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Most - will be able to explain how this App helps customers solve a problem

Some - will be able to justify the price and marketing designs chosen

16/06/2020

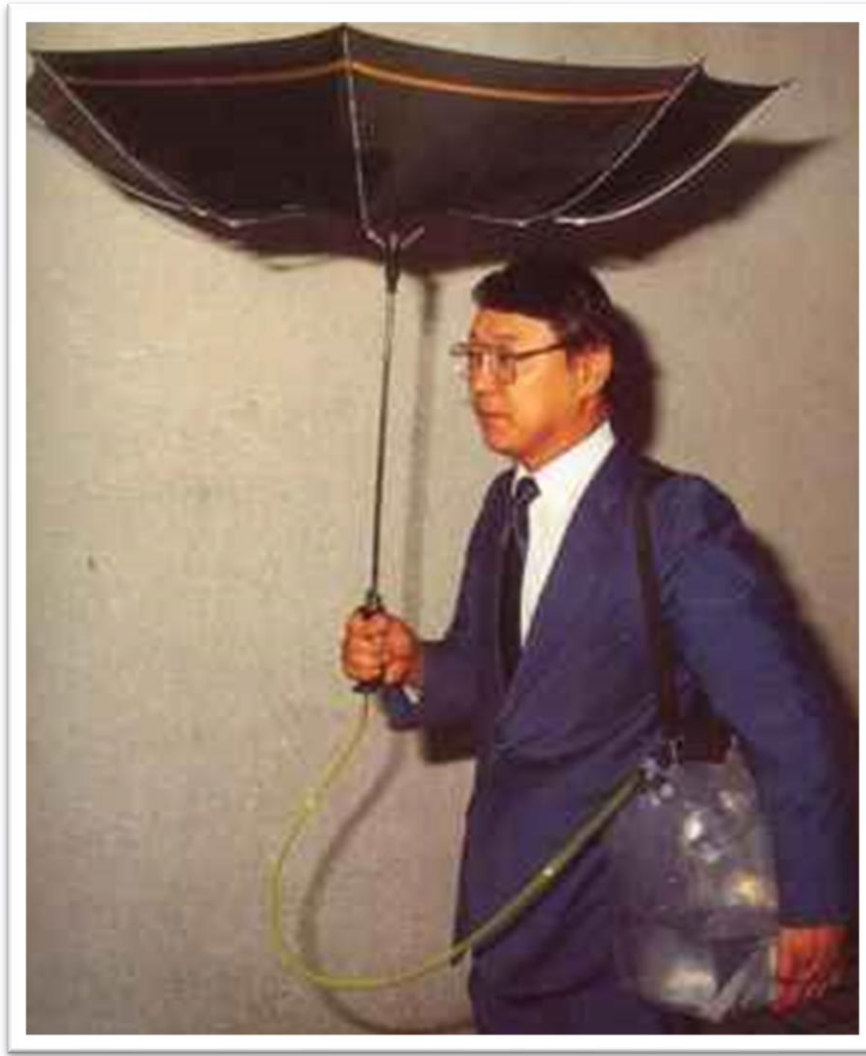
What makes an idea any good?

What are these inventions for?



...and why didn't they work?

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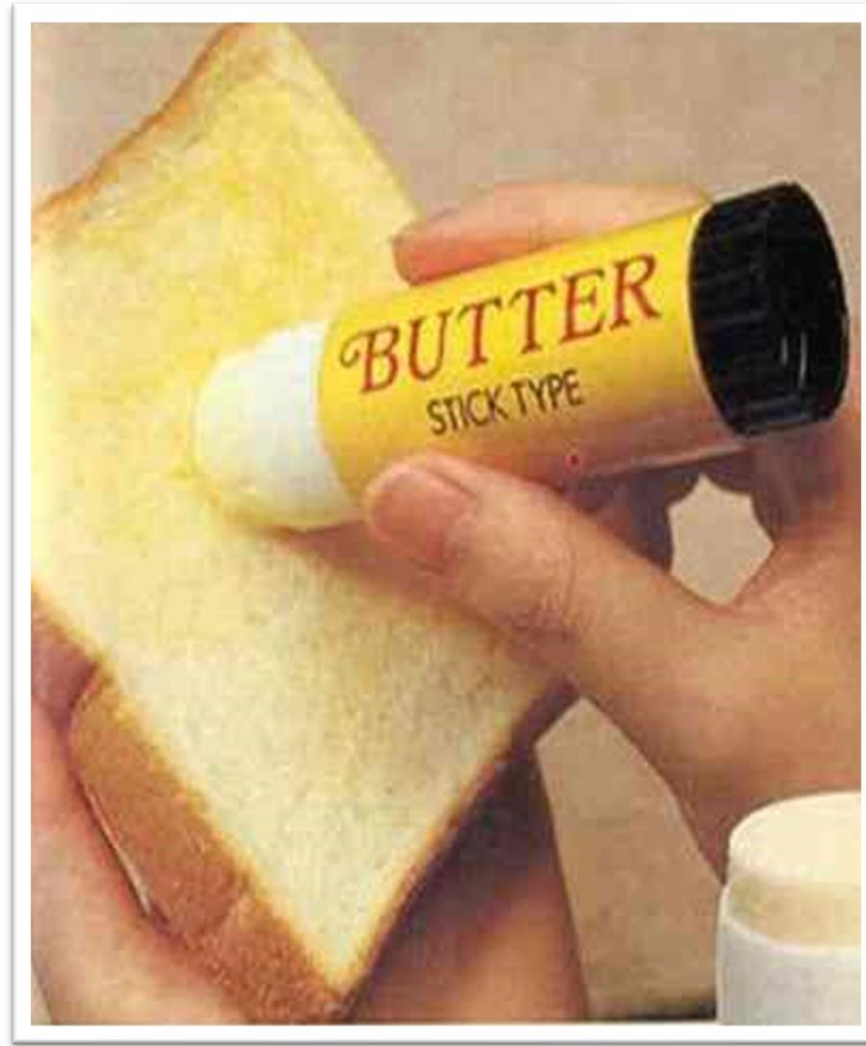
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Good ideas solve problems

One of the main reasons that these ideas failed was because customers didn't need them.

The most successful businesses solve a problem – this way customers will be desperate to pay for their products and services.

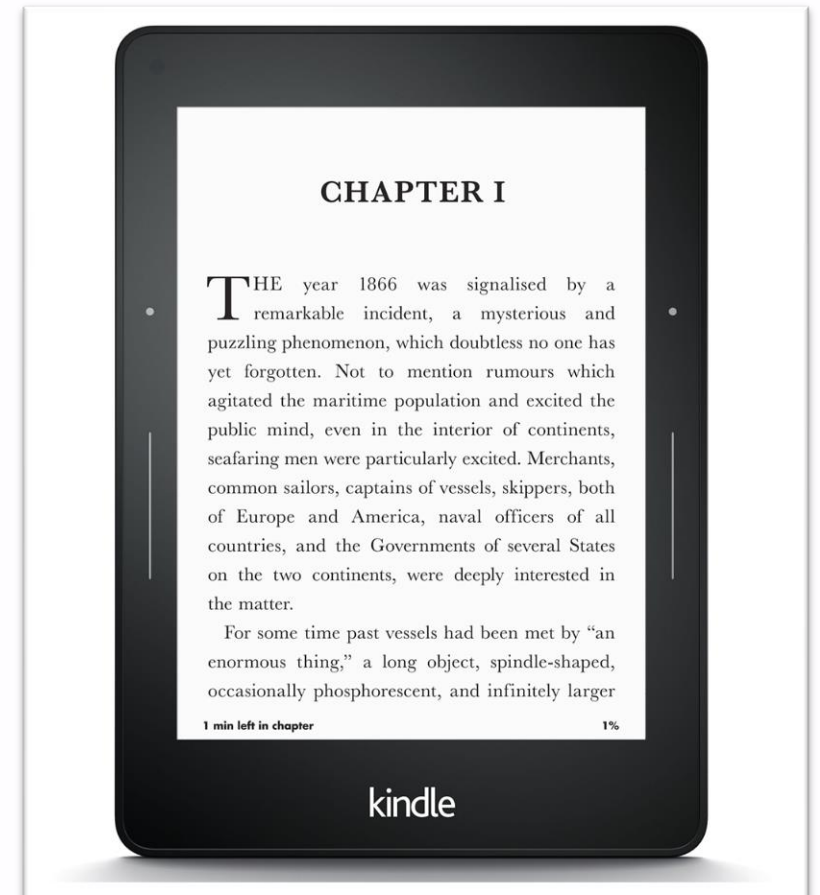
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What problems did these solve?



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What are the problems that you face everyday?

Working in your groups come up with a list of things that you consider to be a problem.

These could be small problems that affect your current everyday lives to huge global problems that could change the world.

What are the problems that you face everyday?



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How can you turn these problems into money?

I want you to try and solve one of these problems by planning and designing an idea for an App for phones and tablets.



Types of Apps

1. Time wasters



2. Everyday



3. Occasional



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Activity 1

In your groups explain what your App will do, how it will solve the problem(s) that you've identified.

Which types of App will yours be?
Timewaster? Everyday?
Occasional? What type of person will buy your App? Age, gender etc.

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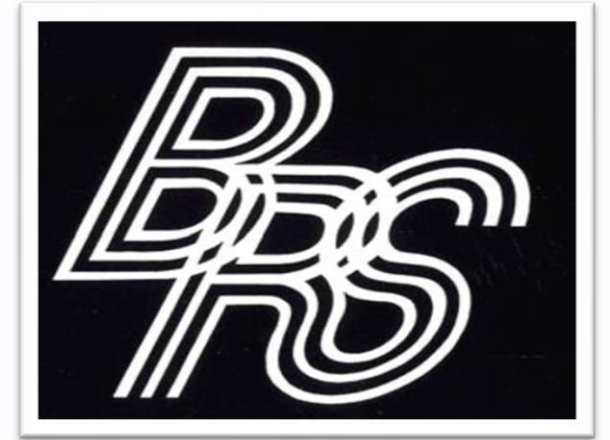
Activity 2

You need to come up with a name for your App. This needs to be catchy – something that people will remember and that suggests what it does.

You also need to come up with a price to charge for it. You can choose whatever price you want but you must think about the problem it's solving and who is going to buy it.

BackRub

Google



AuctionWeb

ebay



BlackBerry

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Activity 3

Design the look of the App – what it's going to look like on the home screen of a phone or tablet.

Think about the types of colours that will make it stand out from the crowd and also fit in well with the type of customer that will buy it.

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