Homework Assignment 1 : Reflections, Ideas and Planning

1. **Based on the reports of your fellow classmates during our last class (2023-09-18), please briefly summarize any new ideas for apps to solve people's problems that you have come up with as a result of listening to other students.**

   Answer : From the discussion given by anila about the hateful comments in Instagram, I got some modifications and ideas that can help the society and the Instagram app.

   Personally I feel like when it comes to the inappropriate comments that someone posts on other's posts, we can't control the people form putting those false comments. But instead we can have the option of deleting those comments by anyone who follow those posts and go through them. But again if we just give that authority to everyone, it would become a mess. So Instagram must have a separate committee who can go through the comments and false information time to time and keep them clean.

   From the discussion she made on tinder, I felt like tinder must only have verified accounts, where people are genuine and so as their accounts should be. Tinder must have an option to report the users. Some people try to lore people into genuine connections and then blackmail them for money. Therefore, Tinder must only accept verified users and must have an option to report or block the people who are blacklisted.

2. **Several people mentioned the "conflict" between the desire to have a free app, and developers' desire (and need) to get compensated. Can you suggest any ways by which developers can reap their creativity's and efforts' rewards without alienating their "customer base" by inundating with ads and/or charging them.**

   Answer : Unquestionably, tracking down a harmony between repaying engineers for their endeavors and giving clients a free or reasonable application experience can be a test. Here are a few systems designers can consider to adapt their applications without distancing their client base:

   a. Freemium Model : Offer an essential rendition of the application for nothing, however give premium highlights through in-application buys.
   b. Affiliate Marketing : On the off chance that your application has a client base inspired by unambiguous items or administrations, consider consolidating subsidiary connections or reference programs. Clients who create buys through these connections can procure rewards or limits, and you can procure a commission.
   c. Ads with opt-out : If you have any desire to incorporate promotions, do as such in a non-meddlesome way.
   d. Data Monetization : If your application gathers non-delicate client information, you can adapt this information by giving bits of knowledge or anonymized insights to

organizations or specialists. Guarantee that you follow security guidelines and acquire client assent.

e. Sponsorships and Partnerships : Work together with businesses or brands that appeal to the users of your app. Through partnerships, you may add sponsored features or content that benefit users and bring in money.

3. **Please point to any app/software/website that offers in your opinion an excellent UI/UX. Briefly explain in what ways you find its UI/UX to be so good.**

Answer : Personally I like the UI/UX of the Nike app. The Nike app and website excel in UI/UX through a number of important factors. The user interface has a neat, user-friendly structure and is visually pleasing. Every user's experience is different thanks to personalized suggestions and content. Purchase processes that are streamlined and products that are presented clearly improve the purchasing experience. Users are interested in features like virtual try-ons and shoe personalization. A sense of community is fostered through social components like user ratings and fitness challenges. makes ensuring the user experience is uniform and easy to use across devices. Product discovery is made easier by powerful search and filtering tools. User abilities of various levels are accommodated through inclusive design. Usability is enhanced by swift loading times and seamless interactions. gathers user feedback to continuously enhance the platform.

4. **Have last class's discussions and/or items #1-3 gotten you closer toward a page / app you would like to pursue as a project for this course? Please discuss briefly.**

Answer : No discussion in class has helped me choose a website or app to work on for a project. Instead, our team is thinking about creating a website. I may instead describe the project that our group has chosen to create. To establish an internet store where customers can make purchases, we have a rudimentary plan. The primary distinction between our website and other E-commerce platforms is that ours just serves as a conduit for orders to be placed and shipment updates between consumers and manufacturers. Orders are directly shipped from the manufacturer without the participation of the website. The primary benefit of this website is that it doesn't require an inventory investment, making it essentially risk-free and also has low maintenance.

We are planning to develop the website using HTML, CSS and JavaScript for the User interface and still gathering thoughts on how to implement the whole idea.