**Q5. HOW TO COLLECT AND ANALYZE USER REQUIREMENTS FOR A MOBILE APPLICATION**

**A.COLLECTING REQUIREMENTS**

1. DEFINE OBJECTIVES:

Identify the goals of the app and the problem it aims to solve and also define the target audience for more tailored insights

2. CONDUCT STAKEHOLDER INTERVIEWS:

Identify stakeholders like users, clients or team members and ask them open ended questions to gather insights

3. SURVEYS AND QUESTIONAIRES:

Design a survey covering key aspects of the app like features and usability and distribute it online using tools like Google forms and monkey survey to reach a broader audience

4. FOCUS GROUPS:

Organize sessions with small groups of target users and facilitate discussions to encourage open sharing of thoughts

5. USER PERSONA:

Create fictional characters representing different types of users focusing on demographics, goals, behaviors and pain points

6. USER JOURNEY MAPPING:

map out the steps the users take when interacting with the app and identify critical touch points and analyze pain points

7. COMPETITIVE ANALYSIS:

Research similar apps to identify successful features and feedback and benchmark against competitors to find gaps and opportunities

8. PROTOTYPING:

Develop low fidelity wire frames to visualize the layout and the flow and share prototypes with users for initial reactions

**ANALYZING REQUIREMENTS**

1.REQUIREMENT DOCUMENTATION

Compile findings into a comprehensive document and include both functional and non-functional requirements

2. PRIORITIZE REQUIREMENTS

Use prioritization techniques like the MOSCOW METHOD to distinguish between important features from less important and useless ones. It includes the must have features, should have features, could have features and the would have features. Categorizing the requirements under these would help clarify what is needed and what is not.

3. REVIEW AND VALIDATE:

Present the requirements documents to stakeholders for feedback and revise the requirements based on the stake holder input. Ensure that it meets the user’s needs and expectations.

4. COUNTINUOUS FEEDBACK

Establish feedback loops for ongoing user input throughout development and be flexible to adapt to requirements based on user testing and feed back

**TOOLS**

1. JIRA: A tool for issue tracking project management and requirement management
2. Trello : A visual tool for organizing and prioritizing requirements
3. Survey monkey and Google Forms: Tools for creating and sharing surveys
4. UserTesting: A tool used to collect feedback from users in the form of video recordings and written comments
5. MOSCOW METHOD: Technique for prioritizing requirements
6. Use case diagrams: Tool used to show what each participant can do in the app etc.