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Appvalley app store

Although I praise Apple for its unwavering annual commitment to improving Accessibility on iOS, the operating system has an area that needs better accessibility, at least visually. The problem with app store accessibility lies in its typography. A very small way that makes it difficult to read app descriptions and release notes. Since there is no way to set the font size --, and I guess the app Store does not support Dynamic Type as an app --- I have to be cross-cross-country to keep my iPhone and iPad close to my face and get information about an app. As a result, however, the very squint makes my eyes tired and begins to hurt, which in turn makes for a rather terrible user experience. Of course, the App Store is not just one of Apple's digital showcases affected by ridiculously small typography; iTunes Store and iBookstore have the same problem. I'm talking specifically about the App Store because it's the store I use the most. To be sure, my experience as a visually impaired person was that Apple was not the best for reading these stores. In my test, I found that VoiceOver works loudly in reading app descriptions and release notes, but this small font size does not solve the problem. What Apple needs to do --- to fix this ---, slider that controls the size of the font in these settings. Or even better, update the App Store to .app Type; in this way, the application will support the font size that users will set system-wide. In other words, the App Store (and iTunes and iBooks) feel that Mail and Messages should bend to dynamic type will in the same way. As it is today, however, using the App Store on my iOS devices (especially my iPhone) is not the most enjoyable experience. But when it comes to the App Store, while many people want to write about curing and top lists, I think the store's overall accessibility often goes into disregard. In fact, all the time I've been written about iOS accessibility, I've been shocked at how I've really neglected that mention. It's also an interesting oversight on Apple's side. When the front page is refreshed, I frequently used the App Store every Thursday and enjoy reading the release notes to learn about changes and bug fixes. Things are like stand today, however, the small font makes these tasks feel more like work in the game. I hope Apple will be able to address this issue sooner or later. What: Apple's App Store experienced a significant outage around noon Friday. How: Some App Stores were cannot install. The others couldn't take it down. Why You Have Maintenance: The App Store is your primary boulevard for new apps, app updates, and in-app purchases. If offline, none of this applies to you. BTW: Now we're sure everything's back. It's not just you. One of the advantages of having such deep articles on technology on Lifewire is what it is Based on which articles in the world begin to receive unusually high traffic. DownDetector.com Today, we noticed that an article about iPhones not downloading apps maximized our current traffic. DownDetector.com quickly showed us that the App Store went down a few hours ago (a website dedicated to knowing what is going on if websites are having problems). Although Lifewire employees can download and update apps, they are still struggling even now. Apple's own status page says the App Store has a problem affecting some users. Apple Generally, outages are handled quickly enough by such Apple; The App Store is likely to be back on the agenda soon. Until then, you can see if this is right for you by trying to download or update apps on your chosen iOS device. Source: Pablo Blazquez Dominguez/Getty Images Google's Android mobile operating system and Apple's app stores available to iOS users are constantly changing and expanding with apps constantly diversifying in numerous categories. While some are extraordinarily popular now (I think game and social media apps), you can look out for a few up-and-coming categories. While apps have come a long way since TechCrunch launched apple's App Store in 2008 in October - with more than 5 million apps currently available in leading app stores - not all app categories have evolved at the same pace. Gaming and social media apps have traditionally pioneered large app stores in revenue, downloading and engagement, leading new money-making strategies that make it possible for some app developers to see huge returns on their investments. While there are 23 app categories in the iOS App Store, Google Play lists 26 apps, from Books and Businesses to Weather and Widgets. Gaming apps once to the top of the app store rankings, while apps in the travel, retail and media/entertainment industries are now vying for these spots and have a better chance than ever of becoming new app store heavyweights, TechCrunch reported. Read on to learn more about the four exciting app categories that come to them as key sources of app store revenue. Source: Thinkstock 1. By 2015, mobile is expected to generate a quarter of U.S. online travel sales - projected to reach revenues of about \$40 billion - and travel apps represent an important investment area for travel brands. Travel adgers are increasingly optimizing their services for smaller real estate of smartphone screens, with better search functionality, more efficient payment processes and location-based deals related to hotels, flights and ground transportation. Annie's ranking of the top 10 travel and transportation apps on the iOS App Store and Google Play Store in October included five adledders: Expedia, Hotels.com, TripAdvisor, Kayak and HotelTonight. TechCrunch also allows applications in the travel category to popularity by adding features beyond the simple function of booking. Source: Thinkstock 2. Retail apps Retail apps are another category that has been around for a long time, but is just starting to take advantage of its full potential. Forrester Research expects U.S. revenue from smartphone trading to increase from \$16 billion in 2013 to \$46 billion in 2018. As consumers continue to browse products in the store and then buy online, retailers are finding ways to use apps to motivate customers to return to brick-and-mortar stores. Another promising use of apps for retailers is that they are used to create interactive store experiences that have been shown to increase customer engagement by up to five times, helping retailers improve not only their sales, but also customer loyalty, TechCrunch reported. Product search functionality, location-based coupons and deals, and shopping lists make the shopping process more efficient and attractive to consumers. Options for picking up products in the store help it combine the e-commerce experience with the traditional brick-and-mortar store. Source: Thinkstock 3. Media and entertainment apps Although rooted, media and entertainment apps represent a space for growth as consumers' TV viewing habits shift further digital TV and streaming services. Apps not only allow users to watch TV shows and movies on their mobile devices, but also allow studios to access trailers, games, and other interactive experiences offered in their apps. These apps attract users by offering exclusive content, a chance to interact with stars, and other experiences that increase consumers' loyalty to brands. In addition to the big media companies that bring their brands and content to a new, mobile platform, media applications are full of new additions, creating new experiences with written, audio and video media. Source: Thinkstock 4. Famous apps Even apps in the long-dominant game category are constantly evolving in new directions. Some evidence of this growth comes in the form of a trend that TechCrunch has called combining apps like Kim Kardashian: Hollywood with the App Store's Hollywood: a thriving partnership between Hollywood, celebrities and game publisher Glu. As Quartz recently reported, the game was among the top 10 highest-grossing apps on the iOS App Store and in the top 20 on the Google Play Store, and has already made \$51 million in revenue. Kim Kardashian: Hollywood Clash of Clans can make between \$1 million and \$3 million a day, has gained a solid foothold in the second tier of popular mobile games, and has accelerated change in the gaming industry, although it doesn't follow the success of games like Candy Crush Saga or Angry Birds. The game shows an attractive new model in which broadcasters can license a title from a TV show or movie and create the theme of the game. Persuading a celebrity to join and promote the game it only helps users win and interact. More Tech Cheat Sheet: Page: