Task 5: Ethical Issues

**Data Privacy:**

User’s personal information will store inside the database. The app will only ask for user’s username, password, email address, phone number, programme details, and let them bind their credit card if they want, and the staff will only fetch the information when it is necessary for example doing the account verification. Every user won’t be able to access and process the personal information of the others user, same as the third-party. Before user starting to use the app, the app will inform to the user that what kind of personal information that the app will ask for. Due to the safety of other users when user gave their selling items to the staff for storing the staff need to check the items to confirm that there are no dangerous items inside/with it.

**Accessibility:**

Every student from the inti university can use and access the app, deaf/colour blindness students are able to use the app normally due to almost no function of the app that is related to colours and sound but sadly until today the app still not support the student who are blind.

**Addictive Design:**

The design of the app that makes user addicted to it is unethical. Thus, this app doesn’t include any functions that makes the user addicted to it, such as the mission and reward system and huge number of notifications.

**Intellectual Property Rights:**

This app is owned by me, the users only have the license to use the app does not own the app itself.

**Effect On Society:**

The app will help the student that wants to earn some money, to sell something that they don’t want anymore, and even buy the items that have been sold out on the internet. It is like a half online mini market inside the university, every student able to sell the items they don’t want and buy the items they want.