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Professor Worthy

Programming in Alice

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After graduating college with my degree, I hope to become a lead mobile-app designer for a company. I hope to create apps that are able to engage my user base, but I know that I will encounter many complications while creating my apps. One major complication I will come across is that my app may become too distracting, because I want to try to make my app more engaging. Also, my app will use a lot of notifications to notify the users of new updates to the app, which could be a problem because they may distract users from things in their life that they need to focus on.

I want to make a really engaging app, but it will most likely end up becoming too distracting, because the main issue with apps is that they cause too many distractions, which can lead to many problems for users. These problems can range from not paying attention in class to getting into a car accident, and problems like these can lower the app's popularity, which would greatly harm myself as well as the team that helped create the app. For me to be able to still create an engaging app and cancel out the problems that can come with it, I could consider giving options to the users on how and when they would prefer to receive notifications. I can create options on the app that allow the user to decide what time they would prefer to receive notifications and how they would like to receive them. For example, they could set the time of their notifications at six o'clock in the afternoon and have the notifications only appear when they go to their phones' home screen. The only notifications that will interrupt the users are the ones that let users know that their app account is being tampered with and because of this notification, the app will become more trustworthy; overall, this improves the app's reputation in safety. To limit frequent distractions on the app, I will create a timer on the app that will kick the

user off of their account, and the user will receive the app's currency, which when saved up to a high amount, can be used to buy real world products. Considering that the app will give users incentives to come back to the app, the app will become more engaging and less distracting. After considering these ideas, I can then start to outline my decision-making process for my app.

I first need to identify the problem I am facing, which is needing to create apps that will decide if/when as well as how users will receive notifications on their device from the app. From what I have read about Apples "Do Not Disturb Mode" and Androids "Driving Detective" app, I can clearly devise a few ideas of how and when users should receive notifications from my app. My first idea is that I could create a few options for the user that would allow them to decide and set the time of day they would like to receive notifications in order for them to not receive notifications during important events that may put their lives in danger. I would also give them the option of not receiving notifications. It is said in the Bible, that "No one should seek their own good, but the good of others" (1 Corinthians 10:24). and one of my main goals in creating this app is to improve the safety of phone users. My second idea is that users can choose where they would like to receive notifications, the options would either be on the home screen or whenever they opened the app, which would allow them receive notifications, or they could also choose to not have notifications. Apple currently has "Do Not Disturb Mode", which allows users to not receive notifications when turned on, and Android has something similar to this called "Driving Detective". "Driving Detective" is an app that makes sure that users don't receive notifications when they are driving, and with these two concepts with receiving notifications, I can make a perfect app that will stay engaging and less distracting to users. The Bible states, "Each of you should use whatever gift you have received to serve others, as faithful stewards of God's grace in its various forms" (1 Peter 4:10), and I believe this is the reason why I want to create an app; it's because I want users to invest in something that they can trust, which is why I

will use this decision-making process to develop an app that everyone can enjoy and benefit from.