Compare the **web-version** and the **app version** of a digital product.

We’re well into the fourth week of the course, so it’s about time to compare the web-version and the app version of a digital product . Select one of the variants below:

1. [Coursera](https://www.coursera.org/) Platform
2. [Facebook](https://www.facebook.com/) Platform
3. [Amazon](https://www.amazon.com/international-sales-offers/b/?ie=UTF8&node=15529609011&ref_=nav_cs_gb_intl_52df97a2eee74206a8343034e85cd058) Platform
4. [Google classroom](https://classroom.google.com/h) Platform
5. [YouTube](https://www.youtube.com/) Platform
6. [Gmail](https://mail.google.com/mail/u/0/#inbox) Platform

Similar to the practice work in the previous week, examine the user interface of a digital product or service that has both a web-based version and an app version. Consider the platforms specified above. Answer the following questions:

1. Are there any actions or interactions you can do in one version that you cannot in the other? Why do you think that’s the case?
2. How does the navigation change? Do you find one easier to navigate?
3. How does the content change between the web and the app? Why do you think that’s so?

Record your observations in as in the example table format (see the template in [.doc](https://kbtuedu.sharepoint.com/:w:/s/UIUXDesign/ETc3jlb35s1OmQh7nM0B2oYBk51y8y9rcG8xcpKxE19SgA?e=fJarEC) format). Accompany your answers with the relevant screenshots from websites and apps.

Submission

Your answers (screenshots of Your Examined Platform and a table  with specifying of elements on it) should be uploaded into your **Class Notebook**. Use graphical representations (boxes, arrows, etc.) with brief text explanation inside a box. You can use Adobe illustrator as a graphical design tool or any other of your choice.

You should upload your screen into your **Portfolio** as well and provide the link in your Notebook.