

Name: User Experience

<Files\\DEV-12> - § 1 reference coded [3.01% Coverage]

Reference 1 - 3.01% Coverage

¶164: There was another problem that he faced is about the language. As the native language of this country is Bangla and the application we develop is in English. What we do is implemented a multilingual support system. So, if the user wants he can change the default language to Bengali. In that way, they can use their application like more easily or properly.

<Files\\DEV-3> - § 1 reference coded [4.75% Coverage]

Reference 1 - 4.75% Coverage

¶147: Let pick a eHealth apps like the app that our phone has. Then, some apps then capture the sleeping pattern or something alike. I think in such case it affects our mental health mostly through the collected data in a way that affects the physical health.

¶148:

¶149: I also think it effectiveness depends on the end user age mostly. I mean, it's has a mental impact overall compare than others. So it affects our day to day life or when I'm in effects in a various way. For example, if some apps are affecting my mental health, then it will affect my all the work of a day from my when I woke up from sleep, then the whole day will be affected. So a mental health is is very important in this case compare to other issues in my opinion.

<Files\\DEV-6> - § 1 reference coded [6.31% Coverage]

Reference 1 - 6.31% Coverage

¶165: Here culture is particularly important with respect to User interface, because when user use or install an app, first thing s/he noticed about the app is interfaces. We want to provide suitable interfaces for them, so that they love it from the beginning. That's why we need to know our user base or client a i.e., who are our users? That's why it's important to us to believe they can be young, they can old. And if they even though, there is some difference for Internet users and for local users also, we are always give them support through manuals, as I said early, Bangla to English language support. But we found most important is culture to attract the users, language and socio economic support is needed, especially for health app.

¶166:

<Files\\DEV-7> - § 1 reference coded [2.84% Coverage]

Reference 1 - 2.84% Coverage

¶179: Then, human centric challenge were how to relate the consumer in with our app. We want our app to be use everybody, how we pass our concept to them, like as children, how we convince them to use it! It not much easy. Same as for a mother, we face deficiencies to convince then as well. That was the main problems to address.

<Files\\DEV-8> - § 1 reference coded [1.67% Coverage]

Reference 1 - 1.67% Coverage

¶169: So here how we are evaluating the result it has some input parameters to accommodate the user country, age and culture, where we noticed the language was missing and it has a huge impact in the overall project.

¶170:

<Files\\DEV-9> - § 1 reference coded [3.38% Coverage]

Reference 1 - 3.38% Coverage

¶195: One problem they share that app is not functioning and follow the easy remedy uninstall the application, make some space, then reinstall it, but it costs them a lot due to miss of a coming trip. As I told you, on every single trip is very important from them, they probably just can manage few right and each trade due to uninstall and install process. If they cannot use the application that means they are missing rides and then probably that could be a huge deal for them because of their low socioeconomic status. So, that was one of our learning that we need to develop the application considering the situation in Indonesia not our developer head office located in Singapore, as users are not much socioeconomically strong where we were.

¶196:

¶197: In Singapore user, what we found is that the problem is less, but like in Jakarta, in general in Indonesia, this problem was very persistent.

¶198: