**-PRODUCT DESIGN THINKING FRAMEWORK**

**-QUANTUM UNIVERSITY**

**-01**

**-TASK NO.02**

**-CREATE A COMPLEX PROBLEM TABLE**

***TASK 2***

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| **S.NO** | **APPLICATION**  **DOMAIN** | **COMPLEX PROBLEM IDENTIFIED** | **JUSTIFICATION** |
| **1.** | DATING APPLICATIONS  (e.g.,Tinder,Bumble) | These platforms utilize matching algorithms designed to pair users based on preferences and behaviors. | Investigations have highlighted that the gamification elements and opaque algorithms in these apps can encourage continuous use and spending, sometimes at the expense of user well-being. |
| **2.** | MUSIC APPLICATIONS  (e.g., Gaana) | Users have faced issues with the app not loading or opening properly | Multiple user reviews and reports on platforms like Google Play Store and consumer forums highlight this issue, and similar problems have been observed in other streaming apps due to inefficient memory management. |
| **3.** | Mobile applications  Utilizing  (e.g., Machine learning) | Integrating machine learning algorithms into mobile apps presents challenges related to performance, data privacy, and the need for continuous learning from user interactions | Studies have identified issues such as high computational demands, which can lead to increased battery consumption, and concerns over user data handling |