

1. What kind of website would you like to build? What kind of mobile app would you like to build?

- I would like to build a website that shows the greatest tourist attractions around the world. For my mobile application, I would like to build an application that shows the greatest fashion trends of each decade.

2. Who would your targeted audience be for the website?

- My targeted audience would be for everyone. By displaying the various tourist destinations around the world, I believe that my website would cater to every individual in the world because people are intrigued by different places in the world.

3. How have you created web sites in the past? Examples – IMM 120 projects, personal websites, websites for other people. Provide details on the topic, how many pages, what kind of navigation, if it was responsive... etc.

- I have created websites from IMM 120 and DPR 241 courses, with DPR 241 being more of a mobile web development course. In IMM 120, the main assignments were to create pages for a resort in California, which turned out successful. For my final project, I created a website that solely dealt with interior design styles for houses. There were four pages in total, all of which were responsive.

4. Who would your targeted audience be for the mobile app?

- I would say that my mobile app would cater more towards the younger generation. When I say "younger," I mean high school/college students. Fashion has always played a huge role in society, so I know that this application would work extremely well for the younger generation of students worldwide.

5. How have you created mobile applications in the past? eg – MIT App Inventor, native iOS app, native Android app, etc. Provide details on the topic, how many screens in the mobile app and their functions, what kind of navigation... etc.

- I am more experienced with creating mobile applications as opposed to websites. In my DPR 101 course, I used MIT App Inventor and created apps on it--like a dice roller and a pong game just to name a few. My final project was called "Paint," which was inspired by Microsoft Paint. There was only one screen involved and many assets. I incorporated a slider to adjust the size of the paint brush, an erase button, a camera to allow someone to take a picture, and a save button. I also took DPR 241, which helped me understand the different website styles/techniques and how to make them applicable to mobile devices. In the end, I essentially created a portfolio page displaying the different websites/designs that I have created and used.