

About Apps

ELEC-E9900 Networked Partnering and Product Innovation - NEPPI

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Recording

- Personal intros will be cut off

Learning Goals

1. Learn to differentiate between Web Apps, Progressive Web Apps, and Native Apps
2. Learn to define your goals
3. Learn to estimate the requirements for building an app
4. Learn about prototyping tools for Apps

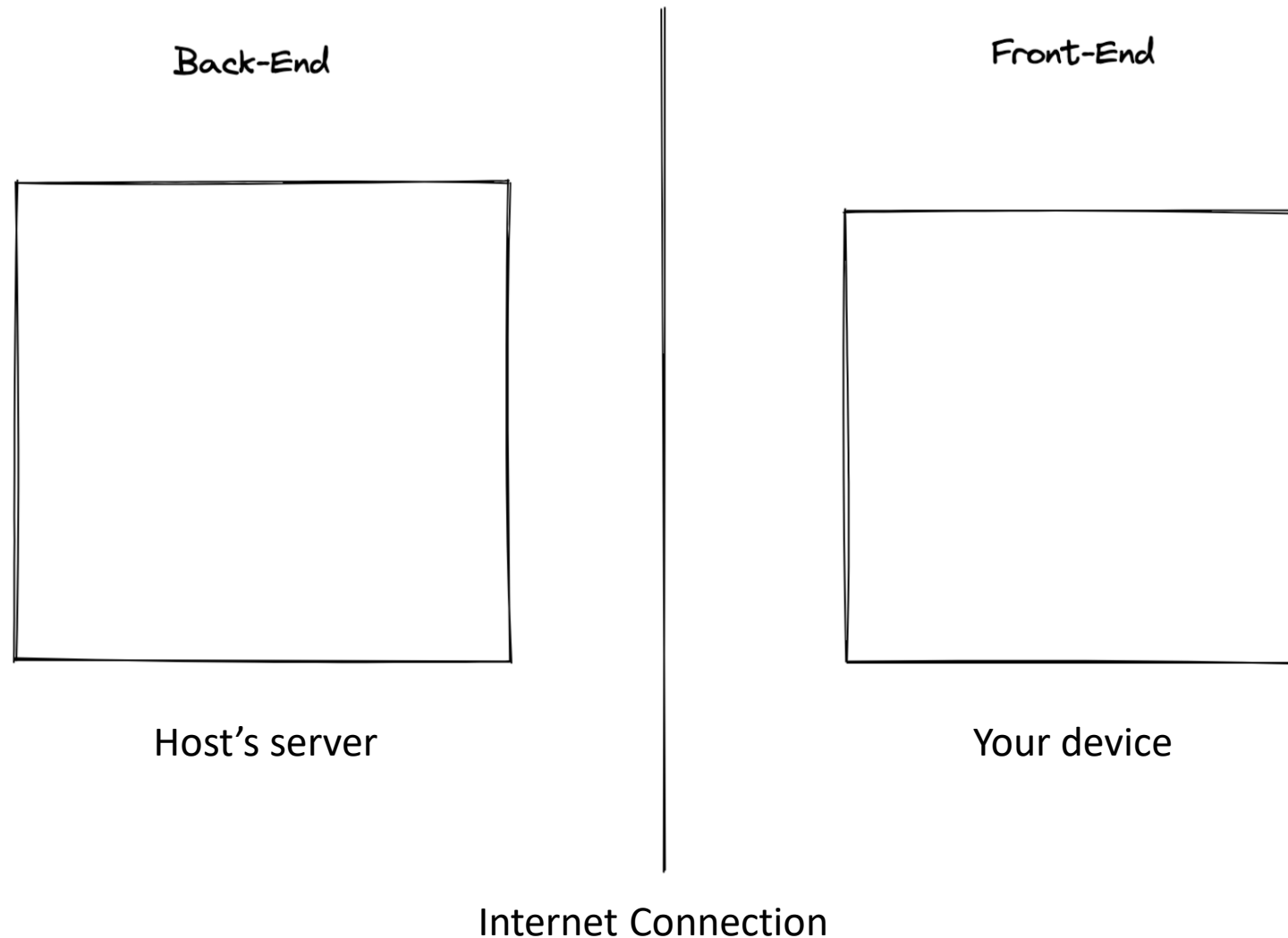
Different Apps

- Web Apps
- Progressive Web Apps
- Native Apps

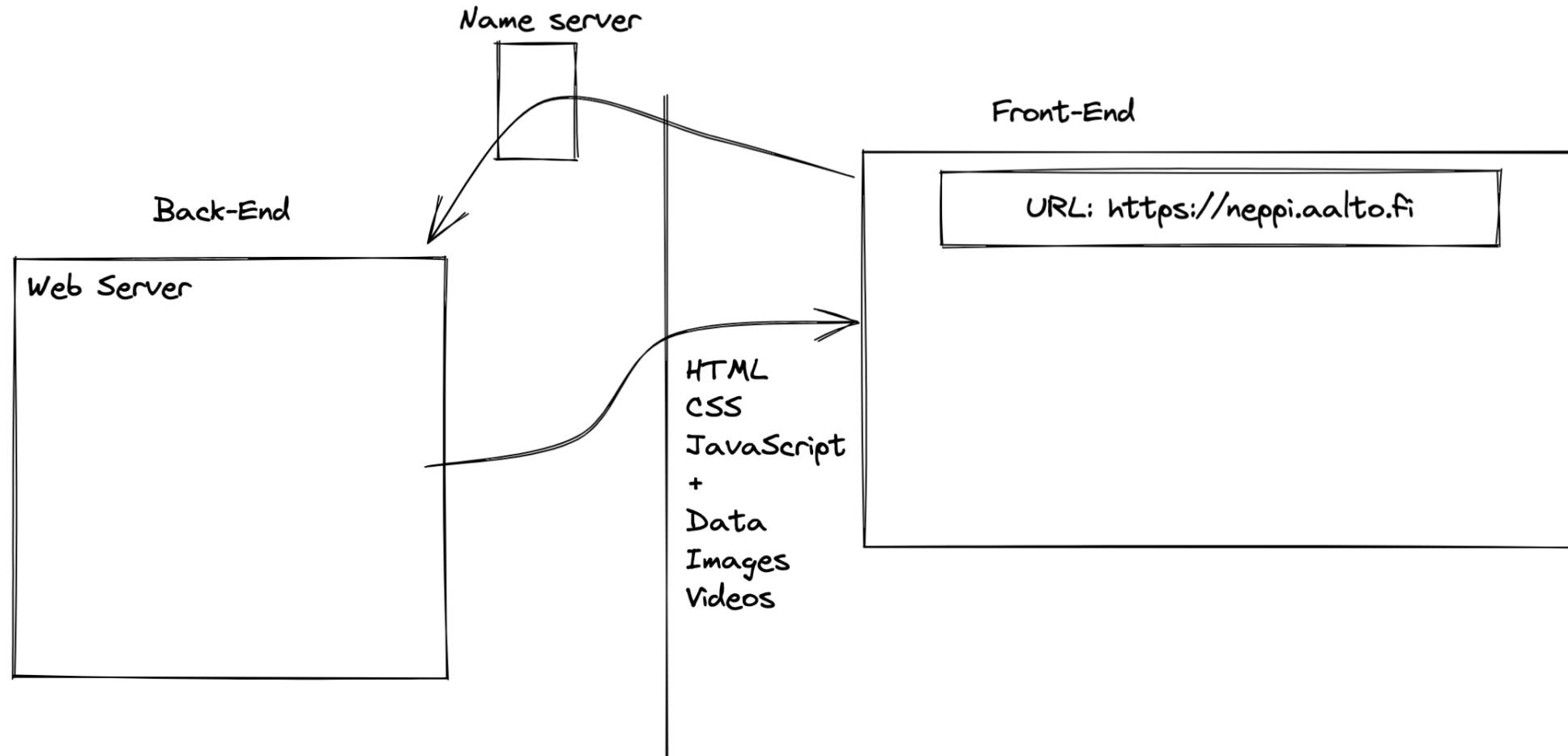
Web Apps

- Examples:
 - Google Docs, Google Sheets, Netflix, Trello, Microsoft Office
 - MyCourses (Moodle)

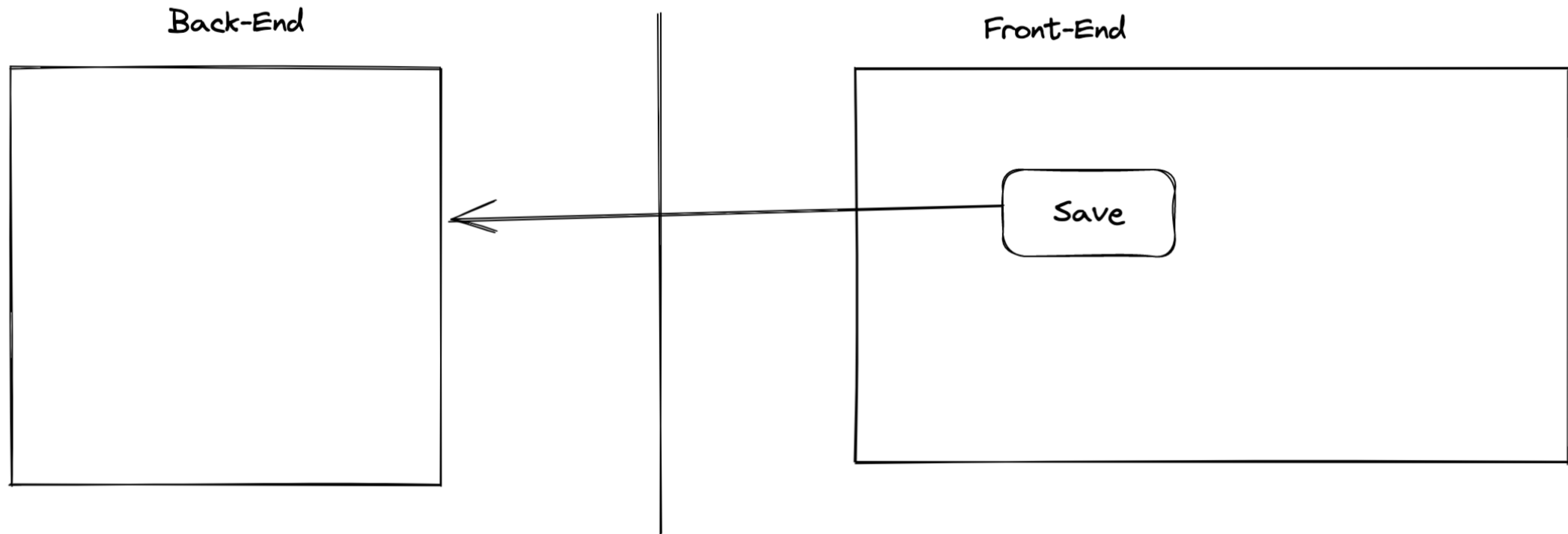
Front-End and Back-End are Required



Loading the Web App to Your Device



Saving Data with Web App



You need always to have the working internet connection

Progressive Web Apps

- an experience that is indistinguishable from native mobile products
- an untethered existence, free from app stores or lengthy downloads and updates
- a unified in-app experience accessible across all devices (even desktop!)
- a simplified development process that can take between 50 and 75 percent less time than a traditional native mobile development process.

Native Apps

- When you want to:
 - offer premium-quality use of the hardware features
 - build a processing-intensive game
 - connect to IoT devices via Bluetooth
 - optimise battery use
 - avoid iOS/Safari problems

Learn to define your goals

UX / UI prototyping

- Paper, pen and scissors
- Miro, Excalidraw, ...
- Figma, Sketch, Adobe XD
- ProtoPie

Requirements for building an actual App

Technical knowledge and skills

- No-code
- Low-code
- Pro-code

Money

- MVP vs Feature Rich Product

Time

Low-code / no-code approaches for Native Apps

- <https://www.appgyver.com/>
- <https://buildfire.com/>
- <https://www.appypie.com/>
- <https://appery.io/>

- You will find many more online!