

Homework Assignment 1: Reflections, ideas, and planning

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Question 1) Based on the reports of your fellow classmates during our last class (2023-09-18), please briefly summarize any new ideas for apps to solve people's problems that you have come up with as a result of listening to other students.

I observed a problem when one of my classmates discussed our daily expenses. They suggested that our spending should be analyzed based on product categories, particularly in the context of India's Goods and Services Tax (GST) system. In India, we pay GST on the products we purchase, and this tax is refunded to us annually. The idea is to have an app that tracks and displays how much GST we've paid for each product. This way, we can easily understand the tax amounts associated with our purchases through user-friendly graphs. Additionally, my classmate pointed out another issue related to currency exchange. They noted that when we convert currency, there's typically a fee for the conversion, but this fee often doesn't appear in our transaction records. To address this, my classmate suggested the inclusion of a dedicated section in the app specifically for tracking taxes paid during purchases or any other money transfers. This separate section would simplify tax calculations for users, making it more convenient. Therefore, the app developers should consider creating this feature to enhance user experience.

Question 2) Several people mentioned the "conflict" between the desire to have a free app, and developers' desire (and need) to get compensated. Can you suggest any ways by which developers can reap their creativities and efforts' rewards without alienating their "customer base" by inundating them with ads and/or charging them.

In my opinion, Consumers and app developers often clash, and I have some suggestions to help with this. When we sign up for streaming channels, like Amazon Prime, we usually get access to lots of movies and shows. However, some special channels cost extra, and Amazon Prime is even charging more for some premium movies now. Here are a couple of ideas to make things better:

It would be easier for users if they had just one subscription that covered everything, including movies and special channels. This subscription should also make sure that videos play smoothly without any problems.

Sometimes, even when you pay for a service like Amazon Prime, you still see ads. This can be annoying because we think we shouldn't see ads if we're paying.

In short, we want apps to be more user-friendly, and we don't want to keep paying extra for different things. Also, if we're paying for an app, we don't want to see ads.

Question 3) Please point to any app/software/website that offers in your opinion an excellent UI/UX. Briefly explain in what ways you find its UI/UX to be so good.

Instagram, a well-known social media app originating in the United States, revolves primarily around the global sharing of photos and videos. One standout aspect of this app is its capability for users to upload images and then use various filters and hashtags to enhance and categorize their content.

Instagram allows users to control who can see their posts, offering options to share content publicly or limit access to approved followers. From a personal standpoint, I find Instagram to be an invaluable tool for staying connected with friends and family. What makes Instagram particularly enjoyable for me are its creative features, such as the ability to use diverse filters and emojis during video chats.

Furthermore, Instagram serves as a platform for users to showcase their daily experiences and the beautiful places they visit. It acts as a visual diary, allowing individuals to share moments from their lives and document their adventures. Additionally, when I upload a photo to Instagram, the app often automatically detects and displays the location where the image was taken, providing context for the content. It serves as a powerful tool for maintaining connections and sharing life's moments with a global audience.

Question 4) Have the last class's discussions and/or items #1-3 get you closer to a page/app you would like to pursue as a project for this course? Please discuss this briefly

I have an idea for a website and a smartphone app called 'Chocolate Finder: Your Sweet Treat Guide.' This app will help people find the best chocolate stores nearby. The main goal is to make it easy for chocolate lovers to discover great chocolate shops in their area.

Some cool features we're thinking about include finding chocolate shops based on your location, reading reviews from other chocolate fans, filtering and sorting options, maps to show you where the shops are, and personalized recommendations. These recommendations will be made using smart computer algorithms that learn from your preferences and past searches. Some key features under consideration include Location-Based Search, Store Ratings and Reviews, Filter and Sort Options, Interactive Maps, and Personalized Recommendations. These personalized recommendations will be driven by machine learning algorithms, ensuring that users receive chocolate suggestions aligned with their tastes and previous searches.

For building the website and app, we're planning to use HTML, CSS, and JavaScript to make them look and work nicely. And for the app part, we'll use a tool called Android Studio to make it work on Android phones. For the smart recommendation stuff, we might use a programming language called Python, along with special libraries like TensorFlow or PyTorch. To put maps on the app, we'll use Google Maps for the seamless implementation of mapping and geolocation features, enhancing the overall user experience.

Overall, 'Chocolate Finder' is all about making it super easy for you to find and enjoy delicious chocolate wherever you are.