



A study on the usability of progressive web applications

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Introduction

The project is going to begin by analysing two mobile applications and their usability. A study will be created and a group will be asked their opinions of the applications and how the usability can be improved.

The feedback will then be considered when creating an example of an application that has a good standard of usability. The study will be repeated to hear the groups opinions on the application and if they personally feel if it is an improvement in comparison to the previous apps that they had studied.

Project Background

The first mobile phone was created in the 1970s but mobile applications have only really been developed over the last decade, especially alongside the development of androids and iPhone.[2] There are many factors that make an application “successful” and one of those is good usability that follow design guidelines. [3] As there are so many applications around, it is important that it is designed clearly and of a good standard so users are more likely to keep the app of their phone and keep using it regularly.

Research and Development methods

It is important to research mobile applications in depth for this project, the methods of collecting data will be; reading academic papers, books, journals and websites. Feedback on applications will be through the use of questionnaires on group studies, the questionnaires will be pre-set questions.

Various hybrid web application frameworks will be investigated to ensure that the right one will be chosen to complete the development of the app and this will be developed using Visual Studio.

Aims and Objectives

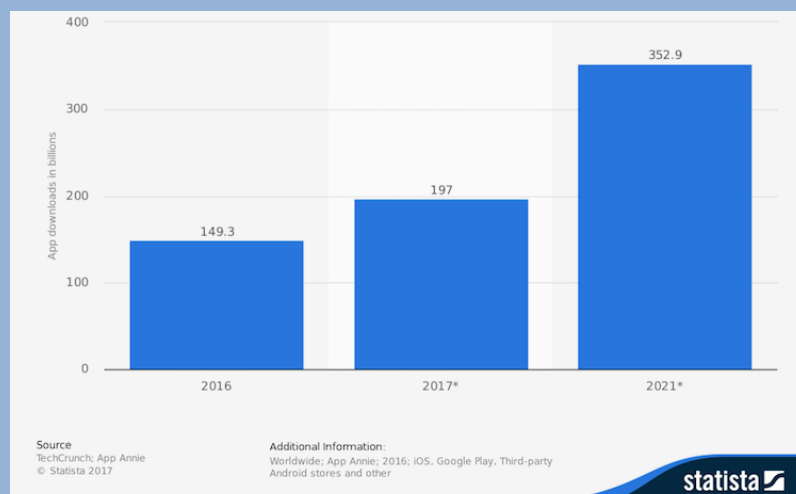
An aim of this project is to achieve an understanding of what is considered ‘good’ usability and how to achieve it in design.

Another aim of the project is to learn how to work with a hybrid web application framework and successfully develop an application using it.

The objective is to create an example of a mobile application that demonstrates the findings of what is considered good usability and for the application to try to show how the studied applications with the group could be improved.

References

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- [3] “How To Create A Good App: 11 Must-Have Features Of A Successful Mobile Application,” *MobiDev*, 2016. [Online]. Available: https://mobidev.biz/blog/11_key_features_of_a_successful_mobile_app. [Accessed: 05-Oct-2017].
- [4] “Number of mobile app downloads worldwide in 2016, 2017 and 2021 (in billions),” *Statista*, 2017. [Online]. Available: <https://www.statista.com/statistics/271644/worldwide-free-and-paid-mobile-app-store-downloads/>. [Accessed: 05-Oct-2017].



*Graph:
Number of mobile
app downloads
worldwide, 2016,
2017 and 2021.
The graph
predicts the
number of
mobile
downloads
worldwide.[4]*