

1. Based on the reports of your fellow classmates during our last class (2023-09-25), 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.

Based on last class, I heard an app idea which is -Digital Navigation in malls and I think that's a great idea. In addition to a Navigation map I would like propose to add a **Product and store locator**: which allows the users to search for specific stores, brands or products in the mall. **Virtual Mall Tours**: which offers the people a heads up which store is best for them to visit and pulls the major attraction for visitors. **Directory of Mall Facilities and Services**: To Provide information on accessibility features for individuals with disabilities and includes a directory of all mall amenities such as restrooms, ATMs, food courts, and parking areas. **Ordering order food within the mall feature**: helps people to not stand in long lines and can order food online and pick it up when its ready and save the waiting time. **Social Integration**: Create a feature that allows friends or family to share their location and keep a track on it so easy meet up or communication.

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 creativity’s and efforts’ rewards without alienating their “customer base” by inundating them with ads and/or charging them?

To offer a free version of app with basic features and functionalities while providing a premium or subscription-based version with enhance features. This allows users to access the core app for free and choose to upgrade if they find value in the premium features.

Reward users for their engagement and usage of app by giving them points or rewards can be later redeemed for discount, exclusive content, or other benefits. Reward users for referring friends and family to download and use the app.

Include advertisements or sponsored content in your app in a way that it doesn't bother users and is related to what they are doing in the app. To make sure these ads make the app better for users.

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.

Its **Notes App in apple**. Notes app is simple app but gives the best features and experience. The app gives the user to create their personalized content such as digital art, scan documents to make a pdf, scan text from any image or source, create a check list, create a grid and so on.

Notes app is very secure because we can lock the content, we created in the Notes app which requires a personalize password to open it, this is very helpful to keep important files.

The interface of the Notes app is very good as it stores our content with dates and time and time, if we made changes in the content or edited something in the content.

Notes app is user friendly as it is very easy to use, create and store content, files, images so on. The best part about Notes is you can share the notes (our content) to any device within seconds. The content on Notes is stored in iCloud so there are no worries about losing our important content. We can access our notes in any other apple device by just entering the apple id, so even if we don't have our mobile or laptop, we can access our notes through other devices.

4. Have last class's discussions 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.

As of after the class discussion, I'm thinking of an app that provides comparison of prices of furniture from different apps to select the best pick by reviewing the price, quality, and branding. I'm in the process of gathering information and best fit that I could work on.