

# Session 6a: Other delivery methods for apps

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**We have delivered apps that are available to everyone via the App Store**



**What do we do for apps where we want a limited distribution?**

# iOS App Store solutions

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- ❑ Solution 1: Load directly onto devices
  - ❑ You need the IDs of each device
  - ❑ Limit of 100 devices per account
  - ❑ Need to repeat each year
- ❑ Example use - iPad app for collecting student details at marketing fairs
- ❑ Example use - app for psychologists to use for experimental work with children

# iOS App Store solutions

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- ▣ Solution 2: Put it into TestFlight
  - ▣ Limit of 100 internal devices
  - ▣ Limit of 10,000 external devices
  - ▣ Need to renew every 90 days
- ▣ Example use - dashboard app for monitoring an energy generating plant during initial phase

# iOS App Store solutions

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- ▣ Solution 3: Ask Apple to not list it on store
  - ▣ **New** - not sure how easy it will be
  - ▣ Like an app on the store but not listed
  - ▣ Needs to go through all of the usual reviews done for App Store apps (not true of solutions 1 and 2)
  - ▣ Anyone who has the link to the app can use it
- ▣ This would have worked for the energy dashboard app, but would have wanted users to log in to make sure only approved people could access the information

# iOS App Store solutions

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- ❑ Solution 4: Business to business apps
  - ❑ Need a business developer account
  - ❑ Apps are not listed on the app store
  - ❑ You generate licenses for the app, and give them to people so they can download the app
- ❑ Example use - we had an app that we only wanted specific people within the university to access, so we released it as a business app, and gave them access

# Where to find out about iOS App Store solutions

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- App Store Connect Help has a lot of detail about the App Store and has been included as a PDF in the handouts
- Business release of apps is dealt with in the App Store Connect Help here:
  - <https://help.apple.com/app-store-connect/#/dev275598f16>
- This video talks about the choices for delivery:
  - <https://developer.apple.com/videos/play/wwdc2019/304/>

# Android (Google Play Store) solutions

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- ▣ Solution 1: Make an APK
  - ▣ A file containing everything needed for the app
  - ▣ Users can install it themselves
  - ▣ No need for review by Google
  - ▣ It does take a certain amount of technical confidence to install
  - ▣ Once it is given to someone, you have no control over who uses it
- ▣ Example use - tablet app for collecting student details at marketing fairs



# Android (Google Play Store) solutions

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- ▣ Solution 2: Google's equivalent of TestFlight
  - ▣ Internal: You can set up for 100 internal testers
  - ▣ Review of app not needed to do this
  - ▣ I'd only do this if users could not install the app themselves
  - ▣ Closed: larger number of named people can take part
  - ▣ Open: Anyone with an invite can join the testing
- ▣ Details: <https://support.google.com/googleplay/android-developer/answer/9845334?hl=en-GB>

# Android (Google Play Store) solutions

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- ▣ Solution 3: Managed Google Play Accounts
  - ▣ I've never done this, so don't have a lot of experience
  - ▣ It is possible to set up a set of users and devices and manage the apps you put on them
    - this can include the app we are delivering
- ▣ Details: <https://support.google.com/googleplay/work/answer/7042126>

# Questions?

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- About app delivery methods or about other issues raised by the course