

1. Based on the reports of your fellow classmates during our last class (2023-09-25), 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.

Based on the reports of everyone, As one of our friends suggested that no one can monitor your form. He suggested that with the help of AI/AR, form can be measured. I want to add some more features to it like rewards, so that there will be motivation of the users to work hard, and those rewards can be used to reduce the price of the membership.

Also, I would like to add another feature where a group of friends can have a friendly competition and the best performer will be given some virtual medal.

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 them with ads and/or charging them?

I would suggest that, the basic version of the app is provided for free for the users. But, any other exclusive feature or premium feature will be available on a subscription model. Users, would have to pay for what they use and for the amount of time they use.

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.

I like the UI/UX of the Apple Music, because it has a very interactive interface, it is not at all complex and also I like the feature where you can follow your friends and listen to their playlists.

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.

As of now, I would like to work on a “ Fuel comparison” webpage where, if the user enters the location pin code, they can see the list of gas stations and compare the prices.