Assignment 1: Reflection, ideas, and Planning

1. 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.

   Below are the ideas that I have got after listening to problems mentioned by my fellow classmates

   - AppGuardian: App that helps individuals to manage and control their app usage effectively. It empowers users to track how they spend their time on their devices and set limits to reduce excessive screen time or app addiction.

   - Matchmaking App: App that helps a broad range of people wishing to connect with others who share their interests. It's perfect for people looking for friends, mentors, activity partners, or a travel companion, or a fellow hobbyist, across a variety of age groups and backgrounds.

   - Food Allergy Finder: Food Allergy Helper app to scan food labels and look for potential allergens. Additionally, it might identify restaurants that are safe for people with allergies and dietary requirements, as well as recipes.

   - PriceWise: PriceWise is an easy-to-use app that enables customers to compare costs at various retailers and online stores in order to make wise shopping decisions. It offers consumers the chance to find the greatest deals without having to worry about visiting numerous websites or businesses because it delivers real-time information on product prices, discounts, and availability. Using this app customers who are interested in a product can add it to their Wishlist, and they can choose to receive alerts when the price drops or when a deal that fits their criteria becomes available.

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?

   Here are more strategies to help developers monetize their apps without alienating their customer base with excessive ads or high upfront charges:

   - Ads should be non-intrusive if you wish to include them, and you should provide customers with the opportunity to pay to have them removed. Users can select it in this way if they would rather not see advertisements.

- To learn what users are prepared to pay for and which features they appreciate the most, employ surveys and feedback channels. Adjust your monetization approach accordingly.
- Give time-limited free trials of premium services to consumers so they can get a taste of what they might get if they pay for an upgrade.
- Give premium features or content several price tiers. Users are now able to select the level of access and cost that best meets their needs.
- Offer loyalty points or exclusive discounts to loyal customers as a reward. Appreciate long-term users by sending them special offers.

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, Netflix is the one of the apps that provides excellent UI/UX. Here are some reasons why I think Netflix's UI/UX is excellent:

- Users can get a quick preview of the material by hovering over a title, which helps them decide whether to watch it or not.
- Predictive text and filters make the search feature effective at helping users find particular titles quickly.
- For different family members or watching habits, users of Netflix are able to establish several profiles. To further the individualized experience, each profile keeps a separate watchlist and recommendations.
- The Netflix user interface is simple and intuitive. You can easily locate the stuff you're looking for using tabs like "Home," "TV Shows," "Movies," and "My List." Netflix puts your favorite TV series and movies at your fingertips, so you can stop wasting time searching.
- The way that Netflix divides its content into several genres makes it simple for viewers to discover a variety of films and TV episodes.

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.

Based on the discussion and my research I have come to a conclusion about the app that I wanted to implement for this course.
- I would like to build an application that allows users to view the time they spend on various applications on their smartphone and help them focus by limiting application usage. You can set usage limits for apps and receive notifications when those usage limits are exceeded. You can also view your usage details and statistics about your usage history of different apps on your mobile.
- In addition to this I would like to add one new feature to the app so that every time the person is opening any app that they have restricted themselves from using this app will pop up and count for 10 seconds. So, this might help them to think about why they are opening the app that they have decided not to use.