

Reflections, Ideas, and Planning

Assignment 1

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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 the discussion done during the class, I came up with a few ideas. First of which was about the Football statistics web application where in depth analysis of each football player is conducted and high level of statistical data is provided, which can be used by the website to create a comparison of any two players in a scientific manner. This kind of app will be highly used by sports enthusiasts and will be largely accepted in the football community. This app can be later used as a basis for player comparison of many different sports.

Another app is a photography platform which will serve a community for photographers and a one stop solution for any client looking for a photographer. It can have profiles for all the photographers where they share their work.

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?

This is a legitimate issue which is being handled by many different platforms in different ways. One of the ways I thought of is limited access. I have observed in many applications which have both free and paid version of the app, that the paid version has significantly higher number of features which the free version does not have. To overcome this, we can have a system where all features are available to every version of the app but the free version can use the premium features for a limited number of times after which they need to view a certain number of ads to reset the counter. The number of ads to be viewed can be relative to the significance of the feature. For example, if a feature significantly improves the user experience in the app, then the user may require to view a greater number of ads.

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.

There are many websites which have excellent UI/UX. One of which is “Airbnb”. It is a very easy to use website, which is filled with beautiful animation, running flawlessly. It is one of the most used websites for booking homes for vacations, and one of the most important reasons for its success is its ease of use. Apart from this, related to my app idea, “Shutterstock” is a website which provides a eye appealing and easy to use user interface where, selecting and buying photos is done effortlessly. It also has a great way of representing similar photos to the ones you like, which will help user feel welcomed on the website. From a seller perspective it is an extremely easy to use website where transactions go through fluidly and they have a great interface to depict their work.

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.

For my project I am more inclined to pursue the photography platform app. This app will help encounter a big problem faced by professional photographers, that is get direct client based on their previous work. It will be particularly helpful for users as they can compare the works of many event photographers on one platform and select the one, they like the most and is in their budget. This will help all levels of customers, from low to high budget. Apart from this people who are new to photography can use this platform to build a network and become a part of a bigger community. It will also give other related field professionals like editors, an opportunity to join the community and be hired.