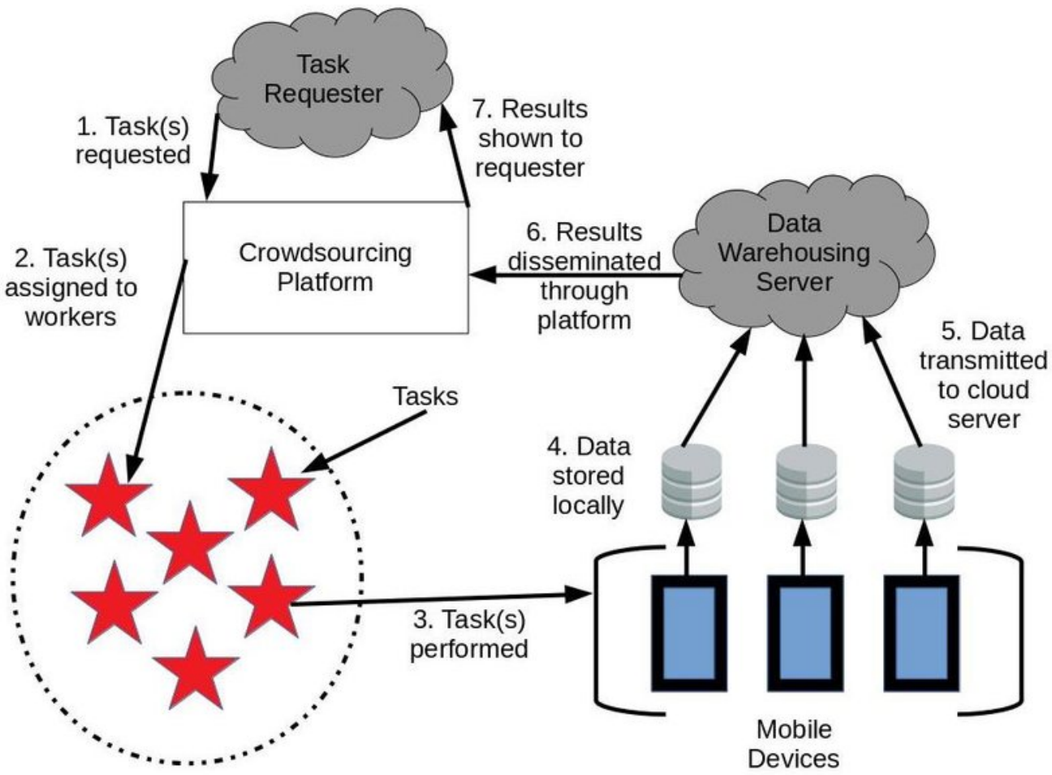
MOBILE COMPUTING AND CROWDSOURCING

INTRODUCTION

Mobile computing: Using devices like smartphones or tablets to do things like checking email, browsing the web, or running apps while you're on the move, typically using wireless internet connections.

Crowdsourcing: Getting things done by tapping into the collective power of a large group of people online. This might involve tasks like funding a project through crowdfunding or getting help on a project from freelancers found on an online platform.



APPLICATIONS

- Mobile Computing Applications:
  - Social media apps for staying connected with friends and family.
  - E-commerce apps for shopping and making purchases online.
  - Ride-sharing apps for booking transportation.
  - Entertainment streaming apps for watching movies, TV shows, or listening to music.
  - Augmented reality (AR) apps for enhancing real-world experiences with digital content.
- Crowdsourcing Applications:
  - Design contests for logos, graphics, or website designs.
  - Translation services for documents or websites.
  - Idea generation platforms for innovation challenges or brainstorming sessions.
  - Market research surveys for gathering consumer insights.
  - Quality assurance testing for software or products through crowdsourced testing platforms

CHALLENGES:

Mobile Computing Challenges:

- Security risks (malware, data breaches).
- Device fragmentation (different OS, screen sizes).
- Limited battery life.
- Connectivity issues.
- Privacy concerns (data collection, transmission).

Crowdsourcing Challenges:

- Quality control.
- Crowd management.
- Intellectual property protection.
- Contributor reliability.
- Ethical considerations.

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