#### Creating Great Mobile Apps

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# N Е R A C

# What is



really about?

# R А E F F S

So what makes a great mobile app?

#### Understanding the mobile mental model

- "I'm micro-tasking."
- "I'm local."
- "I'm bored."

#### Play To The Strengths Of Mobile

- Communications
- Spontaneous
- Geo-sensitive
- Short periods of use
- Focused activity
- Form-factor/size limitations

#### No Text Zone?

Not exactly ... more like the minimal text zone

### Making intuitive apps

#### The "rule of thumb"

Finding the right project idea

### **Blue Ocean Innovation**

Winning by creating an uncontested market space and making the competition irrelevant

#### "Red Ocean" versus "Blue Ocean"

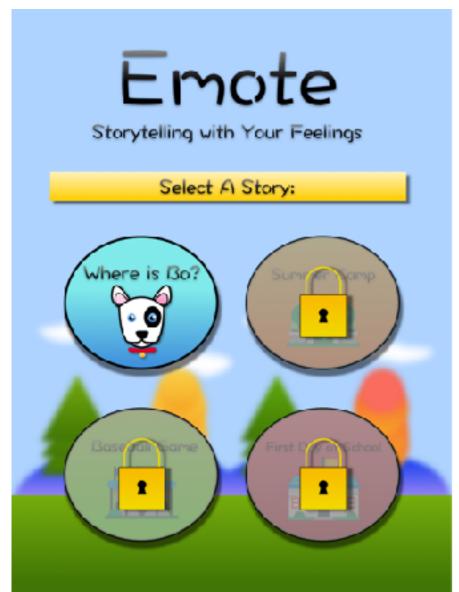
Red Ocean Strategy	Blue Ocean Strategy
Compete in existing market space	Create uncontested market space
Beat the competition	Make the competition irrelevent
Exploit existing demand	Create and capture new demand
Make the value-cost trade-off	Break the value-cost trade-off
Align the whole system of a firm's activities with its strategic choice of differentiation <i>or</i> low cost	Align the whole system of a firm's activities in pursuit of differentiation <i>and</i> low cost

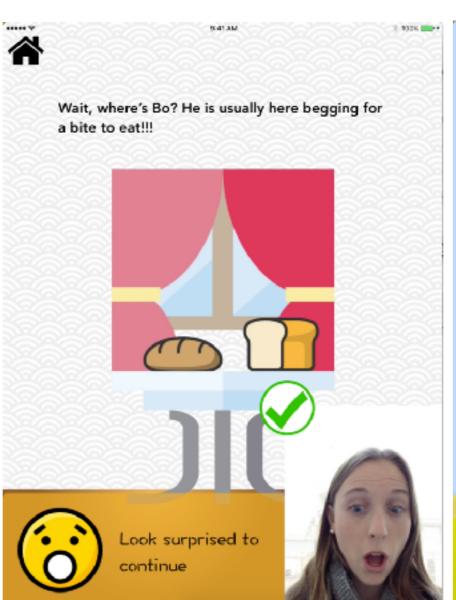
## Solving a pain point

#### Seeking an audience

#### What is your app's "life span"?





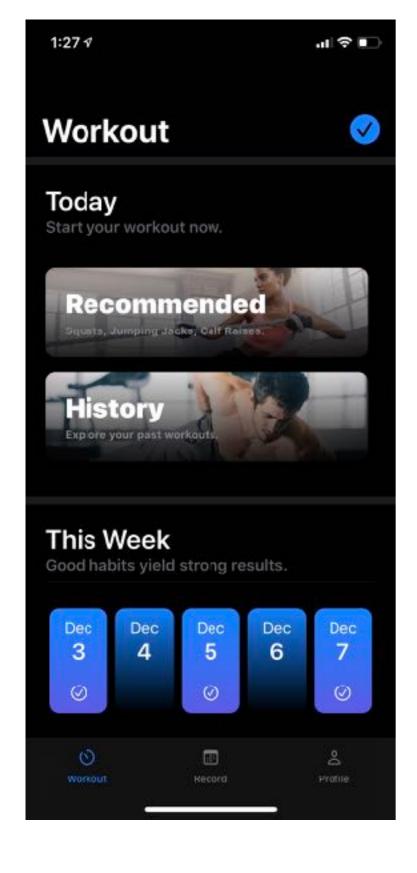


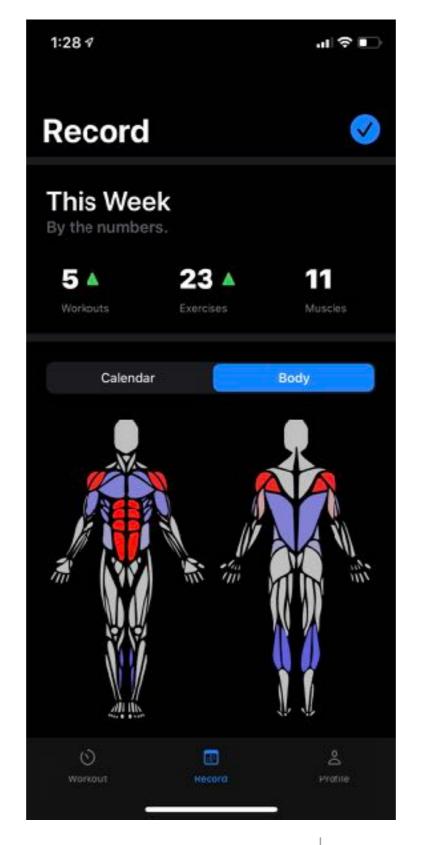


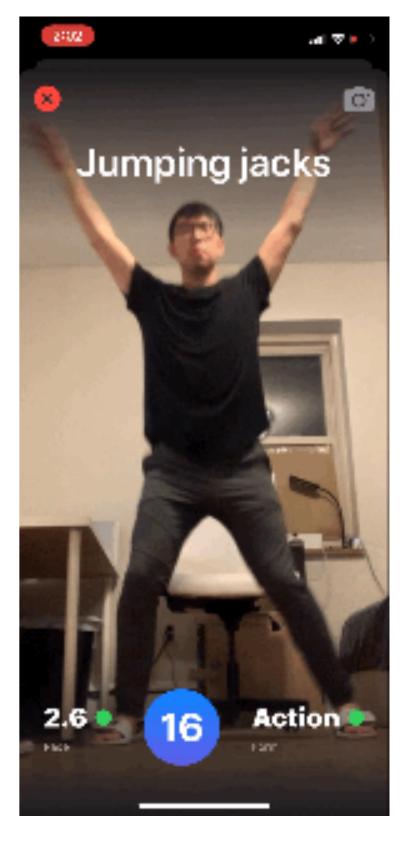
**Emote** 

Becca Kern & Natalya Buchwald

Other past class apps







Fitnetic

Calvin Liu
Wilson Yu
Christina Chou

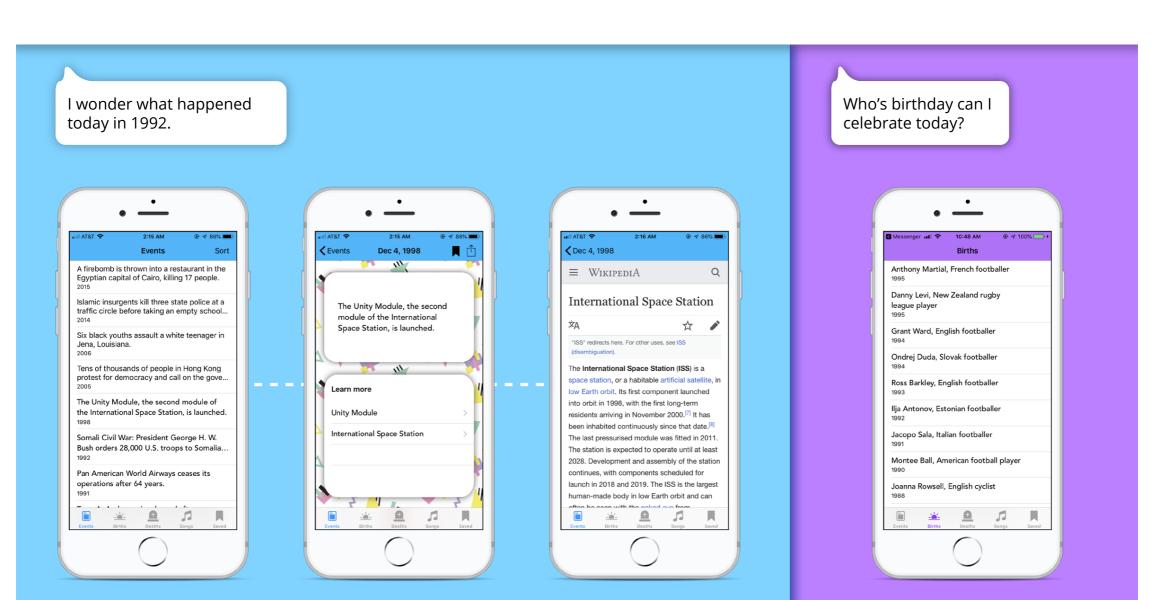


#### When you're historically curious where do you turn?

#### Turn to TimeFeed. Your all encompassing today-in-history app.

- Read about events from all of history
- Wish famous people a happy birthday
- See who met their end
- Find the #1 song for any year

- Explore endlessly with Wikipedia
- Listen immediately with Spotify
- Share your new knowledge with your friends
- Save to avoid losing info for a year



Other successful apps

Less successful apps

Examples of apps that failed because they did not account for either desirability, feasibility, or viability