

**Name: Sharmin Sultana**  
**[Sharmin\\_sultana@student.uml.edu](mailto:Sharmin_sultana@student.uml.edu)**

### **Reflections, Ideas and Planning**

1. Based on the reports of your fellow classmates during our last class (2022-09-08), 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.
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 with ads and/or charging them.
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.
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.

### **Solution:**

1. In last class, one student mentioned that her mother was not comfortable to use the grocery app because she was not that much expert in typing the name of the product and she didn't even notice the microphone option. Not all people specially the elderly people are not that much tech savvy, they can't keep themselves updated with the modern tech developments. So before designing an app, we should consider people of every category. People whose native language is not English, will find it difficult to operate an app fully in English. So, we should introduce translation option and side by side voice option so that aged people can easily operate the app. Developers also should enrich the UI with images of products that will help the customers to understand.
2. It's not completely possible to promote a free app without any ads or charge because developers need to make profit also. In this case, they can introduce a trial version of that app to the customers for a limited amount of time without any ads. After trial, if customers feel necessary and satisfying, only they can purchase it.
3. To me, Rakuten website's UI/UX is very interesting and helpful. They categorize the brand's name based of their products and show the currently available discount for every discount.
4. I want to develop an app that will find out the level of contaminated properties in water and will tell the user if their water is safe to drink or not. For this, I want to use a sensor that will be dipped into water and the result will be displayed in the app where users can identify safe drinking water.