Questions for Classroom Discussion

Designing an App

- ## What are the mobile apps that are currently very popular?

⇒ Consider the apps that are also popular websites: Facebook, YouTube, Twitter
⇒ Consider apps that can be extremely useful, such as a GPS, or a weather app, or even a sports app to follow your favorite team
⇒ Consider popular games that are apps: Angry Birds, Words with Friends, Doodle Jump

- ## What are reasons why a mobile app is able to gain a large and loyal audience?

⇒ Consider how apps can be useful to people, either by providing them with content (everything from maps to recipes to music) or services (such as by providing coupons or keeping events organized)
⇒ Consider how apps help people interact socially (such as Twitter and Instagram)
⇒ Consider how many businesses have apps that give customers information and keep them "in the loop" at all time

- ## How are mobile apps changing in type and format to meet the demands of their users?

⇒ Consider how the graphics and usability of apps are always improving
⇒ Consider how the capabilities of apps are always growing, such as apps that measure a person's vital signs (breathing rate, heartbeat, blood pressure, etc.)
⇒ Consider how the potential for apps grows as more people "go wireless", meaning that they are carrying a smart phone or a tablet at almost all times