Assignment Number: 1

Assignment Title: Reflections, ideas, and planning

1.Based on the reports of your fellow classmates during our last class (2023-09-26), please briefly summarize any new ideas for apps to solve people's problems that you have come up with as result of listening to other students.

 I found the prehab website to be fascinating after listening and going through the class discussions. The main goal of the app is to take control of your health with exercise and education. The improvement I would like to suggest is to provide functions like voice commands, text to speech, and larger text options so that the app can be used by a variety of users, including people with disabilities. One other improvement I would like to make is to offer content in a variety of languages in order to serve a multilingual user base.

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

 Developers can use a variety of techniques to create a balance between providing an app for free and compensating them for their originality and work. They can create a model, which allows users to download the app's basic version for free but pay a price for access to its premium features and content, is one winning approach. This permits clients to enjoy the primary features for free while providing a reason to pay for additional features. Developers can offer customers coupon vouchers and subscription saving after a few days.

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.

 In my opinion apple music offers an excellent UI/UX. The app's design is simple and uncomplicated. The app's design was developed in such a way that users could easily navigate to their music library, playlists, and music recommendations as well. Offline listening is smoothly integrated into the app, allowing users to download music and playlists. Due to the consistency across many platforms including iOS, macOS, and android consumers have the feeling of being at home. Additionally, the App offers playlists and recommendations based on history. The app's dedication towards visual appeal, simplicity and consistent performance across multiple platforms contributes to its overall success.

4.Have last class's discussion and/or items #1-3 gotten you closer toward a page/app you would like to pursue as a project for this course? Please discuss briefly.

Considering the discussion in class, the app I would consider developing as a project would be something related to safety alert for the students. I would like to create a mobile application exclusively for college students that alerts students of any risks or incidents that have taken place on or around campus while offering them with real time alerts and information. Viewers can also provide anonymous incidents. The layout of the campus will be shown on an interactive map on the app, along with key locations like exits for emergencies, safe zones, security offices and areas with sufficient lighting.