core of UX design is that it is all about the	
5. When you give users a good experience, they are more likely to	

After viewing task. Answer the questions:

1 What are 3 factors in UX design?

- 1) How should a food delivery web site meet the user's needs?
- 2) How can you describe a site that is easy to learn?

come back and use your service again and again.

- 3) What two examples are given of a customer being pleasantly surprised after using a food delivery site?
- 4) Have you ever been pleasantly surprised when or after using a site?
- 5) Why are businesses all over the world are starting to realize the value of UX design?

VII. SPEAKING

Exercise 1. Role play an interview with an experienced web designer in pairs or in a group setting. One of the students posing as a web designer answers questions about mistakes people make creating a website, how these mistakes affect the business success and how to avoid such mistakes.

Exercise 2. Prepare a presentation about a website of your choice, giving an evaluation to its web design. If you want, you can choose the worst or the best website that you've come across.

Some questions you may use critiquing a web design include:

- Can the content be better organized to improve readability?
- Does the UI functionality make sense?
- Does the visual hierarchy work?

- What can be done to improve usability?
- Is it missing any important page elements?
- Does this website follow responsive web design guidelines?
- Will this website keep visitors' attention?

Exercise 3. Prepare a presentation about one of the relevant topics in web design. You can choose a topic from the list below.

- 1. UI vs. UX Design: What's the Difference? https://www.coursera.org/articles/ui-vs-ux-design
- 2. PNG vs JPG: which format is better for your website? https://webflow.com/blog/png-vs-jpg
- 3. What is Slug In SEO And How to Optimize it https://www.infidigit.com/blog/slug/#:~:text=Do%20Slugs%20Impact%20Rankings%3F,the%20search%20engine%20results%20page.
- 4. What Are Landing Pages? https://www.infidigit.com/blog/landing-pages/
- 5. Types Of SEO https://www.infidigit.com/blog/types-of-seo/
- 6. What is Anchor Text & Its Types? https://www.infidigit.com/blog/anchor-text/
- 7. Phases of a Web Design Project https://www.getfeedback.com/resources/ux/6-essential-phases-for-a-flawless-web-design-project/
- 8. Top Mistakes in Web Design
- 9. CSS Hover Effects https://www.simplilearn.com/tutorials/css-tutorial/css-hover-

effects#:~:text=What%20is%20a%20CSS%20Hover,to%20enhance%20the%2 Ouser%20experience.; https://blog.hubspot.com/website/css-hover-animation

Exercise 4. There are some heated debates on a number of issues in web design. For example, there are two opposing views:

- 1. Links to external sites should **always** open in new windows.
- 2. Web designers shouldn't take the control away from the user; the user should **choose** whether a link needs opening in a new window.

Your teacher will divide your class into two groups holding these opposite opinions. Take 3-5 minutes to prepare arguments for the point of view assigned to your group and then present them in a discussion.

Exercise 5. Favicons are the little icons that web browsers display next to the URL of a webpage, to show off the logo of the company or organization hosting the site.



Favicons have been on the web for a long time, starting with the introduction of Internet Explorer 5 in 1999. Since they have proven to be quite useful, most websites today will have a favicon.

- 1) Look at the favicons from some popular websites and see how many of them you can recognize.
- 2) Play a game with 2 or 3 of your classmates. Each player places a marker (a game piece) on the Start square. Throw dice or use online random number generator to move the markers across the game board. You can move in any direction except diagonally. When you land on a square, you must say what website it represents and describe your user experience if you have ever used it, naming particular problems if you've had any.



		I I I I I I I I I I I I I I I I I I I	11ppenam 1
		N UNITS 1-3	1(20 • 4)
I. Choose the correct sy			
1. If you enjoy challenge		_	-
	b) fit		
	or at least eight hou		
a) fit	b) level	c) location	d) disadvantages
3. For salaried work			
a) being up to	b) running behind	c) crunching	d) punching
4. Be prepared to de	al with a lot of	·	
	b) miscommunica		
5. To stay ahead of your	, you	need to constantly	educate yourself.
a) crunch time	b) location	c) competitors	d) advantages
6. I enjoy the process of	coding, testing and	l working through a	an
	b) solution		
7. In IT sector you can c			
	portunities c) sof		
8. More and more peopl			
	b) to pursue		
9 of the d			
	b) Every single or		
10. You may need to wor	• •		
	b) handling		
	_	_	
II. Choose the correct	translation for eac	th vocabulary wor	d (40 points).
1. to accomplish			
	time to time b) to	watch c) to comple	te d) to subsidize
2. to track			
a) to happen from	time to time b) to	watch c) to place	d) to pay for smth
3. to subsidize			
a) to accomplish	b) to deal with	c) to complete	d) to pay for smth
4. occasional			
a) lacking someth	ing	c) happening once	e
b) happening fron	n time to time	d) missing someth	ning
5. to be missing somethi	ing	_	_
_	b) happening once	e c) to handle	d) to deal with
6. whatever it takes	, 11 6	,	,
a) cheap	b) easy to follow	c) at any cost	d) definitely
7. issue	-,j	-,j	<i>a)</i>
a) a problem	b) a solution	c) gratification	d) core skill set
8. to tend	o) a solution	c) gradification	a) core sixin sec
a) to make sure	h) to have a tenda	ncy c) to implemer	nt d) to allow
9. unmatched	o) to have a tenue	ncy c, to implemen	it a) to allow
a) not burnt	h) incomparable	c) not danloyed	d) not married
10 to allow	o) incomparable	c) not deployed	a) not married

a) to figure out	b) to maintain	c) to let	d) to work through
11. выяснить			
a) to require	b) to figure out	c) to allow	d) to implement
12. задание			
a) salary	b) income	c) perk	d) assignment
13. недопонимание			
a) miscommunica	tion b) underunders	standing c) sa	acrifice d) assignment
14. напряженный			
a) determined	b) unmatched	c) stable	d) strenuous
15. совместный			
a) implemented	b) collaborative	c) strict	d) strenuous
16. удовлетворение			
a) gratification	b) advantage	c) average	d) income
17. обыкновенный			
a) particular	b) common	c) certain	d) continual
18. конкурент			
a) competitor	b) implementor	c) character	d) crunch
19. средний			_
a) particular	b) accomplished	c) deployed	d) average
20. зависеть от кого-то			
a) to be up to smb	b) to subsidize sm	b c) to get to	smb d) to handle smb
III. Write the appropri	ate term next to e	ach definitio	on (20 points).
			grammers work together at
one workstation –	•		
2. Putting the project pla	an into action –		
3. Working together as a	team on a project	that is too big	g for one person –
			s failure before and after
deployment –	•		
5. Process of writing a c	omputer program –	=	·
IV. Write if the following	ng statements TRI	UE or FALS	E (20 points).

- 1. Morning stand-up meetings are usually not very long.
- 2. All the days at a game studio are the same.
- 3. Most workers in a game studio are paid according to the number of hours they spend at the office.
- 4. Software engineers monitor their code to make sure things are working properly.
- 5. Soft skills include building, testing, and maintaining software.
- 6. Developing poor posture is one of the advantages of sitting at a desk 8 hours a day.
- 7. If you decide to work freelance, then you will face important competitors who have no IT knowledge at all.
- 8. Dynamic work in IT requires a dynamic personality.
- 9. Living a financially stable life is enough for many to consider getting into the IT industry.
- 10. With so many new information technologies appearing, it is no surprise that new job opportunities disappear constantly.

FINAL LEXICAL TEST

1. Choose the appropri	ate variant to inse	rt in the blai	nks (30 points).
1. Once you get ahead in a) bane	n IT, you are lookin b) sanity	•	_
2. Before you a) pose a threat to	a career in IT, b) overpowers		
3. Managersa) require	meeting dead b) violate	lines no matt c) ensures	er what it takes. d) disallow
infrastructure, the comp		lists must no	
5. Hiring computer secu a) crucial	rity specialists is _ b) liable		
6. The security specialis a) hover	ts can safe b) crop		
business tomorrow.	od web design today b) impact		e a huge on your d) hue
8 that of	contain higher amo	ounts of yello	ow and red are considered
warm colors. a) Layouts	b) Bland	c) Impacts	d) Hues
9. You must wind a) take a toll	th security notificat b) comply		d) consider
which to the	network infrastruct	ure.	nstallation of applications
a) pose a threat	b) comply	c) considers	d) notify
11. This joba) wears many ha	on you physically a ts b) requires		d) takes its toll
12. Hiring computer sec a) hue	urity specialists is _ b) diligent		
13. The specialists can p a) threat	orevent downloads t b) gratification	• •	
14. This job carries with a) bounce rate	it a great deal of b) field	c) breach	d) responsibility
size accordingly.			regions of it and reduce its
a) nover	b) drain	c) aeserve	u) Crop

II. Choose the correct equivalent (40 points).

1. to	think of a possibili a) to notify	ty of something b) to violate	c) to consider	d) to ensure
2. ab	le to be used for m a) particular	any different purpo b) versatile	oses c) bland	d) average
3. to	give up something a) to authorize	valuable b) to access	c) to sacrifice	d) to require
4. a p	olan with a list of ta a) schedule	nsks to do and the ti b) design layout	imes c) bandwidth	d) flow
5. ma	arked by intense ac a) fuzzy	tivity or emotion b) hectic	c) questionable	d) particular
6. fir	mly fixed a) strenuous	b) stable	c) bland	d) fuzzy
7. to	leave a) to pursue	b) to abandon	c) to face	d) to comply
8. di	fficult, hard a) tough	b) diligent	c) hectic	d) bland
9. to show something to be different or special a) to go overboard b) to drain the life c) to take a toll d) to set apart				
10.	to do something in a way that is excessive or extreme a) to go overboard b) to drain the life c) to take a toll d) to set apart			
11. o	трегулировать a) to hover	b) to violate	c) to comply	d) to adjust
12. c	омнительный a) fuzzy	b) multifaceted	c) questionable	d) hectic
13. 6	еспорядочный a) fuzzy	b) multifaceted	c) questionable	d) hectic
14. б	ыть заметным a) to stand out	b) to be up to	c) to deserve	d) to be missing
15.	обвинять a) burnout	b) sacrifice	c) blame	d) comply
16. в	ключать в себя, пр а) ensure	редусматривать b) edit	c) handle	d) entail
17. y	течка a) leakage	b) issue	c) hue	d) instance
18.	случай a) leakage	b) issue	c) hue	d) instance

19.	дополнительна a) perk		c) blame	d) sacrifice			
20.	насыщенность		c) sanity				
TTT	Insert the correct			u) iewaiu			
		• •					
	1. porting data designe			omputer program or its			
	2r site and then navi			o only view one page on ns.			
	3 ch is running behin		rk expected of wo	orkers to finish the project			
	4			tions given to employees pany's network.			
	5e the original is lost		mputer data take	n and stored elsewhere in			
IV.	Translate the follo	wing sentences (15 points):				
	1. Это значит, что, возможно, придётся работать допоздна и даже все выходные – что бы ни потребовалось, чтобы выполнить работу.						
	2. Существуют сотни потенциальных слабых мест в сети, и ваша задача – помочь их обнаружить и устранить.						
	3. Вы много услышите о выгорании в этой области.						
	4. Обычно проект начинается с создания макета.						
	5. Цветовая схема		нескольких от	тенков, которые будут			

5 Tips on How to Make a Great Presentation

- 1. Keep the text on the slide short and to the point.
- Follow **5x5 rule**: you should have a maximum of 5 text lines on a slide with no more than 5 words in each. Use key points instead of full sentences.



2. Choose the appropriate font

- Choosing the wrong font can easily make your text unreadable to your audience. Try to pick a classic font available on all computers.
- Use sans serif fonts and 32 point font size for text. Anything smaller is difficult to read.
- Make important lines of text and facts look bigger, bolder, and brighter than the others.
- Use contrasting colors (dark/light) for text and background.



3. Use good quality images

• Images should reinforce and complement your message. They should be impactful, not space-fillers. Empty space on the slide will actually enhance readability. Don't clutter the slide with images unless they add value.

4. Present data visually as much as possible

- Whenever your presentation contains a lot of data, it's better to use visual formats to communicate this data instead of just using text.
- Use various graphs and charts.

• For example, pick the doughnut graph to show your percentages in the middle of the graph (see the picture below). That way, your audience immediately understands your message.



!!! Remember that older versions of Windows may not support video or audio playback in a PowerPoint presentation or complex transitions from slide to slide, so if you want to make a fancy presentation, make sure you have the software needed to present it to the class.

5. Structure your presentation

The general structure of a presentation has an **introduction**, **a main body**, and **a conclusion**.

- 1) In the **introduction** to your presentation, you need to:
 - **greet** the audience;
 - introduce yourself and the topic;
 - arouse interest ask a question, tell a story;
 - state the **purpose** of the presentation;
 - outline the **structure** of the presentation tell them what you are going to tell them;
 - optional: include a slide where you provide definitions and/or translation of key terms and concepts.
- 2) In the **body** of your presentation arrange your points in a logical order and then provide information to support each of them. Practice your speech at home to make sure:
 - you know how to pronounce all the words correctly;
 - you know how long it will take to do the presentation in class.
- 3) A good **conclusion** includes:
 - **Summary.** List what goals your audience have achieved, what knowledge they got, and tell how this information can help them in the future. **Thank** your audience for viewing the presentation.

Appendix IV

Vocabulary

1. abandon [əˈbændən]	оставлять, прекращать	
2. access [ˈækses]	доступ	
3. access request [ˈækses rɪˈkwest]	запрос доступа	
4. access requirements [rɪˈkwʌɪəmənts]	требования к допуску	
5. accomplish [əˈkʌmplɪ ʃ]	выполнить, завершить	
6. adjust [əˈdʒʌst]	отрегулировать	
7. advanced [ədˈvɑːnst]	продвинутый, развитый	
8. advantage [ədˈvɑːntɪdʒ]	преимущество	
9. allow [əˈlaʊ]	позволять	
10. assignment [əˈsʌɪnm(ə)nt]	задание	
11. authentication [ɔːˈθentɪkeɪʃn]	установление подлинности	
12. authorize [ˈɔːθəraɪz]	авторизировать	
13. average [ˈav(ə)rɪdʒ]	средний	
14. bandwidth [ˈbændwɪtθ] usage	трафик	
15. bane [beɪn]	проклятие	
16. be a good fit for smb	подходить кому-л.	
17. be at a location nearby [nɪəˈbaɪ]	находиться неподалёку от чего-л.	
smth		
18. be in great demand	пользоваться повышенным спросом	
19. be missing smth	не хватать чего-л.	
20. be on the rise	увеличиваться, происходить всё чаще	
21. be up to smb	зависеть от кого-л.	
22. blame [bleɪm]	обвинять	
23. bland [blænd]	безликий, непримечательный	
24. bold [bəʊld]	смелый	
25. bounce rate [baons]	показатель «ненужных просмотров»,	
	процент отказов	
26. breach [bri:tʃ]	вторжение, нарушение целостности	
27. broad [bro:d]	широкий	
28. broad knowledge base	широкая база знаний	
29. burnout ['bɜ:(r)naʊt]	выгорание	
30. career [kəˈrɪə]	карьера	
31. catch smb in the act	поймать с поличным	
32. certain [ˈsəːtən]	некоторый, определенный	
33. character [ˈkærəktə]	персонаж	

34. collaboration [kəlæbəˈreɪʃn]	сотрудничество, взаимодействие	
35. collaborative [kəˈlæbərətɪv]	совместный	
36. commit a violation	допустить нарушение	
37. common [ˈkɒmən]	обыкновенный, общий, типичный	
38. competitor [kəmˈpɛtɪtə]	конкурент	
39. comply [kəmˈplaɪ] with smth	принимать во внимание, следить за ч-л	
40. consider [kənˈsɪdə] doing smth	подумать о том, чтобы сделать что-л.	
41. continual [kənˈtɪnjʊəl] training	непрерывное обучение	
42. core skill set [kɔ:(r)]	набор ключевых навыков	
43. crop [krop]	обрезать	
44. crucial [ˈkruːʃ(ə)l]	крайне важный	
45. crunch time [krantʃ]	аврал, напряженный период работы	
46. data breach ['deitə briːtʃ]	нарушение защиты данных	
47. definitely ['definətli]	определённо, безусловно, точно	
48. demand [dɪˈmænd, dɪˈmɑːnd]	спрос	
49. deploy a code [dɪˈplɔɪ]	развертывать код	
50. deserve [dɪˈzəːv]	заслуживать	
51. design layout [dɪˈzʌɪn ˈleɪaʊt]	дизайн-макет	
52. diligent [ˈdɪlɪdʒ(ə)nt]	усердный, старательный	
53. diminish [dɪˈmɪnɪʃ]	дискредитировать, нанести ущерб	
54. disadvantage [disədˈvɑːntɪdʒ]	недостаток	
55. disallow [ˌdɪsəˈlaʊ]	препятствовать, не разрешать	
56. disaster recovery	послеаварийное восстановление	
	работоспособности	
57. drain [drein] the life from	лишить что-л./кого-л. жизни	
58. edit [ˈɛdɪt]	редактировать	
59. ensure [mˈʃor]	обеспечивать	
60. entail [m'teɪl]	включать (в себя), предусматривать	
61. environment [ɪnˈvʌɪrənm(ə)nt]	среда, обстановка	
62. every single one [ˈsɪŋgl]	все без исключения, все до единого	
63. face smth/smb	встречаться с чем-л./кем-л.	
64. field [fi:ld]	область, сфера	
65. figure out [ˈfɪgə ˈaʊt]	выяснить, разобраться, понять	
66. figure smth out on your own	разобраться в чем-то самостоятельно	
67. file restore	восстановление файлов	
68. filesystem housekeeping	ведение файловой системы	
69. find out ['faind 'aut]	узнать, выяснить	
70. flow [fləʊ]	поток	

71. fuzzy [ˈfʌzi]	нечеткий, размытый	
72. gain weight [geɪn weɪt]	набрать вес	
73. generally [ˈdʒɛn(ə)rəli]	вообще, в основном, обычно	
74. get to smth	приниматься за что-л., начинать что-л.	
75. go overboard [ˈəʊvəbəːd] with	перестараться с чем-л.	
smth		
76. gratification [grætɪfɪˈkeɪʃn]	удовлетворение	
77. guidelines [ˈgaɪdˌlaɪnz]	рекомендации	
78. handle smth [hændl]	работать с чем-л., разбираться с чем-л.	
79. handle smth ['hændl]	иметь дело с чем-л., заниматься	
80. have a huge [hjuːdʒ] impact on	оказывать огромное влияние	
81. hectic [ˈhεktɪk]	беспорядочный	
82. hectic color schemes [ski:mz]	беспорядочное сочетание цветов	
83. hold smb liable	возложить на кого-л ответственность	
84. hover ['hɒvə]	зависать, парить	
85. hover effect [1'fɛkt]	эффект, возникающий при наведении	
	компьютерной мыши	
86. hue [hjuː]	тон, оттенок	
87. impact ['ɪmpækt]	влияние, эффект	
88. implement ['impliment]	осуществить, внедрить, реализовать	
89. implementation [implimen teisn]	п] внедрение, реализация	
90. income [ˈɪnkʌm]	доход	
91. instance [ˈɪnstəns]	случай	
92. internal [ɪnˈtɜː(r)n(ə)l]	внутренний	
93. internally	внутри компании, без привлечения	
	сторонних организаций	
94. issue ['ɪʃuː]	вопрос, проблема	
95. job opportunities [ppəˈtjuːnɪtiz]	возможности трудоустройства	
96. leakage [ˈliːkɪdʒ]	утечка	
97. level [lɛv(ə)l]	уровень	
98. liable [ˈlaɪəb(ə)l]	ответственный	
99. locate [ləʊˈkeɪt]	определить местонахождение	
100. location [ləˈkeɪʃn]	местоположение	
101. maintain [meɪnˈteɪn]	поддерживать, сохранять в хорошем	
	состоянии, обслуживать	
102. make sure [∫ʊə]	убедиться	
103. miscommunication	недопонимание	
[mɪskəmjuːnɪˈkeɪʃn]		

104. monitor the flow of information	наблюдать за потоком информации	
105. multifaceted [ˌmʌltiˈfæsɪtɪd]	многогранный, разносторонний	
106. multifaceted skill set	комплексный набор навыков	
107. notification [nəʊtɪfɪˈkeɪʃ(ə)n]	уведомление, оповещение	
108. notify smb ['nəʊtɪfaɪ]	уведомить, проинформировать	
109. occasional [əˈkeɪʒ(ə)n(ə)l]	случающийся периодически,	
	нерегулярно, время от времени	
110. office environment	рабочая среда	
111. once [wans]	как только; после того, как	
112. overpower [ˌəʊvəˈpaʊə]	подавлять	
113. particular [pəˈtɪkjʊlə]	отдельный, конкретный,	
	определенный	
114. perk [pəːk]	привелегия, дополнительная льгота	
115. pertain to smth/smb [pərˈteɪn]	относиться к чему-л/кому-л.	
116. photo editing techniques	приемы редактирования фотографий	
[tɛkˈniːks]		
117. pick [pɪk]	выбирать	
118. poor posture [puə ˈpɒstʃə]	плохая осанка	
119. pose a threat [θret] to smth	представлять угрозу чему-л.	
120. privacy violation ['vaɪəleɪʃn]	нарушение конфиденциальности	
	персональных данных	
121. pros and cons [prəʊz ən kɒnz]	аргументы «за» и «против»	
122. protection	защита	
123. punch in and out [pants]	отмечать время прихода на работу и	
124	ухода с работы	
124. pursue [pəˈsjuː] a career in smth	делать карьеру в какой-л. области	
125. questionable ['kwɛstʃ(ə)nəb(ə)l]	вызывающий вопросы или нарекания, сомнительный	
126. recover [rɪˈkʌvə(r)]		
127. relatively [ˈrelətɪvli]	восстанавливать	
128. request [rɪˈkwest]	относительно	
129. require [rɪˈkwʌɪə]	запрос требовать	
130. requirement	требование, необходимое условие	
131. responsibility [rɪˌspɒnsɪˈbɪlɪti]	ответственность	
132. restore [rɪˈstɔː(r)]	восстанавливать	
133. reward [rɪˈwɔː(r)d]	награждать, поощрять	
134. rewarding job	работа, приносящая удовлетворение	
135. run behind the schedule [rʌn	отставать от графика	
L	1 1	

bi haind do 'sedju:1]		
136. run late	опаздывать	
137. sacrifice [ˈsækrɪfʌɪs] smth	жертвовать чем-л.	
138. salary [ˈsæləri]	оклад	
139. sanity [ˈsænəti]	рассудок, нормальная психика	
140. saturation[ˌsætʃəˈreɪʃn]	насыщенность цвета	
141. sense of security	чувство безопасности	
142. sensitive [ˈsensətɪv]	засекреченный, секретный, уязвимый	
143. sensitive data	секретные данные,	
	конфиденциальная информация	
144. set something apart	выгодно отличать что-л. от других	
145. skill	навык	
146. soft skills	универсальные	
	надпрофессиональные навыки	
147. solution [səˈluːʃ(ə)n]	решение	
148. stable [steɪb(ə)l]	стабильный	
149. financially [faɪˈnænʃəli] stable	финансово стабильный	
150. stand out	выделяться, быть заметным	
151. stay on top of best practices	быть в курсе передового опыта	
152. strenuous [ˈstrɛnjʊəs]	напряженный, требующий	
	значительных физических усилий	
153. strict schedule [ˈʃɛdjuːl],	жесткий график	
[ˈskɛdjuːl]		
154. take its toll on smb/smth (idiom)	негативно сказываться на ком-л./чем-	
	л., накладывать отпечаток	
155. tend	иметь тенденцию, быть склонным	
156. to subsidize smth ['sabsidaiz]	субсидировать, частично	
	компенсировать расходы на что-л.	
157. tough [tʌf]	тяжелый, трудный	
158. track smth [træk]	следить за чем-л.	
159. unauthorized user	незарегистрированный пользователь	
160. unmatched [An'mætʃt]	ни с чем не сравнимый	
161. versatile ['vəːsətʌɪl]	разносторонний, многогранный	
162. violate ['vaiəleit]	нарушать	
163. violate company policies	нарушить правила компании	
164. violation ['vaiəleit]	нарушение	

165. wear many hats (idiom)	выполнять	различные	роли,
	совмещать обяз	анности	
166. whatever it takes [wpt'ενə]	любой ценой		
167. work through an issue	разобраться с п	роблемой	

1. аврал, напряженный период работы	crunch time [krʌntʃ]
2. авторизировать	authorize [ˈɔːθəraɪz]
3. аргументы «за» и «против»	pros and cons [prəʊz ən kɒnz]
4. безликий, непримечательный	bland [blænd]
5. беспорядочное сочетание цветов	hectic color schemes [ski:mz]
6. беспорядочный	hectic [ˈhɛktɪk]
7. быть в курсе передового опыта	stay on top of best practices
8. ведение файловой системы	filesystem housekeeping
9. включать (в себя),	entail [ɪnˈteɪl]
предусматривать	
10. влияние, эффект	impact ['ɪmpækt]
11. внедрение, реализация	implementation [ɪmplɪmenˈteɪʃn]
12. внутренний	internal [ɪnˈtɜː(r)n(ə)l]
13. внутри компании, без	internally
привлечения сторонних	
организаций	
14. возложить на кого-л	hold smb liable
ответственность	
15. возможности трудоустройства	job opportunities [ppəˈtjuːnɪtiz]
16. вообще, в основном, обычно	generally [ˈdʒɛn(ə)rəli]
17. вопрос, проблема	issue [ˈɪʃuː]
18. восстанавливать	recover [rɪˈkʌvə(r)]
19. восстанавливать	restore [rɪˈstɔː(r)]
20. восстановление файлов	file restore
21. все без исключения, все до	every single one ['sɪŋgl]
единого	
22. встречаться с чем-л./кем-л.	face smth/smb
23. вторжение, нарушение	breach [briːtʃ]
целостности	
24. выбирать	pick [pɪk]
25. выгодно отличать что-л. от	set something apart

других	
26. выгорание	burnout [ˈbɜː(r)naʊt]
27. выделяться, быть заметным	stand out
28. вызывающий вопросы или	questionable [ˈkwɛstʃ(ə)nəb(ə)l]
нарекания, сомнительный	
29. выполнить, завершить	accomplish [əˈkʌmplɪ ʃ]
30. выполнять различные роли,	wear many hats (idiom)
совмещать обязанности	
31. выяснить, разобраться, понять	figure out [ˈfɪgə ˈaʊt]
32. делать карьеру в какой-л.	pursue [pəˈsjuː] a career in smth
области	
33. дизайн-макет	design layout [dɪˈzʌɪn ˈleɪaʊt]
34. дискредитировать, нанести	diminish [dɪˈmɪnɪʃ]
ущерб	
35. допустить нарушение	commit a violation
36. доступ	access [ˈækses]
37. доход	income ['ɪnkʌm]
38. жертвовать чем-л.	sacrifice ['sækrɪfʌɪs] smth
39. жесткий график	strict schedule [ˈʃɛdjuːl], [ˈskɛdjuːl]
40. зависать, парить	hover [ˈhɒvə]
41. зависеть от кого-л.	be up to smb
42. задание	assignment [əˈsʌɪnm(ə)nt]
43. запрос	request [rɪˈkwest]
44. запрос доступа	access request ['ækses rı'kwest]
45. засекреченный, секретный,	sensitive ['sensətıv]
уязвимый	
46. заслуживать	deserve [dɪˈzəːv]
47. защита	protection
48. иметь дело с чем-л., заниматься	handle smth ['hændl]
49. иметь тенденцию, быть	tend
склонным	
50. как только; после того, как	once [wans]
51. карьера	career [kəˈrɪə]
52. комплексный набор навыков	multifaceted skill set
53. конкурент	competitor [kəmˈpɛtɪtə]
54. крайне важный	crucial [ˈkruːʃ(ə)l]
55. лишить что-л./кого-л. жизни	drain [dreɪn] the life from
56. любой ценой	whatever it takes [wɒtˈεvə]

57. местоположение	location [ləˈkeɪʃn]
58. многогранный, разносторонний	multifaceted [ˌmʌltiˈfæsɪtɪd]
59. наблюдать за потоком	monitor the flow of information
информации	
60. набор ключевых навыков	core skill set [kɔ:(r)]
61. набрать вес	gain weight [geɪn weɪt]
62. навык	skill
63. награждать, поощрять	reward [rɪˈwɔː(r)d]
64. напряженный, требующий	strenuous [ˈstrɛnjʊəs]
значительных физических	
усилий	
65. нарушать	violate ['vaɪəleɪt]
66. нарушение	violation [ˈvaɪəleɪt]
67. нарушение защиты данных	data breach [ˈdeɪtə briːtʃ]
68. нарушение конфиденциальности	privacy violation [ˈvaɪəleɪʃn]
персональных данных	
69. нарушить правила компании	violate company policies
70. насыщенность цвета	saturation[ˌsætʃəˈreɪʃn]
71. находиться неподалёку от чего-л.	be at a location nearby [nɪəˈbaɪ] smth
72. не хватать чего-л.	be missing smth
73. негативно сказываться на ком-	take its toll on smb/smth (idiom)
л./чем-л., накладывать отпечаток	
74. недопонимание	miscommunication
	[mɪskəmjuːnɪˈkeɪʃn]
75. недостаток	disadvantage [disədˈvɑːntɪdʒ]
76. незарегистрированный	unauthorized user
пользователь	
77. некоторый, определенный	certain ['səːtən]
78. непрерывное обучение	continual [kənˈtɪnjʊəl] training
79. нечеткий, размытый	fuzzy [ˈfʌzi]
80. ни с чем не сравнимый	unmatched [ʌnˈmæt∫t]
81. обвинять	blame [bleɪm]
82. обеспечивать	ensure [ɪnˈʃʊr]
83. область, сфера	field [fiːld]
84. обрезать	crop [krpp]
85. обыкновенный, общий,	common [ˈkɒmən]
типичный	
86. оказывать огромное влияние	have a huge [hjuːdʒ] impact on

87. оклад	salary [ˈsæləri]
88. опаздывать	run late
89. определённо, безусловно, точно	definitely [ˈdefinətlɪ]
90. определить местонахождение	locate [ləʊˈkeɪt]
91. оставлять, прекращать	abandon [əˈbændən]
92. осуществить, внедрить,	implement ['ImplIment]
реализовать	
93. ответственность	responsibility [rɪˌspɒnsɪˈbɪlɪti]
94. ответственный	liable [ˈlaɪəb(ə)l]
95. отдельный, конкретный, определенный	particular [pəˈtɪkjʊlə]
96. отмечать время прихода на	punch in and out [pʌntʃ]
работу и ухода с работы	F 2000 CE 200 CE
97. относительно	relatively [ˈrelətɪvli]
98. относиться к чему-л/кому-л.	pertain to smth/smb [pərˈteɪn]
99. отрегулировать	adjust [əˈdʒʌst]
100. отставать от графика	run behind the schedule [rʌn bɪˈhʌɪnd
	ðə ˈʃɛdjuːl]
101. перестараться с чем-л.	go overboard [ˈəʊvəbɔːd] with smth
102. персонаж	character [ˈkærəktə]
103. плохая осанка	poor posture [pvə ˈpɒstʃə]
104. подавлять	overpower [ˌəʊvəˈpaʊə]
105. поддерживать, сохранять в	maintain [meɪnˈteɪn]
хорошем состоянии,	
обслуживать	
106. подумать о том, чтобы сделать	consider [kənˈsɪdə] doing smth
что-л.	
107. подходить кому-л.	be a good fit for smb
108. позволять	allow [əˈlaʊ]
109. поймать с поличным	catch smb in the act
110. показатель «ненужных	bounce rate [baons]
просмотров», процент отказов	
111. пользоваться повышенным	be in great demand
спросом	
112. послеаварийное восстановление	disaster recovery
работоспособности	
113. поток	flow [fləʊ]
114. представлять угрозу чему-л.	pose a threat [θ ret] to smth

115. преимущество	advantage [ədˈvɑːntɪdʒ]
116. препятствовать, не разрешать	disallow [ˌdɪsəˈlaʊ]
117. привелегия, дополнительная	perk [pəːk]
льгота	
118. приемы редактирования	photo editing techniques [tɛkˈniːks]
фотографий	
119. принимать во внимание, следить	comply [kəmˈplaɪ] with smth
за ч-л	
120. приниматься за что-л., начинать	get to smth
что-л.	
121. продвинутый, развитый	advanced [ədˈvɑːnst]
122. проклятие	bane [beɪn]
123. работа, приносящая	rewarding job
удовлетворение	
124. работать с чем-л., разбираться с	handle smth [hændl]
чем-л.	
125. рабочая среда	office environment
126. развертывать код	deploy a code [dɪˈplɔɪ]
127. разносторонний, многогранный	versatile ['vəːsətʌɪl]
128. разобраться в чем-то	figure smth out on your own
самостоятельно	
129. разобраться с проблемой	work through an issue
130. рассудок, нормальная психика	sanity [ˈsænəti]
131. редактировать	edit [ˈɛdɪt]
132. рекомендации	guidelines [ˈgaɪdˌlaɪnz]
133. решение	solution [səˈluːʃ(ə)n]
134. секретные данные,	sensitive data
конфиденциальная информация	
135. следить за чем-л.	track smth [træk]
136. случай	instance ['ɪnstəns]
137. случающийся периодически,	occasional [əˈkeɪʒ(ə)n(ə)l]
нерегулярно, время от времени	
138. смелый	bold [bəʊld]
139. совместный	collaborative [kəˈlæbərətɪv]
140. сотрудничество,	collaboration [kəlæbəˈreɪʃn]
взаимодействие	
141. спрос	demand [dɪˈmænd, dɪˈmɑːnd]
142. среда, обстановка	environment [ɪnˈvʌɪrənm(ə)nt]

143. средний	average [ˈav(ə)rɪdʒ]	
144. стабильный	stable [steɪb(ə)l]	
145. финансово стабильный	financially [faɪˈnænʃəli] stable	
146. субсидировать, частично ком-	to subsidize smth ['sʌbsɪdʌɪz]	
пенсировать расходы на что-л.		
147. тон, оттенок	hue [hjuː]	
148. трафик	bandwidth [ˈbændwɪtθ] usage	
149. требование, необходимое	requirement	
условие		
150. требования к допуску	access requirements [rɪˈkwʌɪəmənts]	
151. требовать	require [rɪˈkwлɪə]	
152. тяжелый, трудный	tough [tʌf]	
153. убедиться	make sure [ʃʊə]	
154. уведомить, проинформировать	notify smb [ˈnəʊtɪfaɪ]	
155. уведомление, оповещение	notification [ˌnəʊtɪfɪˈkeɪʃ(ə)n]	
156. увеличиваться, происходить всё	be on the rise	
чаще		
157. удовлетворение	gratification [grætɪfɪˈkeɪʃn]	
158. узнать, выяснить	find out ['faınd 'aot]	
159. универсальные	soft skills	
надпрофессиональные навыки		
160. уровень	level [lɛv(ə)l]	
161. усердный, старательный	diligent [ˈdɪlɪdʒ(ə)nt]	
162. установление подлинности	authentication [ɔːˈθentɪkeɪʃn]	
163. утечка	leakage [ˈliːkɪdʒ]	
164. чувство безопасности	sense of security	
165. широкая база знаний	broad knowledge base	
166. широкий	broad [bro:d]	
167. эффект, возникающий при	hover effect [1'fɛkt]	
наведении компьютерной мыши		

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Вера Геннадьевна Беседина

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