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Reflections , Ideas and Planning

1.) Based on the reports of your fellow classmates during our last class (2022-09-08), 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.

Ans : During the last lecture held on 20th September 2022, several issues were discussed such as how much the data is relevant on the website/application, change of some rules/equation in the law will reflect huge change in the data, the application should be free or paid, best way to distribute the waste food in the restaurants and dining's at the end of the day, the user's experience of the application / website at the First Time matter a lot , Identify fake news etc.

I would like to more elaborate on the issue that was how to improve the first-time user experience. Following are the different aspect which I think when taken into consideration, the experience can be made more better.

- Use Third Party user onboarding.
- Know the Target crowd well, what are their expectations.
- Have different maps for different scenarios.
- Make application easier to download and register.
- Tour of the application
- Collect feedback and surveys after the first interaction of user with the application or website.
- Don't force user to click or submit the survey or data.

And the last not the least thing is UI/UX experience is important not only for the first time, but the application should also be maintained throughout the time period.

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 creativities and efforts' rewards without alienating their "customer base" by inundating with ads and/or charging them.

Ans : According to me the web developer can make the application free of all the user, which will result into Profit through data collection. The more user gets engage to the application the more data you collect, and collection of huge data is Profit of money. Also, it also depends on the target customer of the application , similar kind off application available on the app store/play store is paid or free, and many other factors. But the best idea which hits my mind for the given problem in the question ,

is to start the application with free, and marketing the application on large social media platforms and target as much as people you can. Provide the customer best experience as much as one application can and then improve the features of the application gradually with paid subscription. In this. Manner the application will target free customers and will also target paid customer by providing high feature to customers and developing loyalty or Trust towards the application. As per the survey the gaming and education apps are 2 topmost application which are paid on the play store/app store. So, such applications can target the paid customers more. This are the few points a developer can keep in mind during app building.

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.

Ans : Personally , I am really impressed with the **Apple's** over all website. The Apple company's website lies under " Computer Electronics and Technology". Following is some of the features of Apple website with makes the user interface website best :

1.) **User friendly :** The Apple websites makes it so easy to find information. In all it is like "Less is more."
2.) **Responsive website :** The text, Image resizing, icons etc. are well oriented on the website and with respect to the different screen size.
3.) **Modern and simple designs :** The website appears to be so modern and attractive , still it maintains the simplicity of the website and does not make it complex in rush of attractive website.
4.) **Consistent Brand :** In order to improve the website/mobile application throughout years , the brand has still maintained the consistency of presenting the brand logo in a similar way and repeated the same colors throughout the visual elements.
5.) **High Quality pictures :** It is said that an image is worth a thousand words. Images add emotions to the interface; hence the quality of picture plays big role in website/application to make it best user interface website/application.
6.) **Visualization and Gradients :** Visualization help people to interpret the knowledge in more efficient way also in more meaningful way, which are more complex in original form. Also, color transition , color blending from one color to another color on-hover is one of the best features I do find in Apple's website/application.
7.) **Animation and Interactivity :** Adding motion in order to enhance the interaction is one of the biggest challenges for the website development. Creating relationship between the product information and image is key feature which leads to good UI/UX application or website
8.) **Product Lists and Filtering :** The listing of the Apple product is so well organized and same with the filter option. The accuracy of the filtered data is so good of the website and of the Apple application.

9.) **Organized Information :** Organization of such wide range of product is core task for the web developer. Apple manages it so well and it is easy and convenient to find any product on the application or website.

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.

Ans : There were many different ideas discussed throughout the last lecture, but for the project I want to continue the idea which I had regarding the Focus application/website for blocking distractions for all your device at once. I find this topic or idea more interesting, as most of the teenage students and even adults nowadays are getting distracted from work or studies through social media apps and different website. The Focus website which I want to create for my project will include following main ideas :

- Blocks websites and applications on all for your device, simultaneously.
- Allows to set different focus timings for different time periods.
- Allows you to set breaks during the focus timings.
- Optional concentration music or soothing sounds will play.
- Also, it will contain lockdown mode, that means after curtain time period you cannot change or edit the blocklist while the session is active.
- Also motivates target people to focus on the work/study.
- Can run on different platform.
- Free version till limited number of tasks to be performed in a day and Paid version for adding more features to the site or application.
- The UI/UX should be simple and creative which will help the person to study focus and not get distracted by the UI/UX of the website/application.
- Login Authentication

At the end, by improving the website consistently throughout the time period will achieve great result in focusing to the work. I will still hope that a person will not require the applications or website for focusing and can maintain the concentration on their own.