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App store star chart free

Source: Pablo Blazquez Dominguez/Getty Images App stores available to users of Google's Android mobile operating system and Apple's iOS are constantly changing and are expanding with increasingly diverse apps in a number of categories. While some are eminently popular now (think games and social media apps), they look out for some emerging categories. TechCrunch reported in October that while apps have come a long way since Apple launched the App Store in 2008 - more than 5 million apps are available in leading app stores - not all app categories have evolved at the same pace. Gaming and social media apps have traditionally led major app stores in revenue, downloads and engagement, and have introduced new monetization strategies that have allowed some app developers to see huge returns from their investments. The iOS App Store has 23 app categories, while Google Play list 26, from Books and Businesses to Weather and Widgets. TechCrunch reports that while gaming apps once enjoyed exclusive retention of the top spots in the App Store rankings, apps in the travel, retail and media/entertainment industries are now fighting for these spots and have a better chance than ever of becoming the new app store heavyweights. Read on to learn more about four exciting app categories that come into their own as a significant source of revenue from the app store. Source: Thinkstock 1. Travel apps are expected to account for a quarter of U.S. online travel sales by 2015 - projected to generate nearly $40 billion in revenue - and travel apps are a major investment area for travel brands. Travel aggregators are increasingly optimizing their services for smaller properties on smartphone screens, with better search features, more efficient payment processes, and location-based offers for hotels, flights and ground transportation. App Annie's October ranking of the top 10 travel and shipping apps on the iOS App Store and Google Play Store combined includes five aggregators: Expedia, Hotels.com, TripAdvisor, Kayak and HotelTonight. TechCrunch notes that apps in the travel category are also gaining popularity by adding features that go beyond the simple feature of booking. Source: Thinkstock 2. Retail apps Retail apps include another category that has been in use for quite some time, but is just beginning to take advantage of its potential. Forrester Research predicts that the U.S. revenue will increase from $16 billion in 2013 to $46 billion in 2018. As consumers continue to browse products in the store and shop online in the future, retailers will find a way to use apps to motivate customers to return to brick and mortar stores. TechCrunch reports that another promising use of apps for retailers is interactive interactive experience that has been shown to increase customer engagement by up to five times, helping retailers to improve not only their sales, but also customer loyalty. Product search features, location-based coupons and offers, and shopping lists make the buying process more efficient and attractive to consumers. Options to pick up items from the store will help you combine the e-commerce experience with the traditional brick-and-mortar store. Source: Thinkstock 3. Media and entertainment apps Although well-established media and entertainment apps are an area of growth, consumers' TV viewing habits tend to move to digital TV and streaming services. Apps not only allow users to watch TV shows and movies on their mobile devices, but also allow them to access previews, games, and other interactive experiences offered in studios' own apps. These apps attract users by offering exclusive content, chances to interact with stars, and other experiences that strengthen consumers' loyalty to brands. In addition to bringing their brands and content to a new mobile platform, media apps are full of newcomers creating new types of experiences with written, audio and video media. Source: Thinkstock 4. Celebrity apps Even apps in the long-dominant gaming category are constantly evolving in new directions. Evidence of this increase comes in the form of a trend techcrunch has called the Hollywood ification of the App Store with apps like Kim Kardashian: Hollywood, a partnership between celebrity and game publisher Glu that is booming. As Quartz recently reported, the game remained among the top 10 highest-grossing apps on the iOS App Store, and the Google Play Store's top 20 - and has already grossed $51 million. While Kim Kardashian: Hollywood doesn't follow the success of games like Clash of Clans, Candy Crush Saga, or Angry Birds, which could make between $1 million and $3 million a day, that has gained a solid foothold in the second tier of popular mobile games and is expected to catalyze the shift in the gaming industry. The game introduces an enticing new model where publishers can license an title from a TV show or movie, and the theme of the game can be based on it. Convincing a celebrity to participate and promote the game only helps to gain and engage users. More Tech Cheat Sheet: King of Fighters Allstar launched in Japan eight months ago. Now he's coming west. Pre-registration is now available for an October 22 launch. It may have been available in Japan for eight months, but King Fighters Allstar is finally on its way west, with the launch to take place on October 22. The game marries the traditional King of Fighters game at an RPG angle and makes an interesting blend. And there are more than 50 different fighters to choose from to make to say that there is change and then some. Whoever you choose, you have to make sure that your fighter is best to defeat all the challengers. Because as much as I praise Apple for its unstoppable year-on-year commitment to improving accessibility on iOS, the operating system still has an area that desperately needs better accessibility, at least visually - the App Store. The problem with access to the App Store is typography. It's too small, so reading app descriptions and release notes is difficult. Because there is no way to set the font size, ---, and I think the App Store, as an app, does not support the Dymanic Type --- I am forced to keep my iPhone and iPad close to my face and squint in order to read an app. Consequently, however, squinting so much makes my eyes tired and starts to hurt, which in turn makes for a very terrible user experience. Of course, the App Store isn't the only one of Apple's digital storefronts affected by ridiculously small typography; iTunes Store and iBookstore have the same problem. I mention the App Store especially just because this store I use most. To be sure, my experience as a visually impaired person is that all three Apple stores are not the best for reading. In my investigation, I found VoiceOver doesn't work well reading aloud app descriptions and release notes, but that doesn't solve the problem of small font size. What I would like Apple to remedy this --- is what you need to do ---, add a slider somewhere in Settings that controls the size of the font. Or better yet, update the App Store.app to support dynamic type; In this way, the application will support any font size users look at system-wide. In other words, I feel the App Store (and iTunes and iBooks) should bend the Dynamic Type's will in the same way as Mail and Messages do. As it stands, using the App Store on my iOS device (especially my iPhone) isn't the most pleasant experience. But when it comes to the App Store, while many people like to write about healing and top lists, I think the general accessibility of the Store often goes overlooked. In fact, every time I wrote accessibility for iOS, I was actually shocked at how I'd forgotten to mention this. It's also a strange oversight on Apple's part. I often read the App Store every Thursday when the front page is updated and enjoy reading through release notes to learn about changes and bug fixes. As things stand, however, due to the small font, these tasks seem more like work than games. I hope that Apple will sooner rather than later address this issue. We can earn the purchases using links. find out more. Sketch, the winning design app for the Apple Design Award (ADA), leaves the Mac App Store for mac. It follows BBEdit and Coda, and the reasons are not not The Sketch blog: There are a number of reasons Sketch leaves the Mac App Store, many of which in isolation do not cause us huge concern. However, like any catch, if exacerbated by making it difficult to justify staying: App Review will continue for at least a week, there are technical restrictions imposed by the Mac App Store guidelines (sandboxing and so on) to limit some of the features you want to have in Sketch, and upgrade pricing remains unavailable. The reaction has revived the debate about the viability of the Mac App Store (MAS) for developers – at least for indie Mac developers and those who produce more niches, higher productivity and utility. Much of the discussion focuses on the reasons for the Sketch post, the perennial trial period/refunds, upgrade pricing, direct customer relationships, freedom sandboxing, disintermediation review, etc. all mechanisms and realities at a time before mobile shattered expectations for traditional software businesses. They're easy to point out and nostalgia for their side, but it's hard to tell what if any meaningful differences would make in the post-pop app world. This is one of the many reasons why presenting perceived solutions to the problem is never as productive as giving problems and leaving them open to potentially novel solutions. It's the faster horses trap. We live in a world where apps are cheaper, plentiful, and more accessible than ever before. Companies such as Apple, Google, and Microsoft— even preinstallation — provide highly designed software supported by their hardware, services, or enterprise businesses. The development of venture capital funds is separate from profitability. App Stores and the modern Internet allow for easier and more accessible distribution than ever before. Customers, especially the vast majority, spend more time online and on phones than desktop software and computers, and this has dramatically changed our expectations. We don't like to pay for things like music, videos, news and, of course, apps. Not just in advance, but at all. What it means to be an app changes, too. Just as web services have become decoupaged websites, app features have become disconnected from app binaries. We've covered the widgets and sharing sheets, project the whole clocks, TV boxes, and dashboards, and transfer between platforms. That's after less than a decade of App Store. What's going to happen after a few more years? How can such software/service be made discoverable, accessible, and sustainable? There are probably no easy answers, especially if you start to consider the consequences. But solving difficult problems is Apple's job. They wield the most power in the App Store, so they the greatest responsibility. No application is eligible for existence, and of course there is no guarantee of success. Success. The App Stores always felt at least partially designed to give givie apps a better shot, especially indies. To open trusted distribution to everyone. That said, it's possible that Apple is ok with leaving Sketch, BBEdit and Coda from the Mac App Store, and many apps never enter. Apple, after all, created Gatekeeper to allow reliable app delivery outside the macapp store. It's part of what sets the Mac App Store apart from the iOS App Store. Apple may think that MAS is the most suitable for pop apps, and professional or niche apps can and should exist. It's also possible that Apple doesn't prioritize MAS. Even though they're separate, the Mac App Store shares resources and attention with the iOS App Store. Since the Mac App Store is a much smaller market and earns a small fraction of the revenue, almost all the resources and attention go to the iOS App Store. There isn't a single company-wide management run and the App Store as a whole as a product, much less the Mac App Store. As a result, the Mac App Store lags far behind the iOS App Store for developers like TestFlight and analytics, as well as for customers such as app gifting, packages, category features, video previews and more. (That the Mac App Store.app hasn't seen significant updates since its launch can disabuse anyone with the concept of separating iTunes.app, and by itself, accomplishing nothing.) For the Mac App Store to get parity with the iOS App Store, you'll probably need to establish a high-level position within Apple, which is directly responsible for the success of the Mac App Store and is addressed by a dedicated team. And it'll probably require champions from the Mac product team and a big release to be piggy-back. Something that makes it a leadership priority. Not because of the size of the market or the revenue they require, but because it increases the total value of your Mac and rightly is a point of pride. This team could then figure out what, if any, features and mechanisms need to be added to the Mac App Store to provide a first-class experience. Maybe luging functions and mechanisms, maybe novel, maybe both. But with the constant goal of bringing MAS into the future, not just the present. Not only because it would be better for developers, but also for customers and Apple. If Apple wants the world's Sketch and BBEdit and Coda apps in the Mac App Store, you can figure out how to make MAS a place that supports and maintains them. And if it turns out that some apps really don't suit MAS, if you prefer pop apps rather than niche apps than activity, not because of inactivity, which is infinitely better for everyone. What could be commission purchases using links. find out more. More. More.