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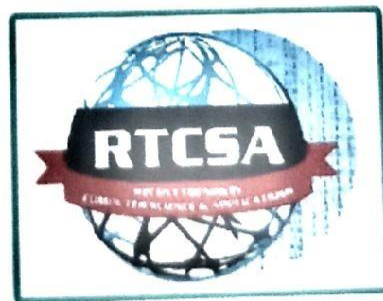
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MOBILE APPLICATION STATISTICS ALGORITHM (APP-ALGO)

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Abstract

Before jumping towards application development, the developer or the startup must know the basic level one, of which domain they want to get into. Big giants have a clearer image and predictions than any other small startups or individual. This research paper gives the remedy for the above issue of small developers or start-ups on the basis of a survey based review of community using mobile apps. Also this paper proposes a universal algorithm to be followed by a new developer or a start-up which is based on the observations obtained on a study of a diverse sample space.

Keywords

Usability, effectiveness, efficiency, satisfaction, analyze, apps, algorithm.

Introduction

A more simpler usability algorithm which is designed to address the limitations of existing usability algorithms when applied to mobile devices and applications used by the population based on their age groups, gender, profession brings together significant attributes from different usability algorithms (both on major platforms such as iOS and Android) in order to create a more comprehensive algorithm.

Problem with the usability algorithms before:

None of the attributes that it includes are new, but the existing prominent usability algorithms ignore one or more of them which are as follows.

- The algorithms or the working rule is **not universal** and don't help everyone and varies from one domain to other.
- They are solely based on development statistics and **lack consumer side study**.
- There are very few algorithms which really turn out to some **predictions which too can't be accurate**.

Methodology-

The Research that is being conducted is done by the means of questionnaires through platforms like GoogleForms and also by collecting the app usage statistics of the people of Pune city (based on their ScreenTime), the questionnaires were distributed via the means of social networking sites.