App Store Challenges

Caixa Mágica Software



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App Store Basics

- Software Distribution
- Centralisation
- Standardisation
- Versioning
- App control
- Security Static & Dynamic
- Monetisation





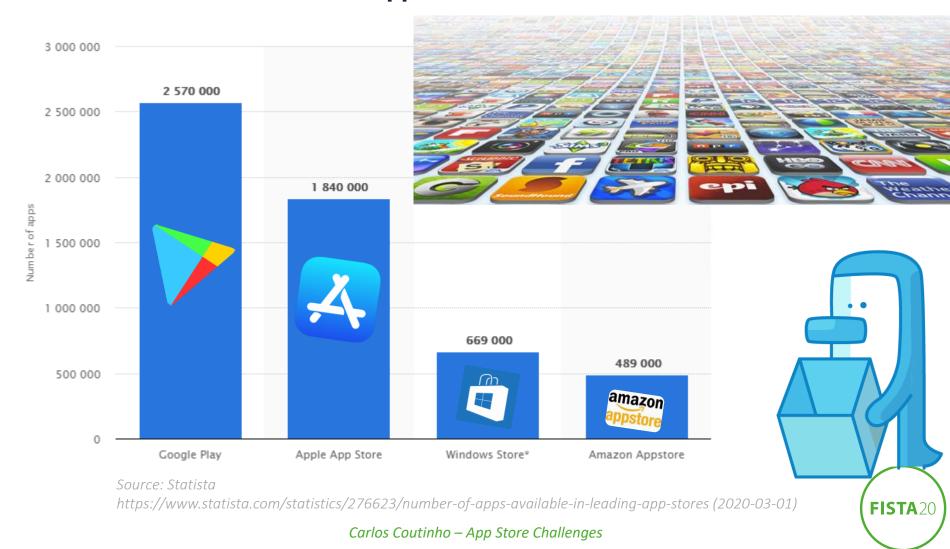






App Stores Figures

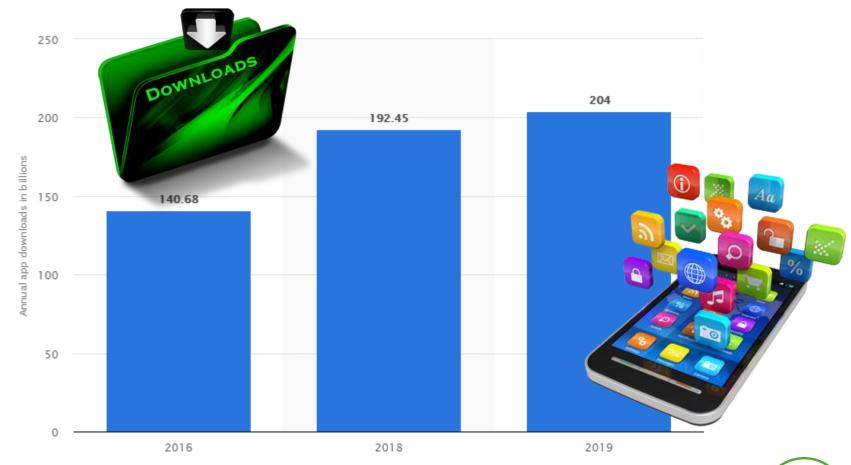
Number of apps available (end of 2019)



App

App Stores Figures

Evolution of Number of apps downloads (2016-2019)



Source: Statista

https://www.statista.com/statistics/271644/worldwide-free-and-paid-mobile-app-store-downloads (2020-03-01)



App Store Control

- Approval lifecycle
 - ✓ Establish simple and clear steps
 - ✓ Ensure high availability
 - ✓ Build formal communication channels
 - ✓ Develop strict rules
- Typical Review Topics:
 - Safety
 - Performance
 - Business
 - Design
 - Legal





App Store Control

- Approval lifecycle
 - ✓ Establish simple and clear steps
 - ✓ Ensure high availability
 - ✓ Build formal communication channels
 - ✓ Develop strict rules
- Actual Review lifecycle challenges
 - Review Guidelines poorly enforced
 - Developers try to find ways to abuse
 - ✗ Review sandboxes
 - Review SLAs and TTM

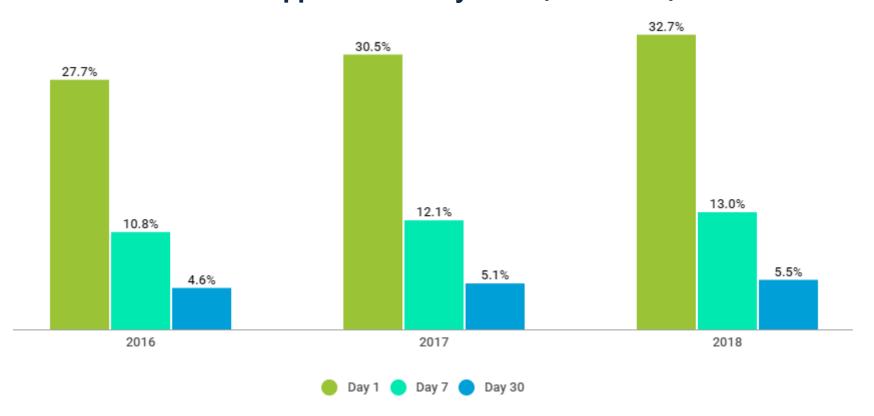






Apps Retention Rate

Evolution of apps retention by users (2016-2018)



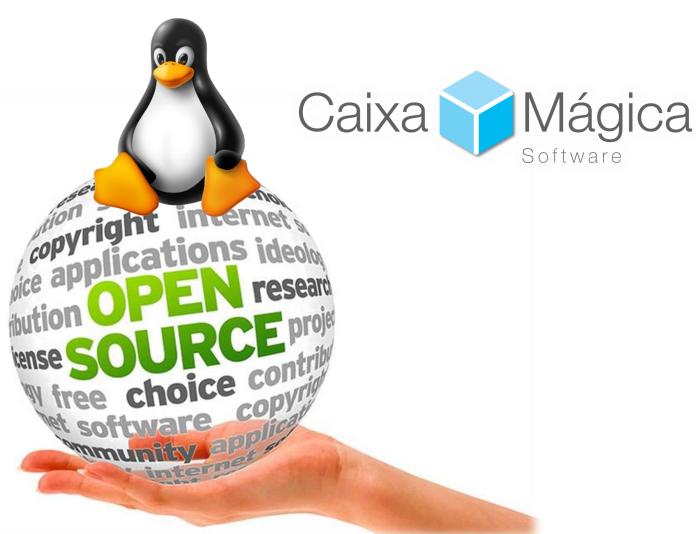
Source: AppsFlyer

https://www.appsflyer.com/resources/ecommerce/getting-started-user-acquisition-apps-complete-guide/app-market-user-acquisition-challenges (2020-03-01)





About





About





Aptoide App Store

Independent Android Store

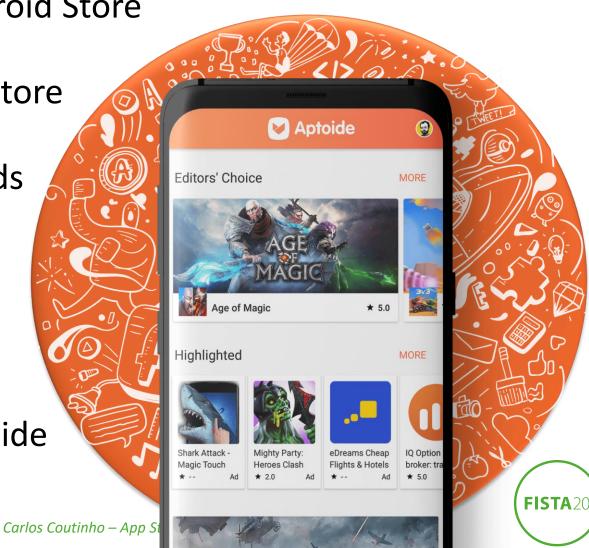
Customised App Store

7 Billion downloads

150 Million users

1 Million apps

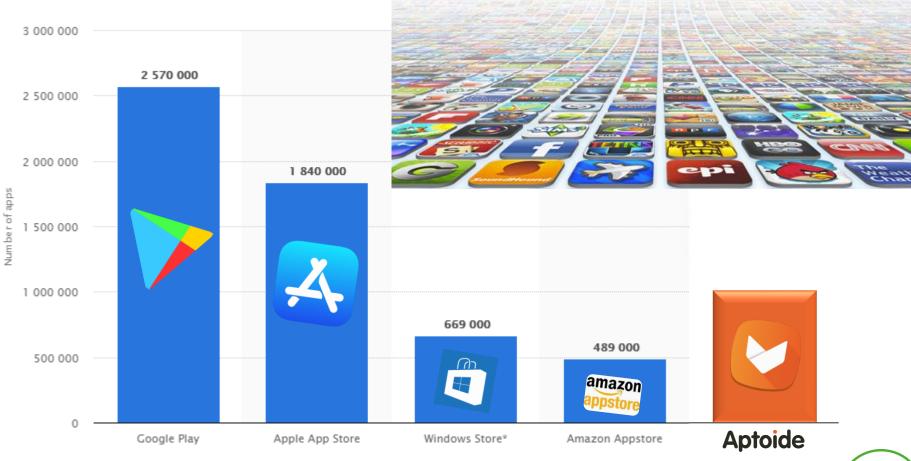
3rd largest worldwide





App Stores Figures (Aptoide)

Number of apps available (end of 2019)



Source: Statista + Aptoide https://www.statista.com/statistics/276623/number-of-apps-available-in-leading-app-stores (2020-03-01)

FISTA₂₀

App Store for the Automotive











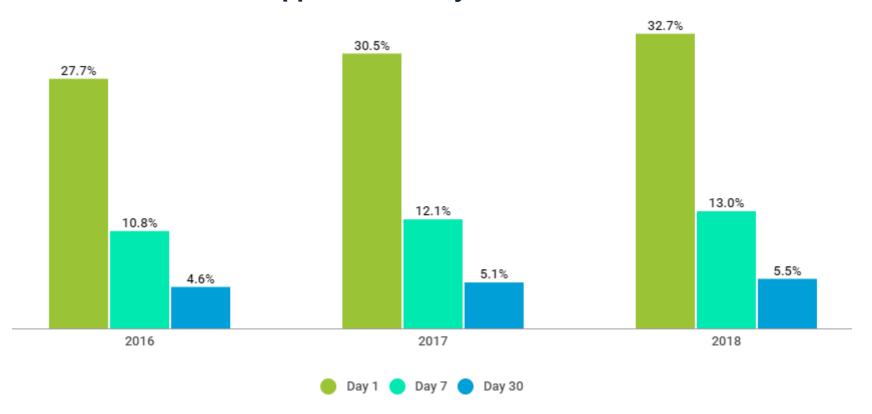


Aptoide



Problem: Apps Retention Rate

Evolution of apps retention by users (2016-2018)



Source: AppsFlyer

https://www.appsflyer.com/resources/ecommerce/getting-started-user-acquisition-apps-complete-guide/app-market-user-acquisition-challenges (2020-03-01)





- P2020 Project
- Recommendation System









- P2020 Project
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- P2020 Project
- Recommendation System





- P2020 Project
- Recommendation System







AppRecommender Session



- 2020. However, many apps downloaded are never used and, in 77% of the cases, apps are never used again 72 hours after the installation.
- · Considerable misalignment between the apps offered by the app stores and the finding of the right app from the consumers according to their needs (discovery).
- . Gartner predicted that less than 0.01% of mobile developers had commercial success by the end of 2018, due to this misalignment and the massive competition among mobile apps.
- . 52% of the apps are discovered through word-ofmouth, and only 40% are discovered using app store's digital services.

These inefficiencies make the distribution and discovery of apps a considerable and important challenge on an industry with massive penetration in societies that is still growing fast.

Research and develop technologies capable of offering the right app to the right user at the right time, optimizing thus the current app distribution and discovery services, and allowing companies to get closer to their target customers.

Develop a fusion-based recommender system and a semantic search engine.

Impact

The project aims to have impact on the mobile app consumers, mobile app publishers and on the Aptoide app store, though Caixa Mágica, current lead promoter of this project that will bring the results to the market.

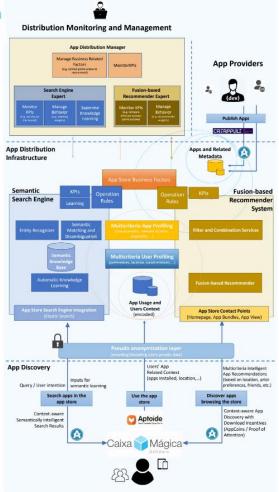
For the consumers, the impact will be in the ease of use, efficiency and satisfaction in the discovery of apps, because of the improved alignment between their needs, characteristics and context with the apps offered by the app store.

For developers and companies that promote mobile apps, the impact will be in the improved proximity to their targeted audience, optimizing the user acquisition and retention, and inherently the commercial success.

For Caixa Mágica and Aptoide, the impact will be on the optimized quality of service provided to consumers and companies, and in the consequent increase of the number of apps submitted to the store, active users and revenue.

Intelligent App Distribution Towards an Optimised App Discovery

http://apprecommender.iscte-iul.pt









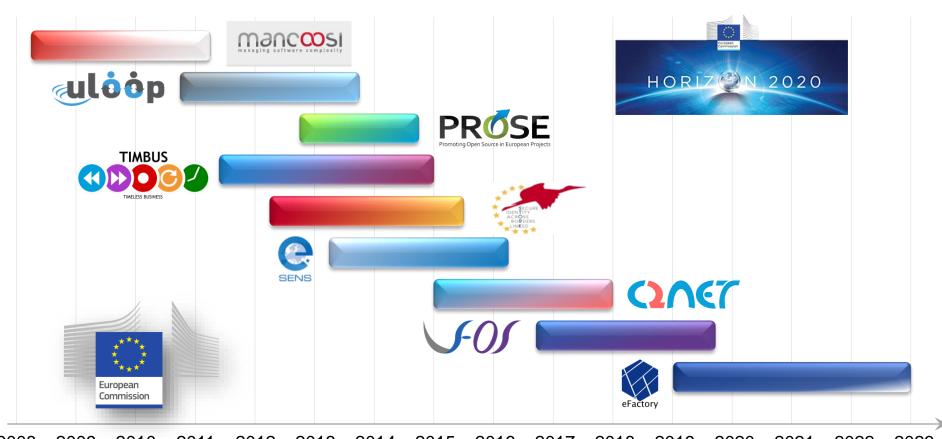








R&D – EU Research Projects























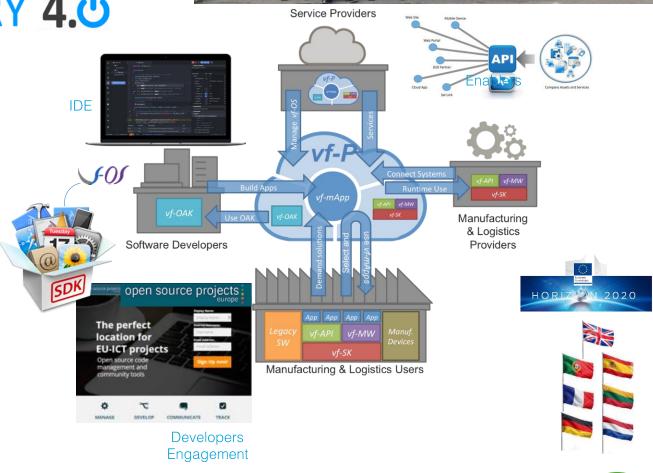


J-OS

INDUSTRY 4.0

Manufacturing Building Blocks



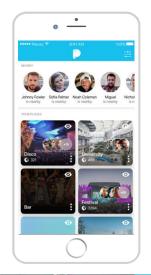


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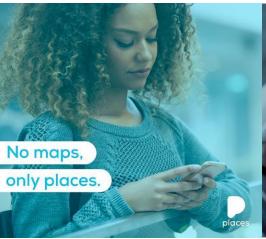


Places – Mobile Social Network











Escape and breathe the air of new places.

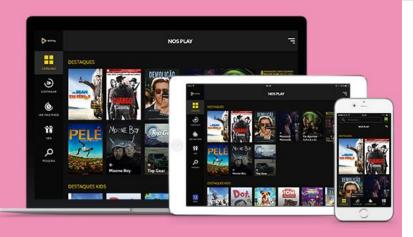












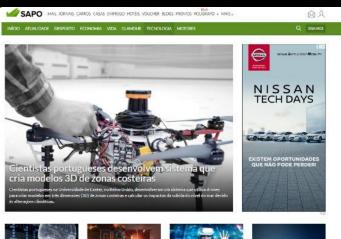




SAPO Internet Services

















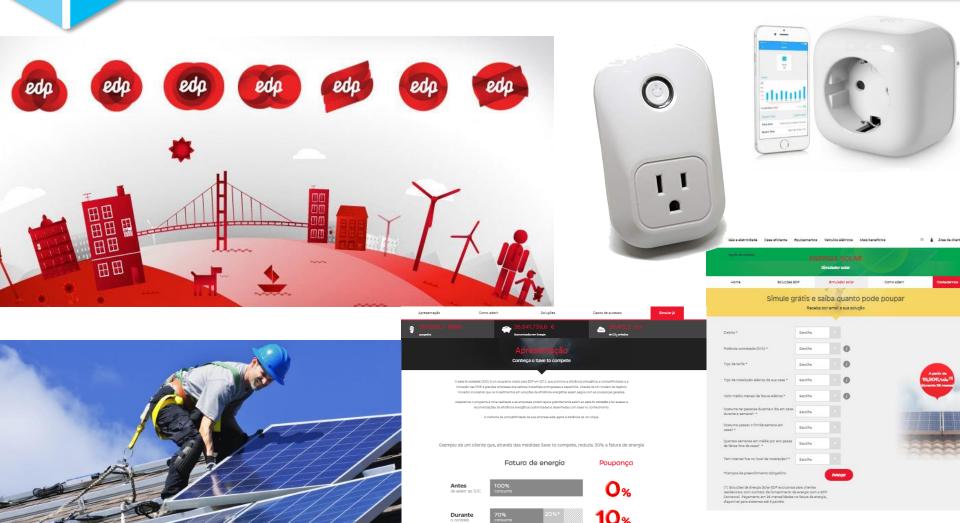




FC Porto de 'gala': 12 vitórias seguidas

16 pontos na fase de grupos e um

EDP - Online Simulators





30%

LCM – The Linux Caixa Mágica







Join us. Be part of our solution.





Our Magical Team (well... part of it)





Thank You!

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We are the source to empower your solutions

