

Homework Assignment 1: Reflections, ideas, and planning

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Question 1) Based on the reports of your fellow classmates during our last class (2023-09-18), 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.

I have chosen Instacart, an online grocery delivery service used in America to deliver groceries and veggies to your door. The user interface of such an application, in my opinion, may be enhanced. People in America are from various ethnicities; thus developers should aim to create applications in regional languages so that everyone may utilize them. One of the perks is that you may search for products by turning on the microphone, although it is inaccurate. The developer can train the model and use previous instances to predict the correct product. He can train and test the model using machine-learning techniques. He can also strengthen the ML model by training it with noise and interference. Another point I'd want to make is that because the application's advertising is limited, there are few people who use it. So, there should be more advertising so that it reaches more people and eventually increases the number of people who use this application. In terms of user interface, there are a few other apps that can be used in place of Instacart. The first is Amazon Fresh. It provides a good user interface for selecting things and allows users to repurchase previously purchased items.

Question 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 creativities and efforts’ rewards without alienating their “customer base” by inundating them with ads and/or charging them.

In my opinion, it will be difficult for developers to develop free or add-free applications. Instead of creating a free or add-free application developers can give new users a free trial for 7 days or more so that users can check whether the application they are using is suitable for them or not. In the meantime, developers can take feedback from users and update the developed application from suggestions. The developer can also send reminder emails/texts on registered contact details about a trial period. Developers can also send updates which are available as a result of suggestions on the same. So that the user will get updates regularly. Application taking more permissions from users is very annoying. The developer should develop an application that takes less permission as the user never wants to waste his/her time in setting up the things. The user interface and Application should be responsive. If a user requests for any feature in the application, it should be processed quickly. If the request is taking more time than expected, then performance and eventually users/consumers using the application will be affected.

Question 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, the Spotify app has a simple yet effective UI that I really enjoy using on my phone. The user interface of Spotify is easy to understand and navigate. When you open the app, it prominently displays your music library, playlists, and recently played tracks on the main screen, making it a breeze to access your favorite content. Creating and managing playlists is a piece of cake with Spotify. They've included drag-and-drop functionality, which makes playlist organization a cinch. Sharing playlists and collaborating with others is also straightforward.

One feature I find essential is the app's offline mode. It allows you to download your favorite music for offline listening, which comes in handy when you're on the go or in places with limited internet access. Spotify's app design is not only functional but also visually appealing. The inclusion of album artwork and artist images, along with a clean and well-organized layout, enhances the overall experience.

Additionally, Spotify caters to individual preferences. You can create and fine-tune playlists, customize your library with liked songs and albums, and even adjust audio quality settings to match your specific taste. Another plus is Spotify's integration with social media platforms, enabling users to share their current listening choices with friends and discover new music through shared playlists.

In summary, Spotify's ease of use, seamless music discovery features, and compatibility across different devices have earned it a reputation as one of the top music streaming services with an exceptional user interface and user experience, in my view.

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

I am undertaking a project to create a user-friendly app designed for hassle-free hospital appointment bookings, all without the burden of subscription fees. The primary objective of this app is to streamline the process of accessing healthcare services by allowing users to effortlessly schedule appointments with hospitals through a simple phone call. It places a strong emphasis on providing immediate access to medical care, fostering better patient engagement, and, notably, removing the requirement for premium subscriptions. The key features of this app encompass straightforward appointment booking with seamless integration for hospital calls, ensuring that users can access healthcare services conveniently without any associated subscription or premium costs. Ultimately, the project's overarching goal is to develop an accessible and entirely cost-free healthcare appointment booking application, ultimately improving patient convenience and engagement in the process.

I am planning to use React.js/JavaScript to develop UI and to implement and fetch values from SQL server database.