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Ios app store alternative

With iOS 6, Apple has completely changed the way search results appear in the App Store app for your device. With the old App Store search, you can instantly see five results in a list view and scroll or swipe vertically in large quantities. With the new iOS 6 App Store search, you'll only see one result at a time, and whether you scroll or flick, you'll only get one result at a time. And that's not good. If you're looking for something specific like Tweetbot, it doesn't mean much because the first result is probably the right one, so you only need to get the first result. If you're looking for something more generic, like a game created by Electronic Arts, but you don't remember the name, the degradation is severe. Instead of 5, there is 1 option. That's an 80% loss in information density. Ironically, the new 16:9 aspect of the iPhone 5 would have allowed it to get even more search results in list view, a total of 6. Instead, with the new iOS 6 App Store search, you'll still get 1. Just keep going. That's an 83.33% loss in information density. Worse, both the cards and the way they're executed deliberately make the search interface slower. With the old App Store list view interface, you can tap and slowly scroll through the results or swipe through and quickly scroll through them. So if you don't remember the name of an app but vaguely remember its icon, you can quickly skid. Or you can quickly lean until the icon, title, or whatever caught your eye. With card-based search on the iOS 6 App Store, Apple has made physics so that no matter how slowly or quickly you scroll or swipe, you can only get the next result. No more quick skid. So now, even if you know the title icon or part of the data you're looking for, you're forced to use one app at a time, every time, to get there. The interface has essentially lost from walk/run to forced walking. The new card view interface doesn't display an app screenshot in the results, but it's debatable whether additional information will increase identification and discoverability, or just create extra noise for visual analysis. (This probably depends on the content and context of the screenshots, but as long as Apple won't let it be a video, they'll always be of limited value.) To get an idea of how well the metaphor works to search the App Store, all you have to do is extrapolate it to Google search. Imagine you type a search term into Google, and instead of being a page full of web results, you get a card that displays a page. Currently, if the required result was #17, it is on the second page. The card interface, it would be the 17th. Apple can explore such metaphors for a quick app switcher, where webOS has shown that displaying content makes sense. In App Store search, it's just bordering on the absurd. So how could Apple fix it? The new style and the old-style list view can be good To avoid the extra setting or button, Apple can easily present the list view in portrait mode and the card view in landscape mode, where you can see at least one app at a time. It also matches the behavior shown on the Music app CoverFlow. One step further, Apple can implement the portrait interface used for app categories and showcase some horizontal list views. The first is the search results filtered by keyword relevance, the second is a rating, and the third is how many friends the app has, the fourth is the recency of the release, etc. So, for example, searching for the term Twitter can result in the official Twitter for iPhone app first being relevance, Tweetbot first for friends with the app, and Flurry for the most recent. While this can add complexity, it is at least balanced with the options presented – I just want the Twitter app vs What Twitter app my friends are using? vs. Want to try another Twitter app that has the latest? If Apple is going to use mixed vertical and horizontal scrolling pages anyway, you can even use it to enhance sorting. The iOS 6 App Store didn't come gently into this world. The beets were full of strange behavior, some of which were not repaired before release. The combination of vertical and horizontal scrolling elements in the application can be quirky and off-position navigate. Purchased lists sometimes don't appear, and if they do, scrolling and touch events are very important. Search algorithms, reportedly now the technology of Apple's Chomp acquisition, have changed several times. For apps so important to Apple, developers and users, it's a pain, and it's something apple has taken into account, it needs usability-focused attention. And soon. We can earn a commission on purchases using links. find out more. People live busy lives and keep track of everything that needs to be done in a day can be difficult, so there's an endless number of things to do and productivity apps in the App Store. Apple offers a built-in Reminder app and a built-in Notes app, both of which can be useful, but most people who need a robust task tracking solution want to look for a third-party app. In the latest YouTube video, we rounded up some of our favorite to-do options with a range of capabilities. Subscribe to the MacRumors YouTube channel for more videos. The Concept (Free) concept is an all-in-one productivity app that's perfect when you need an app that combines taking notes and creating wikis with a to-do list. It's a simple color coordinated design, but it can actually be used to create beautifully organized notes and lists of hierarchies as complex or simple as you need it to be Concept on multiple platforms, so it works on Mac and iOS, as well as it has robust search tools, supports real-time collaboration, easy editing and list rearranging, and works offline. The application is free to use, but frees up the full range of capabilities, including Blocks of data and over 5MB file uploads cost \$4 per month. TeuxDeux (\$2.99/Month) Despite its cringeworthy name, TeuxDeux is a solid to-do app if you need something that's simple, simple, and free of confusing bells and whistles. It's the mostbarebones of the to-do list that we've tried, and it's an ideal choice if you want your design to be close to writing tasks on a piece of paper. Although simple, TeuxDeux offers a number of features that should have a to-do app, such as repetitive tasks, tasks that roll over to the next day if you're unfinished, Markdown support, easy drag and drop gesture support, and the ability to use both your iPhone and desktop. TeuxDeux is a subscription-based app and it costs \$2.99 per month or \$24 for a year. Things 3 (\$9.99) Things 3 is one of the most romantic to-do apps on the list, and it's also one of the most popular to-do list options. There's a good reason for this - Cultured code includes all the features you'll ever want in a task management app. The design of the app is ultimately easy to use, but at first it can be overwhelming and take time to get used to the full set of features. Fortunately, there is a built-in tutorial to introduce you to Things 3. You can create projects to organize different tasks, split things between work and family responsibilities, or simply add a simple to-do. Your inbox has sections like Today, Upcoming, Anytime, and Someday to help you keep track of what tasks and when to do them. Things 3 is the app to choose if you want to organize every aspect of your life. Things 3 is one of the few things to do that isn't subscription and costs \$9.99 to buy. Things 3 is also available for Mac and iPad, although each app needs to be purchased separately. Todoist (Free) Todoist, like Things 3, is a well-known to-do and list making app. You can organize different tasks into sections as needed, spitting everything from work tasks to food lists. It has an inbox that displays everything that needs to be done in an instant, as well as sections for things to be done immediately and next week. Todoist makes it easy to record quick to-dos using natural language in your app, so you can get it out of your head and support recurring dates and the option to assign tasks to others for collaborative projects. It also includes personalized productivity trends so you can be sure you're staying on task. Todoist is free to download, but the premium feature that unlocks all features (such as reminders) costs \$3.99 per month or \$35.99 per year. Any.Do (Free) Any.do another popular task management app that has been for years. It has simple interface that belies your complexity, with deep organizational choices for managing daily tasks, calendar tasks, projects, lists, and more. Scheduled reminders, note-taking capabilities, collaboration features, calendar integration, calendar integration, messages, simple drag gestures, and more. To use the app, you need an account, but it supports Sign in with Apple to make it easier to use the tools you need, and with one account, you can use the app on all your devices. Any.do is free to use, but delivery all features require a premium plan priced at \$9.99 per month for a month subscription, \$27 for a six month subscription, or \$60 for a 12 month subscription. A premium subscription unlocks color tags, location-based reminders, advanced recurring reminders, larger file uploads, sharing options, and more. Conclusion There are dozens, if not hundreds, of to-do apps in the App Store and it's impossible to try them out. If you're looking for a new to-do app, it's a good idea to check out the options on our list, because these are apps we've tried and found useful. If we missed your favorite things to do, be sure to let us know what's in the comments. Comments.