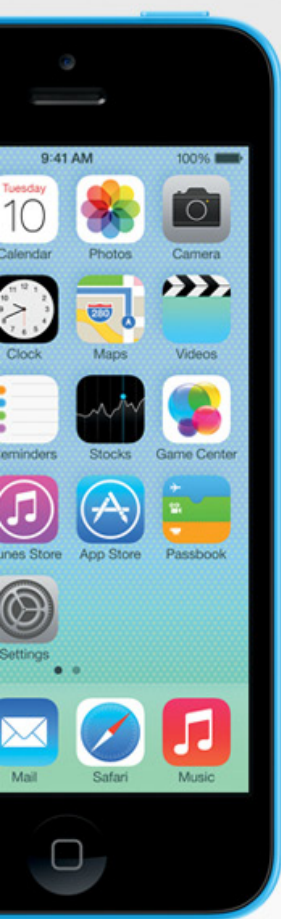


M October 2013

# New iPads & iPhones Unveiled



chromebooks



Anki Drive



Nest Protect



wearables



# EDITORIAL

# TAKING A LEAVE

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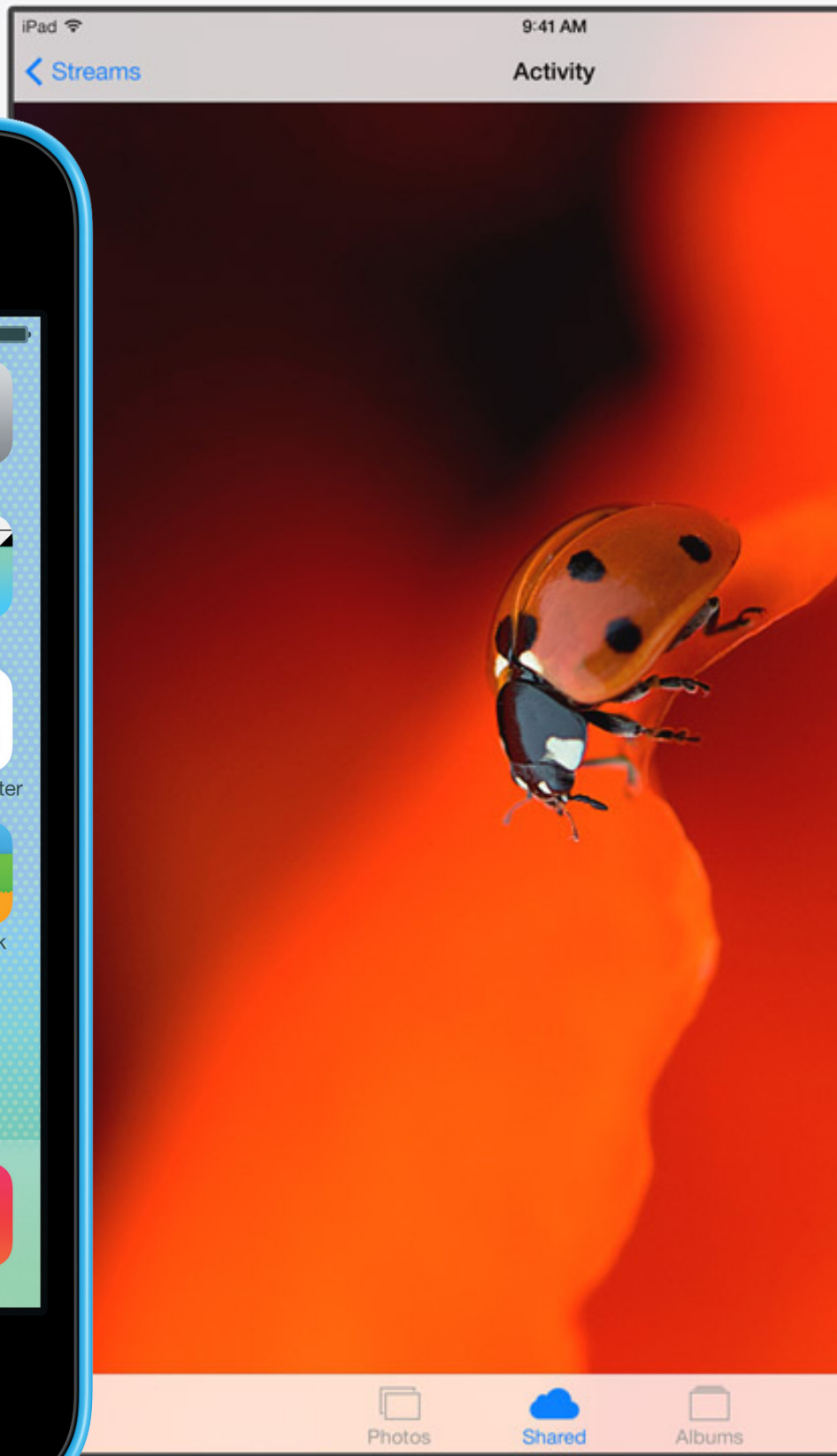
Vidit Bhargava

Over the past few months it has become increasingly difficult for me and Mudit to update our eZine monthly. This edition itself took more than 2 months, in creation. I have decided to sort my other priorities first.

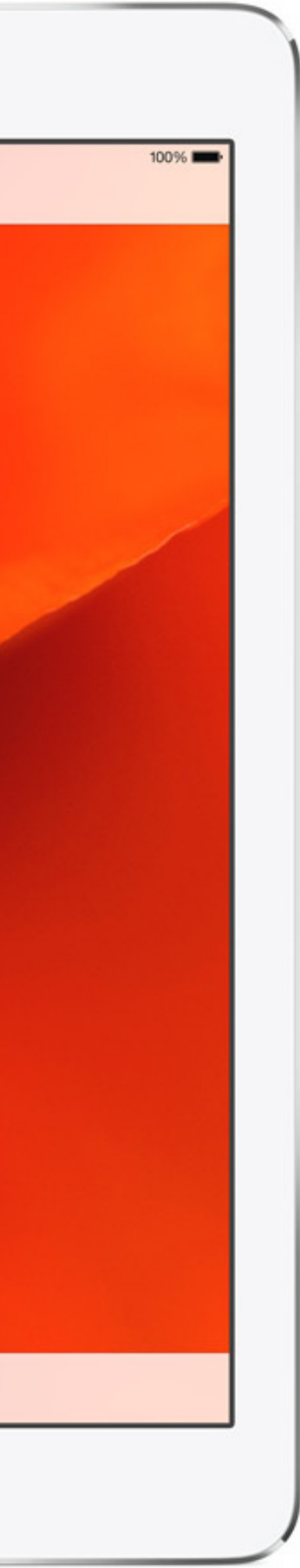
What we plan is, to take a leave from creating the eZine for some months. This is going to be the last edition of MVDIT TECH BOOK this year. We plan to come back from our leave by spring 2014.

Meanwhile our facebook and twitter pages and blog will be updated as regularly as possible.

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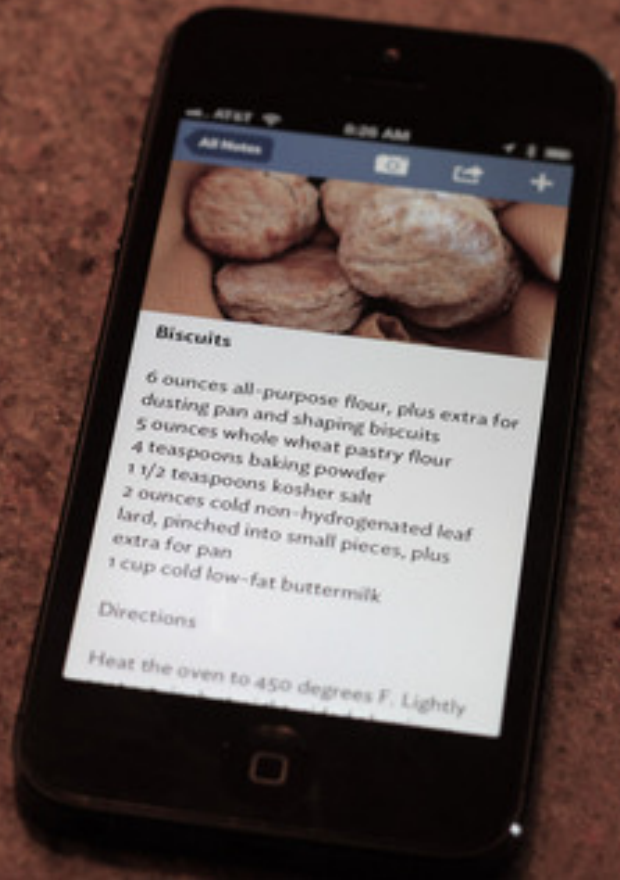




ANKI DRIVE

ALL LOGOS AND PICTURES OF OTHERS ARE PROPERTY OF OTHERS

## NOTABLE MOBILE APPS



## NEW CHROMEBOOKS ARE THEY USEFUL?







## COVER STORY

# iOS7 Review

Vidit Bhargava  
iOS has always been an operating system about people and not about software engineers.

It has always concentrated on what you can do with your device rather than pushing in features like a task manager or a finder like file system.

iOS is simple. You can simply pick up a device using iOS and start playing a game or start taking notes or simply capture and edit a picture. iOS has always been about the apps that let you do wonders with it and

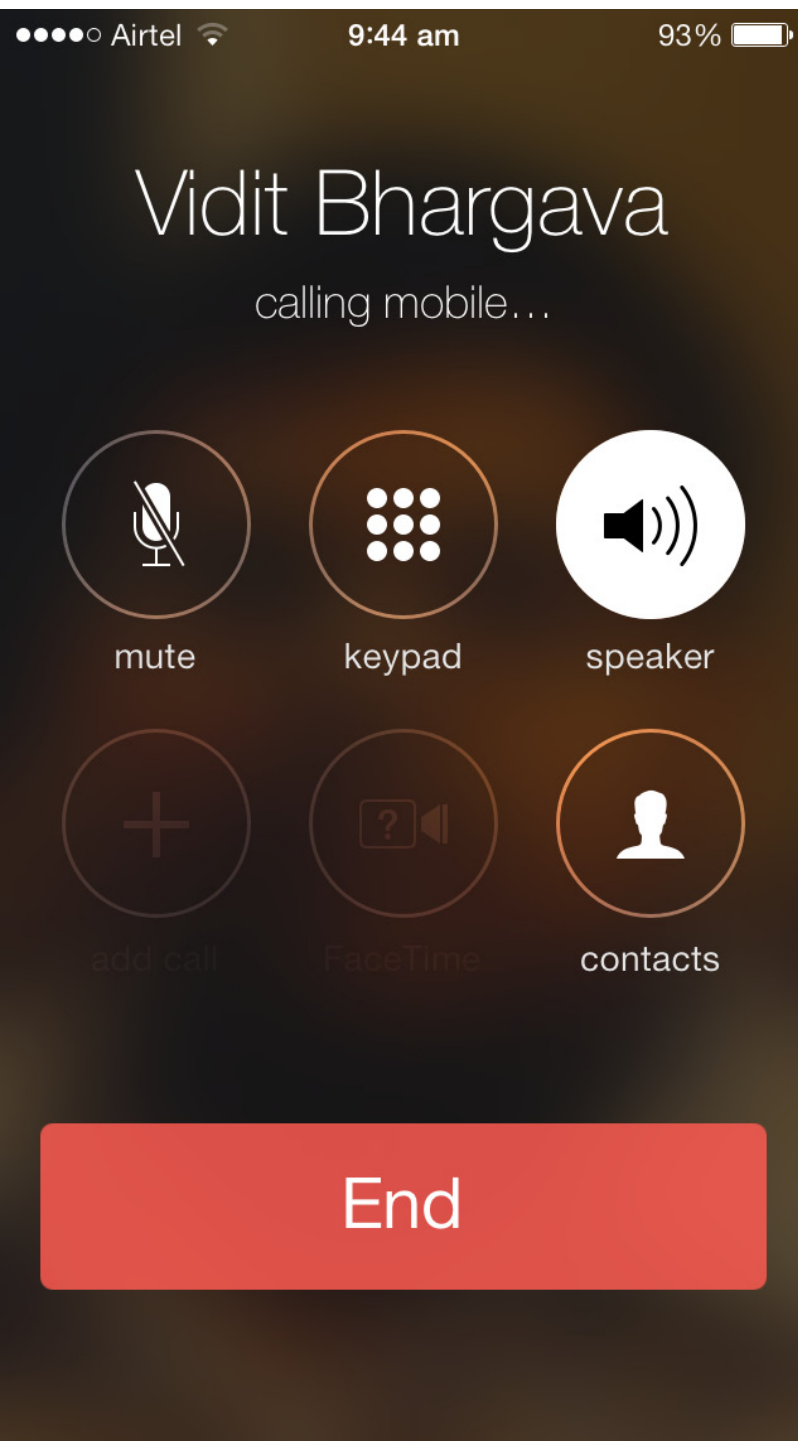
that remains by and large the scenario even today. Here's where apple triumphs over android devices, it hides the dirty wiring and all you see is a posh design. This is something android (for mobile phones) and windows (for pcs & tablets) have never understood or bothered about.

*"I expected some sort of a change, but iOS7's design & aesthetic are a complete departure from every other iOS installment to date and for the good."*

A few minutes into Apple's new operating system and you will realise that apple's changes aren't just skin deep they are paradigm shift-ing user interfaces. How do they affect the usability of apples devices? During My test

I found that the new interface takes a lot of things for granted. And gives some cues for the others.

The best impact is on sliding menus and reading spaces. The back gesture for menus is brilliant and is something that is quite obvious. The new app launching animations are also good and enhance the user experience.



But there's a drastically bad impact to iOS' usability in the area of buttons. Plain text links without any visual cue whatsoever to inform that it is a button are an extremely controversial choice and something that I wouldn't prefer personally. Also some apps have large white spaces which work fine on the iPhone but look terrible on the iPad. The music app

**"Preference of Text-buttons instead of pictorial ones is a major flaw"**

on the iPad is so devoid of anything to indicate that it's a music app! it just feels to be from a different OS.

Apple has placed a completely new flat aesthetic for the new iOS. It is apple's own spin at the much in use minimalist design. Peppared with blurs and a frost glass feel, The new interface just loves colour. Attop a colourful background iOS' new interface looks brilliant but when it comes to the white and black palettes the interface doesn't look all that great. The new flatter aesthetic is great in many places but is largely subjective to its background, which is both a good and bad thing.

Another interesting point about the new aesthetic is that it doesn't impose it's look on third party apps. A wood textured bookshelf or a vinyl based DJ software work just as great as they did on the previous versions of the iOS. Moreover apple's new UI Dynamics APIs make these apps function better. Skeuomorphic textures may be out of fashion but they are far from out of order here! Also this is something that makes me want to stick to





iOS. The apps get a clean slate to convey their point which is unlike the windows phone or android where apps that don't have a specific look, look out of place in the operating system.

In places iOS7 proves to be a more natural and physics driven operating system, this can be seen clearly when you unlock the screen, the icons fly into the screen rather than being just present over there. The gravity in pulling down the notification center is also a fun UI element. Or the zooming of apps in and out while multi-tasking or the bouncy animations in the Mes-sages app give the iOS a more dynamic look instead of one which was quite static and only textury.

Just like every software update, iOS 7 packs a few big features that make switching back to iOS 6 a difficult task. Apple's control center and Airdrop top the list. The control center makes it easier to switch on / off important settings and launch apps timer, camera or calculator quickly, control center is an extremely handy tool! The other important feature is of Airdrop. AirDrop is something I'm definitely looking forward to,

**"This is a skeumorphic user experience on a flat aesthetic."**

currently there aren't many apps that make good use of it but I am expecting a lot of cool stuff to happen very soon. Safari Shared Links is the dark horse here, it's an extremely cool feature that takes articles from your twitter feed and puts them on a single quickly accessible sheet on safari. It's very neat and for someone who reads most of the stuff from twitter links this is just brilliant. Siri has a new voice too & one which is more human like! However her capabilities remain constrained outside US.

Maps seem to have got better with time but directions are still absent in India (which i guess they'll only roll out once they are sure they've mapped most of the places accurately). There are other inclusions in iOS too but most of them are either improvements to their previous versions



or require a bit of hardware support (iBeacons: They could eventually be so powerful that they'd be able to control the lighting of a room as soon as you enter or leave it).

iOS 7 on the iPhone is incredibly polished, apple did a lot of work in the months following the initial announcement. The first beta that developers got was more like an alpha build. But subsequent and frequent beta updates made it incredibly stable and good to use by launch time. However on the iPad there still seems to be a little work left, the gestures aren't as smooth as they were and my iPad 2 is a bit sluggish sometimes. But apart from that iOS 7 on the iPad is quite good, Specially the new multitasking screens, which make the iPad multitasking a much better experience.

So there we are, iOS 7 is definitely worth an upgrade. It changes a lot of things but doesn't alter its fundamental approach towards mobile software. New APIs increase iOS potential to churn out better apps and new features like the control center and safari shared links make it an altogether better experience and one that's hard to leave. But iOS 7 isn't a perfect operating system, there are places in the UI like text buttons which leave a sour taste and some of the default apps could be much better.

There's also the inevitable question of what's next: I guess Siri & Apple Maps have a lot to improve.

Good	Bad
Major improvements from iOS6 in terms of new APIs	Text Based Buttons are annoying.
UI Dynamics are powerful and make the OS fun to use.	Thin lines and extremely white interfaces leave empty spaces in some apps
Control Center, AirDrop and Automatic App Updates are great	Slightly sluggish on iPad 2
Safari's Shared Links stream is great for social network addicts.	
There's still room for any kind of aesthetic for iOS Apps	
Completely new and pleasant look.	
8.7 / 10	

## PRO COMPUTERS

# iPad Air & iPad Mini with Retina Display

Vidit Bhargava

It's been three and a half years and five product launches for the new shiny entrant in the tech category, the iPad. Ask Siri, about the best tablet in the world & she says, "Well, there's the iPad and then there's nothing else." I mostly agree with this. The other tablets (so they are called) exist but don't exist as a separate device, almost all Android & Windows Phone Tablets market a second use ( your tablet is a phone + tablet or a laptop + tablet ) others which don't market these uses are the iPad's only direct rivals.

There are broadly three major reasons why other tablets fail miserably, first. the aspect ratio on those tablets is wrong! A 16:9 7" display is horrible for web browsing and reading on a 10" display isn't even possible (holding that thing vertically is a joke). Half of their utility is already gone. Second, there aren't applications to rival iPad's. So when the ads show something like the GarageBand or infinity blade, users are bound to be inclined towards iPad and for good reason. Third, they try to do a lot of things, they try to compete with other devices, never really making a

## Apps are the biggest benefit of an iPad!

case for the primary use of a tablet. So even if cheap android tablets sell, users don't find much use of them and quickly throw them away.

Today apple announced two new iPads in an event that rivaled the iPad launch event in terms of its gripping presentation. The larger 9.7" iPad

is now called iPad Air. It's thinner than ever, lighter than ever and has a completely new design with trimmed side bezels, similar to what we saw on the iPad Mini last year. iPad Air also sports new hardware internals which include an A7 SoC which has faster processor and better graphics and also comes with a 64bit architecture. The Display on the iPad is a 250+ ppi retina display something, which is actually the gold standard among the tablets. It's the





biggest change to the iPad yet.

The iPad Air blows the competition out of the water with its new design, graphics performance and user experience. It's how the tablets should've been. There really doesn't seem to be a better constructed tablet on earth. It just feels like something that dropped from the space. And at \$499 it's really a great buy.

The iPad mini provides a different screen size to the users, and is largely a portable device. The mini with its 7.9" screen is better than the iPad Air at playing games and portable and one hand usage. It's more book / moleskin shaped and while the iPad Air is more apt for a larger usability, including content creation, the iPad Mini is for the power user, one who uses more than he creates. The iPad Mini was a huge success last year, in fact the sales cannibalized the iPad sales to a large extent.

This year's iPad Mini packs a punch! It's got Retina Display and one that's better than an iPad Air in terms of pixel density ( Remember how much better the original mini looked much better than iPad 2 because of its larger pixel density? ), it also boasts the same A7 SoC as the iPad Air. The design on the iPad Mini is same as last year. On the whole, if you liked the iPad Mini, you are sure to like the iPad Mini with Retina Display.

One of the few things which surprises me and something which apple has already done to iPod Touch and iPhone, is the lack of colors in the iPad Mini. I am all ready for colored Aluminum iPad Minis. These devices have extremely colorful smart covers and people love them, it'll be great to see colored backs also.



At least in the models that attract the youth most.

The lack of Touch ID and Camera enhancements on the iPad is not so surprising for me. TouchID in its current state is more relevant for the iPhone, where it means faster unlocking and purchasing of apps and songs. On the iPad, the unlocking job is done

pretty well by the Smart Cover. TouchID can wait for one more year until it gets more uses than just unlocking and buying stuff.

If there's one thing, which the iPad doesn't perfect, is its software. Apple's iOS7 which is awesome on iPhone but no so much on the iPad. There are a few apps which could be better, and a few gestures which could be

more stable. The overall look and feel of the apps can also be optimized in a better way for the iPad, for example the iPad Game Center app has a lot of white spaces. But even though, imperfect, iOS 7 is still miles ahead of any other tablet operating system. And if the new iWork and iLife are any indication, the iPad version of iOS 7 is going to get much, much better in the coming months.

**iPad Mini with Retina Display is for the power user who wants to read eBooks, watch Movies, use facebook and play games.**

This year's iPads aren't iterative stability upgrades. They are way faster than previous generation iPads, they've both got modern designs now, specially the iPad which is stunningly thin and light weight. The iPad Mini with its larger storage option and fast processor may also find a lot more uses for the consumers. It's a jolly time for tablet shoppers this holiday.





# Selecting The Right iPad

USE	iPad Mini	iPad Air	iPod Touch 5G
Email			
Usable when Mobile			No 3G
Games			
Games on the Move			
Books			
Clicking Pictures			
Portable Music			
Content Creation			
FaceTime			
Affordable iOS Device			
Abominable	Very Bad	Bad	Not so impressive
Fairly Good		Very Good	

Choosing your iPad is an intriguing task. With almost same internals, choosing between the iPad Air and iPad Mini is a little more tricky. You may also want to see an iPod Touch. Here's a cheat sheet:

1. Select a maximum of 5 uses, you want an iPad for primarily, from the blue column.
2. Weigh your options by judging the rating given to each device for each use. In many cases, the device with the maximum number of dark green blocks for your uses, wins.

Note: This sheet works for a maximum of 5 primary uses only. You'll end up with the wrong device you take all the uses mentioned, into account. Select only 5 primary ones.

Photo Preview

# ANKI DRIVE



Anki Drive brings Artificial Intelligence to the world of real life games. Anki Drive's a promising peep into the future of real world games. Priced at \$199, Anki Drive's available from 23rd October 2013.

# IT'S ALIVE





# APPLE Thoughts on the new iPhones

Vidit Bhargava

It makes for a great visitor count on a blog to write about an apple or iPhone flaw. Or to talk about how the company is doomed or how much a disappointment the phone is. This post falls in none of the categories. It talks about the innovation, the design and construction of the new iPhones.

## Software

A fresh new Interface, new ways of user interaction, improvements in the usability and a few other bold changes. Changing the design of an operating system changes a lot of things, it changes how we perceive a piece of software and even more so in touch interfaces, where changing user interaction has significant changes on the software's usability and productivity itself.

But even with so many changes, iOS still remains an operating system with its own identity. It remains the OS which let's an app, take full space of the screen to convey its idea. Your iPhone is a phone, wide screen iPod with touch controls, Internet communications device, gaming console or a camera. Thanks to its operating system it can take various shapes. This is what makes iOS different from android or windows phone or blackberry OS.

The software's identity gives users a choice to select from. Android (Low Cost, Lots of Geek

Stuff and Insanely customizable) or iOS ( Apps, Quality, Usability and efficiency ) ? it's your pick.

### **Color vs Forward Thinking**

Unlike previous years, apple has given two choices to its buyers this time. One of a premium quality device with a colorful enclosure and the all the pre-requisites of an iPhone. The other with newer technology like a fingerprint sensor, advanced camera options breakthrough flash technology, 64 bit architecture and a motion co-processor. The price points, a question of much debate are actually very interesting here. Let's just take every prejudice away from our minds and think. A new iPhone until last year started at \$199. This year, it starts at \$99. Which seems to be a good deal. But is the iPhone 5c really a new iPhone?

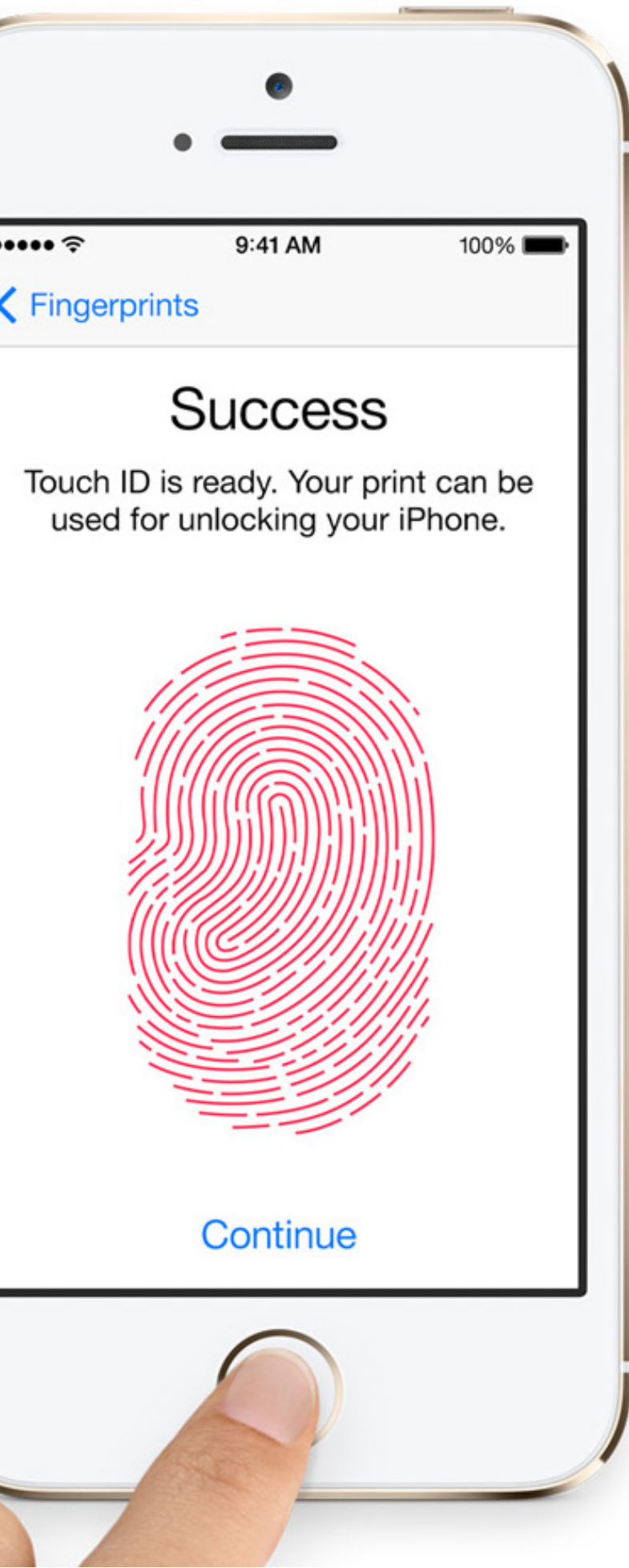


### **Meet the new iPhones**

The iPhone 5c lacks speed improvements from the iPhone 5. It's just as fast as the iPhone 5 but not quite as fast as the iPhone 5s. But the 5 itself wasn't a very slow device. Infact, the 5c does very well in benchmarks. The iPhone 5c has a significant advantage over 5 and to some extent 5s when it comes to the form factor, construction and fun-ness. The polycarbonate shell on the 5c is much more easier to grip and hold than the aluminum enclosure of the iPhone 5 or 5s. Also, the new coat of colors is definitely going to appeal the youth (the lower cost also helps).

The iPhone 5c might not seem to be an improvement over the previous generation iPhone 5 on a spec sheet but it definitely is, when it's held in the hand and played with. Apple innovates again, this time by giving us a polycarbonate shell that feels premium and extremely sturdy (steel reinforcements along the edge make sure of that ).





# iPhone 5s

The **iPhone 5s** is a great stability upgrade and one with significant other features as well. The 5s has a significant speed bump, it also brings in a 64 bit ( some tech-guy should really explain me how it helps ) version of iOS7 and there are some major camera improvements. There are graphics improvements to which mean better games and much better UX. Again, apple isn't playing a spec-sheet battle over here. It doesn't pack 8 cores & doesn't even mention RAM. But it delivers a benchmark trumping performance with a dual core A7 Chip. True innovation doesn't lie in packing as many cores as possible it lies in optimizing the software that it runs faster on two cores only. Apple does the same with its iPhone camera. The 5s has an 8MP camera but with much larger pixels ( bigger pixels = better picture ) and a breakthrough camera app. I specially like the slo-mo camera. It does some awesome & professional looking stuff in 120fps and is really cool. The burst mode and the white balance flash are great too.



But the feature that makes every other phone look stale in comparison is the finger print sensor. It's the first stab at an age old tradition of passwords. It's great! You can buy stuff on your phone with a fingerprint authentication! ( everyone knows how cumbersome is it to manage passwords ). Perhaps more than the technology itself it's implementation is much more brilliant. It's the first fingerprint sensor I have seen which doesn't look or work terribly.

So there we are, two new iPhones both on the same fundamentals as all other iPhones. Significantly better than their predecessors (yes! the 5c too is better than the 5 ) and fully focused on a wonderful user experience and great usability. The screen sizes are just appropriate. The technical specs, good enough to top benchmarks and features that attract a lot of people who wish to do different things on their phone.

A FLASH OF COLORS & IMPROVEMENT IN FORM FACTOR OR A FORWARD THINKING PHONE WITH THE SAME ALUMINIUM BRILLIANCE OF LAST YEAR. WHAT'S YOUR PICK?



# NEST PROTECT SMOKE ALARM

## SMOKE ALARM WITH A VOICE

Nest Protect tells you where the smoke is coming from in a human voice. A departure from what were earlier hoowing alarms.

## COLOR CODED EMERGENCIES

The Nest Protect has a ring at the center which glows green, orange or red according to the emergency. These color coded rings are much better than the many multiple blinks of other alarms.

## CARBON MONOXIDE ALARM, BUILT IN

A Carbon Monoxide alarm is also built inside the smoke detector. It constantly looks for dangerous levels of CO. Which is a neat addition, given how deadly CO can be.







## SMARTPHONE APP

The smartphone app for Nest Protect gives all the information that the smoke alarm does. This is done so that you can know all this even when away.

## PATHLIGHT

The Smoke Alarm also doubles up as a path light for your room.

## OUR FIRST IMPRESSION

As the Nest website says, having a smoke alarm is dangerous. This happens to be the first smoke alarm built with user experience in focus. For \$129, The Nest Protect is a winning device, one that'll soon be a necessity for your home..

# GOOGLE-CENTER CHROMEBOOK PIXEL

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Vidit Bhargava

Last Year, Google came up with an \$1600 Netbook called Chromebook Pixel. Google's attempt at Chromebooks seemed un-understandable. A \$1600, Coffee Table Laptop? With a Web-Browser as its operating system? Surely, there was something wrong. Chromebook Pixels were obviously dead on arrival.

This month, Google announced an 11inch Chromebook for just \$279. A significant Price Cut. A different material and some color make the new chromebook more meaningful than Google's previous forays into chromebooks. This particular Chromebook is made by HP.

But What is a chromebook? Chromebooks are essentially Netbooks (Remember them? They died a painful death in 2010) with their own

operating system, called the Chrome OS. Chrome OS is basically a browser based operating system that runs on web apps. And that's about it. If you are someone who mainly uses a laptop for emails and web browsing, then the chromebook does that very well.

But then, you might as well consider devices like the iPad Mini which provide an infinitely better web-experience (The web experience on a tablet is also from its apps which connect to the web). Why go for a laptop anyway? Google's 11inch Chromebook strikes an unusual chord over here. Its cheaper than both a conventional laptop and a tablet. And there's an unlikely intersection of people, who might want a laptop for web-browsing only but not want

a tablet. The chromebook is for that small intersection. While chromebooks aren't really better than a netbook in any task. They are more focused than one. As for their comparisons with tablets its a not much of a case for them. If some prefers writing on a physical keyboard than on a touch keyboard then he may get a better experience with chromebooks. Everything else is either only on par or slightly less efficient than a tablet.

As for the laptop itself the 11 inch Chromebook does look good it remind me of the old macbooks with poly-carbonate shells, and the build quality is just about passable for a \$279 laptop. For a starting point Chromebook it does make a good first impression when seen on a store shelf.

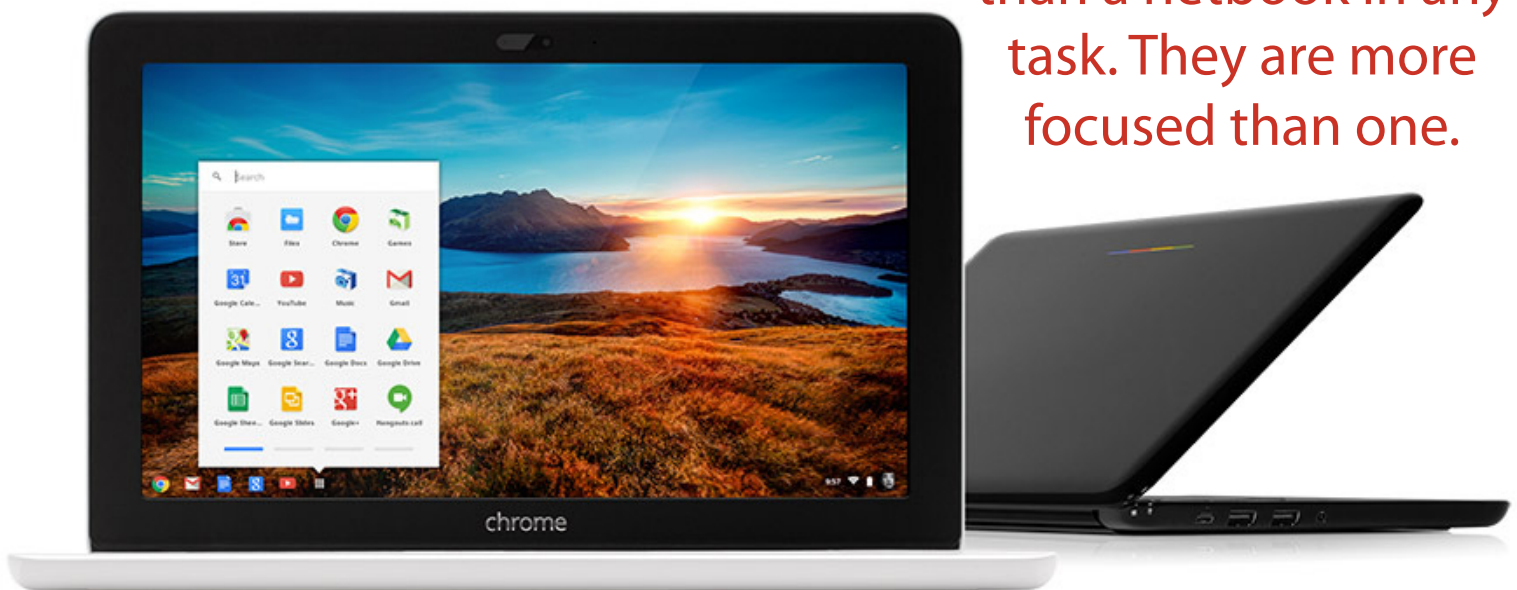
But where the chromebooks fail is, their performance which isn't good at all. The chromebook according to early reviews, stutters and struggles at things like scrolling, watching HD content and more. Its baffling how Google can go so wrong on performance with Integrated software and hardware.

**Its baffling how Google can go so wrong on performance with its own software and hardware.**

#### SUMMING UP:

Chromebook's success ultimately depends on how many people are ready to buy into an idea of a netbook once more. The 11 inch Chromebook conveys the idea nicely, but fails bitterly on performance. Its good enough to grab your attention at the local store but not good enough for me to shell out money for it, just as yet.

**While chromebooks aren't really better than a netbook in any task. They are more focused than one.**





# FITNESS + SMARTWATCH FITBIT FORCE



LOOKS GREAT  
ON THE WRIST



Great Construction



Simple Fitness Tracker



Counts Steps climbed



Great Battery Life



Tapping a button to  
check time is awkward



Finicky Clasp

Note: This Information is based on Numerous reviews

# FITNESS + SMARTWATCH

## NIKE FUEL BAND SE

FITNESS FOR iOS  
USERS ONLY

- ✓ A Great Fitness Tracker
- ✓ Great iOS App
- ✓ Smartphone not a necessity

- ✗ You need to Tap on the band to see time
- ✗ Not a premium design

Note: This Information is based on Numerous hands on experiences & editor's first impressions

# New iPads iWork Review



Vidit Bhargava

My Posts are becoming way away from the popular opinion on the Internet. This one is just one more to that precious addition. It's about iWork 2013. The new iWork suite that's available as a free upgrade to Mac and iOS users. First a little detail about Apple's iWork. iWork comprises of three tools, the extremely

popular and widely seen in apple's product launches, Keynote. A word processing tool called Pages, and

a spreadsheet tool by the name of numbers. Three basic tools that everyone uses.

**iWork has always been about getting things done quickly & not cramming up the maximum number of features.**

I used, Microsoft's office up until 2010 for basic operations like creating school reports and presentations and it was horrible. I had to tinker a lot with that software just to get a few things done. Microsoft's office is extremely complex to use. In India, Schools teach students how to use MS Office, it's in the syllabus for 9th standard exams. The

as well help you.

So when i started using iWork in 2010. It

point is, these tools weren't meant to be this complex. You don't need a sword where a pin might





was great. I could do a lot of things with it and very quickly. There were these cool report templates and then the presentation one's were great too, i ended up using Apple's signature gradient template more often, and

when i wasn't using that, i was using a white template to attach large pictures

as backgrounds. Pages has been good too. I've hardly used numbers but I like the whole thing.

iWork 2013

In an attempt to create a more streamlined interface on both OSX and iOS, Apple has given much needed updates to iWork this year. Apple has also updated its iCloud website to allow for online collaboration which in itself is a very useful feature. Among other things iCloud integration has been quite pleasant, lets say, Documents in the Cloud works most of the times, I've known people who face a few issues but personally Documents on the Cloud has never let me down,

Its worked quite fine for me over the course of two years that i've used it. Also inspector view is gone now. Its replaced by a side strapping format few which works pretty fine, in fact i find it better than the inspector

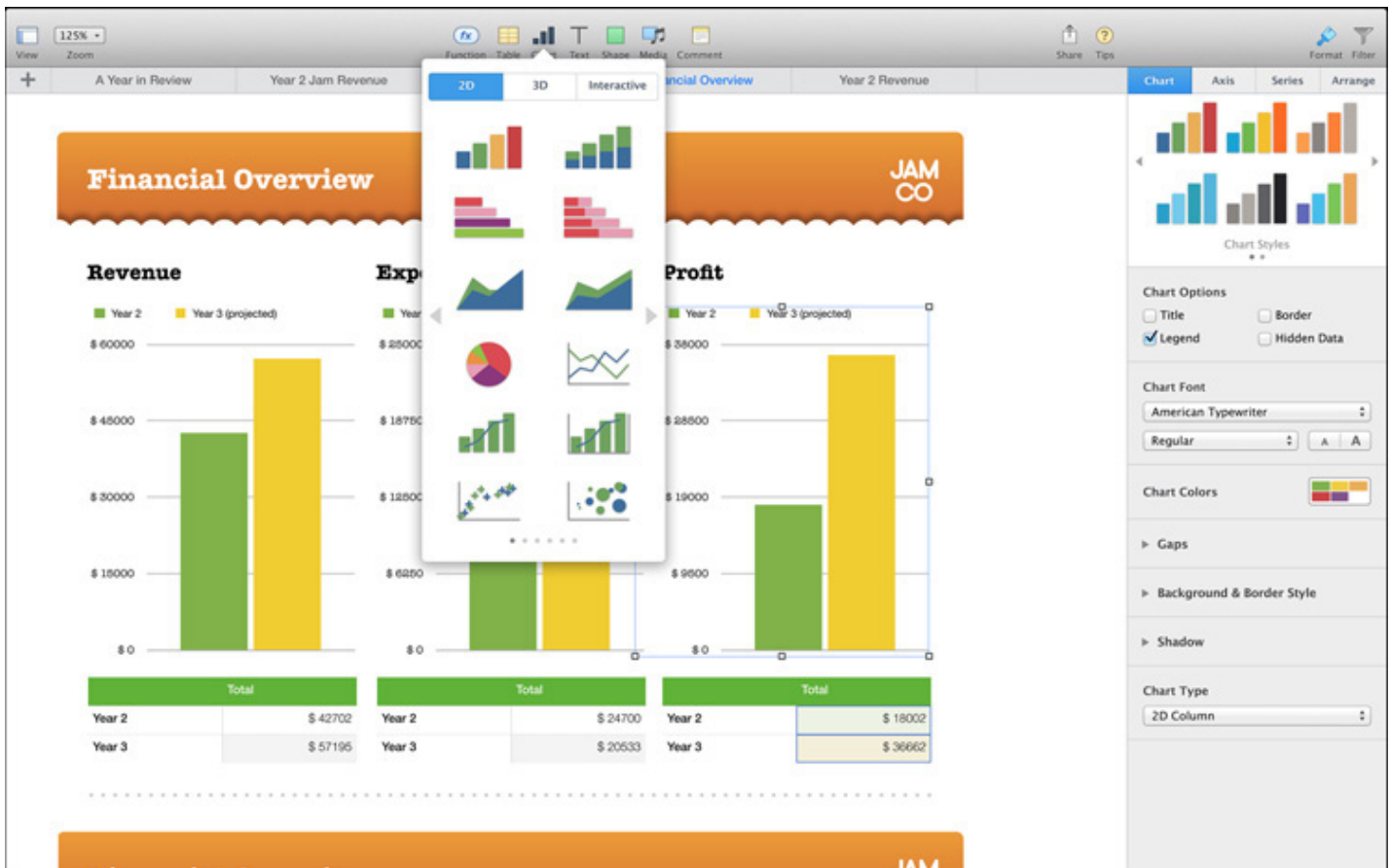
## Interactive Graphs are some thing to look forward to!

view option. Everything's cleaner, there have been

some additions and some omissions but mostly for some one like me, who needs an iWork suite for reports, presentations and small personal spreadsheets, its faster to get things done than ever.

The inclusion of interactive graphs is a major shift from previous approach to making these productivity suites. People are now increasingly using their tablets and phones and laptops instead of paper. Interactive graphs now let you to manipulate the graph with a simple slider. This is something that's very cool and a step forward towards interactive reports.

Pages: Pages is an interesting update. While on one hand Apple removed support for AppleScript (which irks a lot of power users and freelancers), Apple has also given interesting new features for those who just want to get things done fast. Those who aren't really into programming stuff or scripting it. Interactive charts are a cool new addition. The right side format view is also fast compared to the inspector view which was quite tedious. Apple's



also pushing the use of interactive charts and addition of media files in Pages, which is nice because at least my reports are not presented on paper anymore! But I'd like to see the inclusion of interactive PDF export or interactive iBooks export in Pages. This is something that's important if you really want to truly embrace digital publishing. Pages is a step forward in digital publishing but there's quite a lot of work that can be done in future releases.

Numbers: Numbers has for long been good for a lot of things. It's great for small spreadsheets, invoices for small businesses, grade

reports, check lists and other little things where you probably need tables, graphs and some formulae. This is the least used software of the iWork suite. Apple's inclusion of interactive graphs, media files does make it better. But Numbers largely remains a get work done software. It's definitely not for pro-users from what I've heard from them. It's actually so little used that it's hard to form an opinion about it at the moment. It's good and the new graphs make it better. Apart from that I can't say much about it.

Keynote: Widely used for presentations. Ap-

ple's keynote strikes the right notes this time around. New Animations, New Transitions. Better effects and pro-presentations like that of Apple's. What more do you want for your office, public or school presentations? For someone who uses Keynote extremely frequently and almost

Some Power users will be disappointed.

tent is the great step forward. You won't find truck loads of features in any release of iWork. This one's no exception. But its not the best iWork release either, Previously, Apple had managed to walk on the tightrope of simple user interfaces and pro features, Pro users

always on an iPad. The new inclusions are nothing but breathtaking. Keynote gets powerful upgrades over here and I just can't wait for the next presentation I shall give. Also, Keynote's icon is just awesome and one of the best that apple has come up with this year.

iWork has always been about getting things done easily and quickly. It's for that small business guy who doesn't want to concern himself with lots of tech-jargon but wants a fast and easy electronic solution. Also, with electronic displays becoming more common, Apple's embracing of interactive digital con-

are slightly upset with this release, it's part disappointment of some key pro features missing and part unwillingness to accept the change. iCloud integration is definitely a win. Its so pleasant to see your document ready on your mac when you've returned from traveling creating stuff on your iPad on the go. Document collaboration will also be of good use for team work. On the whole, as a free upgrade iWork is definitely worth it.

Good	Bad
Interactive Graphs	AppleScript Support is gone
New Animations and Transitions in Keynote	Some pro features missing from Pages
New steps towards Interactive Digital Content, as more people move to digital documents instead of printed versions.	Lots of clicks where shortcuts could have been of better use
Clean User Interface	
iCloud Integration across the ecosystem	
Documents Collaboration support	
Its Free!	
Keynote icon is awesome! :)	
8.5/10	



# NOTABLE APPS | FALL 2013

Vidit Bhargava

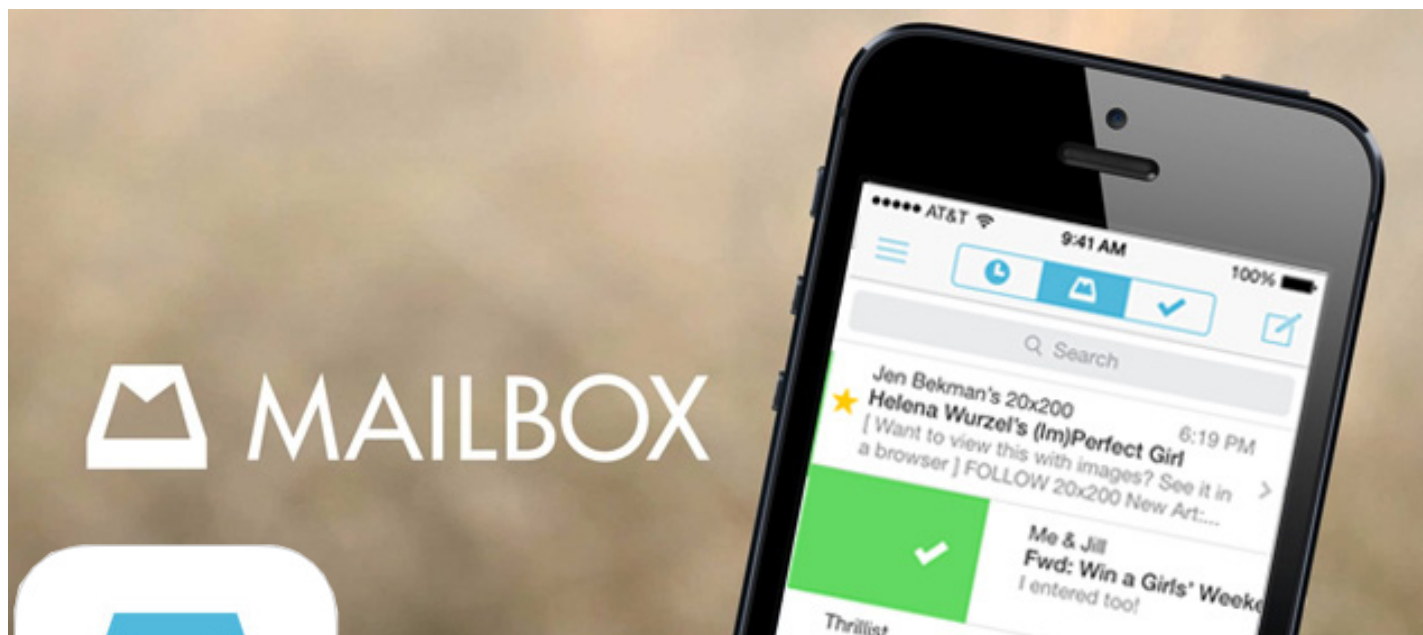
Starting this month, we are starting a notable Apps feature. This feature highlights the most notable smartphone and tablet apps every quarter.

These apps include a host of different apps. This list includes some of the known / featured apps which a lot of people know about others (and these are the ones we hope to highlighting most) are those which are brilliant apps but known to very few people.

Our criteria for judging the apps is simple. The apps need to be well designed. Both in an aesthetical sense and from the User Expe-

rience point of view too. The apps need to achieve an objective. For example. Mailbox redesigns Mail to a very simple user experience. (They fixed something broken) but WeChat doesn't do anything better than pre-existing alternative. So Mailbox makes the cut while WeChat doesn't.

We'll be posting the list 4 times every year, starting with the Holiday seasons, followed by Spring, Summer & Fall. You can also view this lists at our social media pages and contribute by giving us advice on our selection procedure or also telling us about an app which you think is great but lacks much media backing.



## 1. **MailBox** | Availability: iOS | Price Free

Mailbox is one of the easiest and interactive way to access email. Simple Swipe Gestures to archive mail, Timed Email Notifications and a great UI,. make mailbox one of the most successful modern email applications. Its one of the fastest ways to reach an inbox zero status.



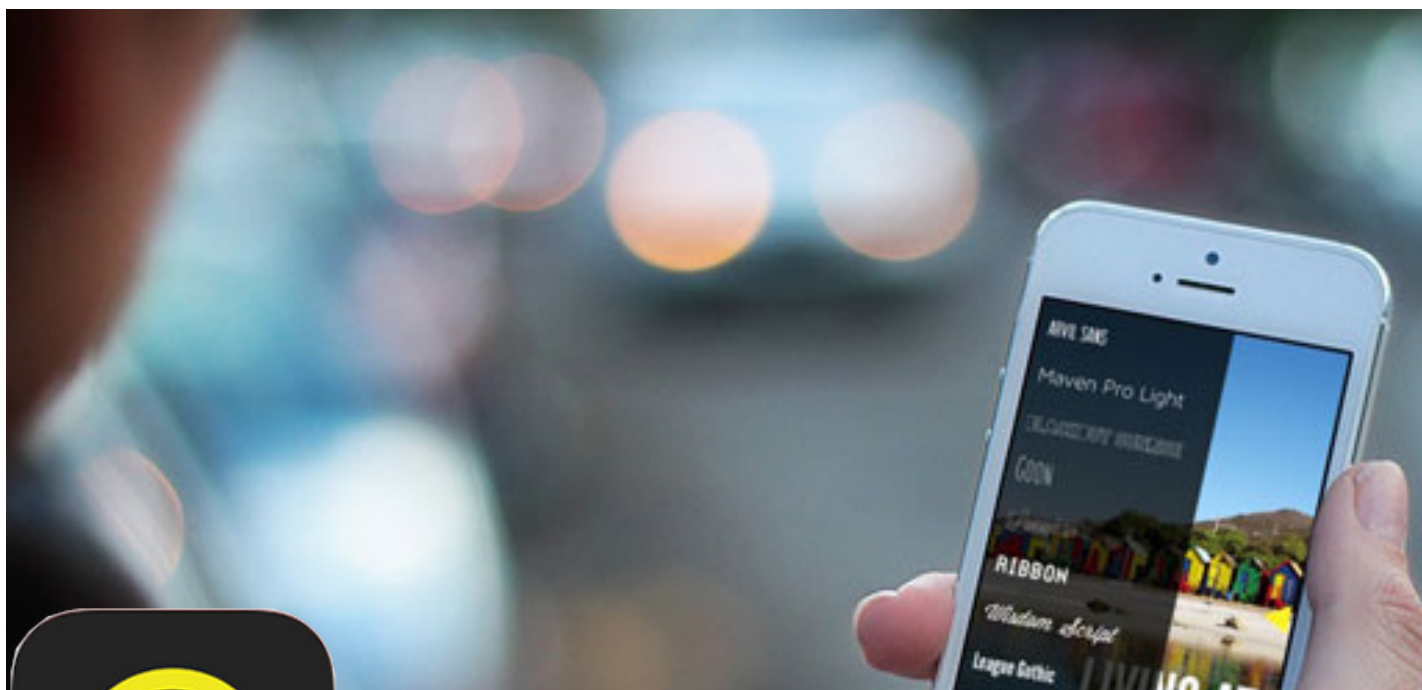
## 2. **Pocket Casts 4** | Availability: iOS & Android | Price: \$3.99 (Rs. 220)

If you are into listening to Podcasts, Pocket Casts is a great option. With a great design and cross platform sync, pocket casts makes for a great podcasts app. It also claims to have a blazingly fast refresh mechanism, that gives it an edge over other apps.



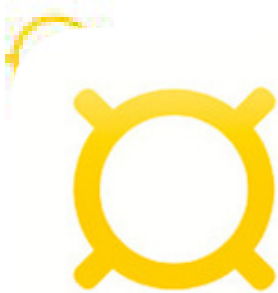
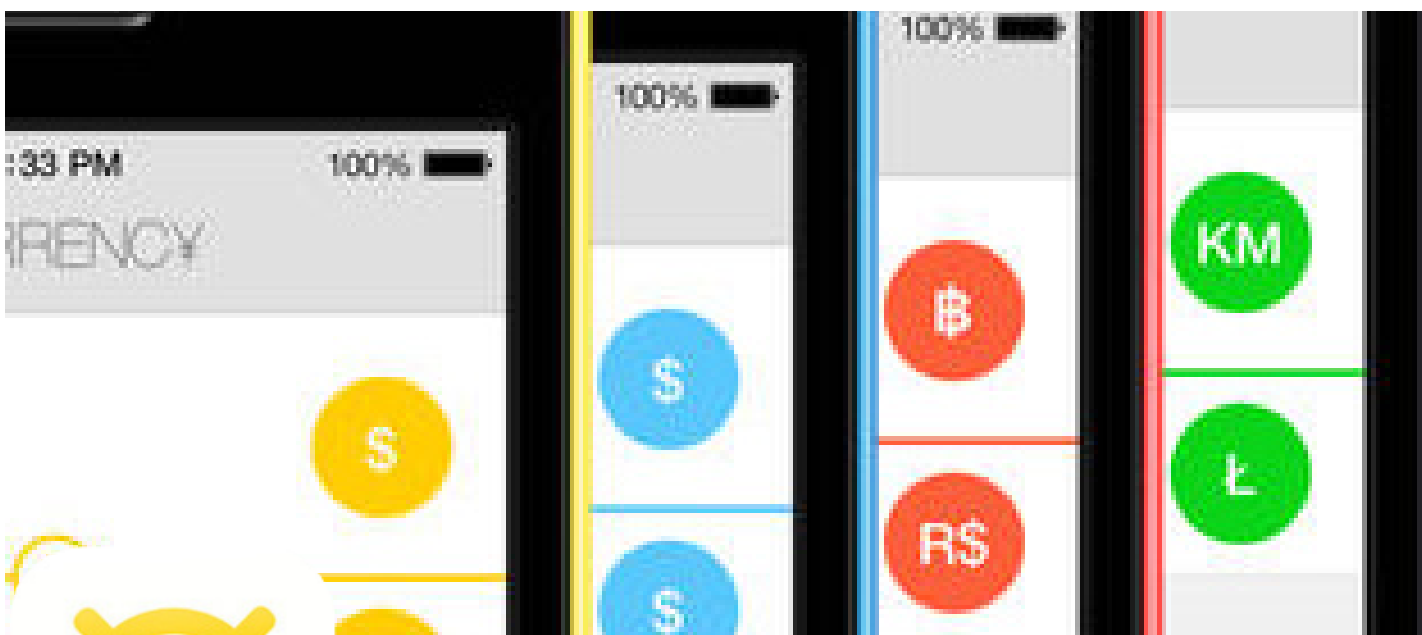
## 3. **Camera Noir** | Availability: iOS | Price \$1.99 (Rs. 110)

Camera Noir is a simple powerful photo filters app. The great thing about camera noir is that it provides you with a host of great black & white filters (which the default camera app doesn't) and an easy to use user interface. This one's for you if you like clicking images!



4. **Over** | Availability: iOS | Price: \$1.99 (Rs. 110)

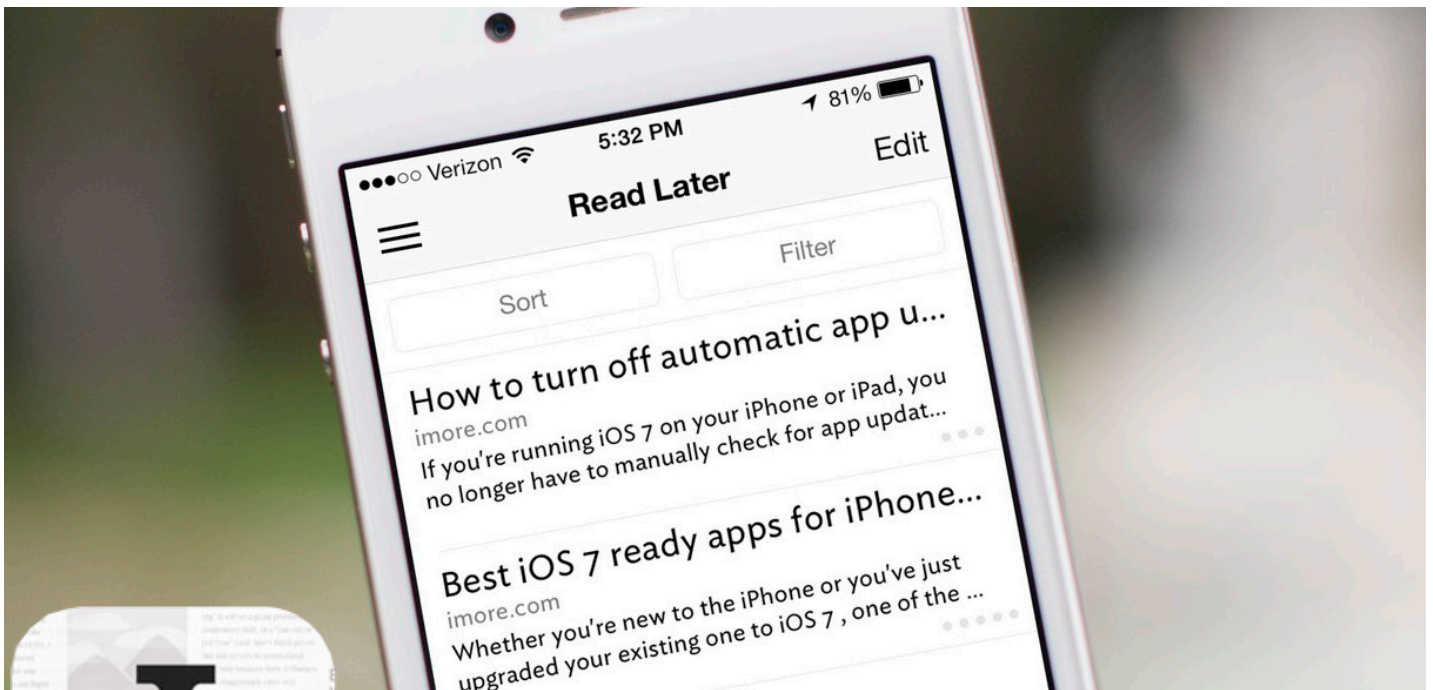
Over lets you add glyphs & text with cool typography to your images. This is a fast image captioning tool. During our use of the app, we found it hard to make a terrible picture from this app. Over is highly recommended if you want to add quick captions to your photos.



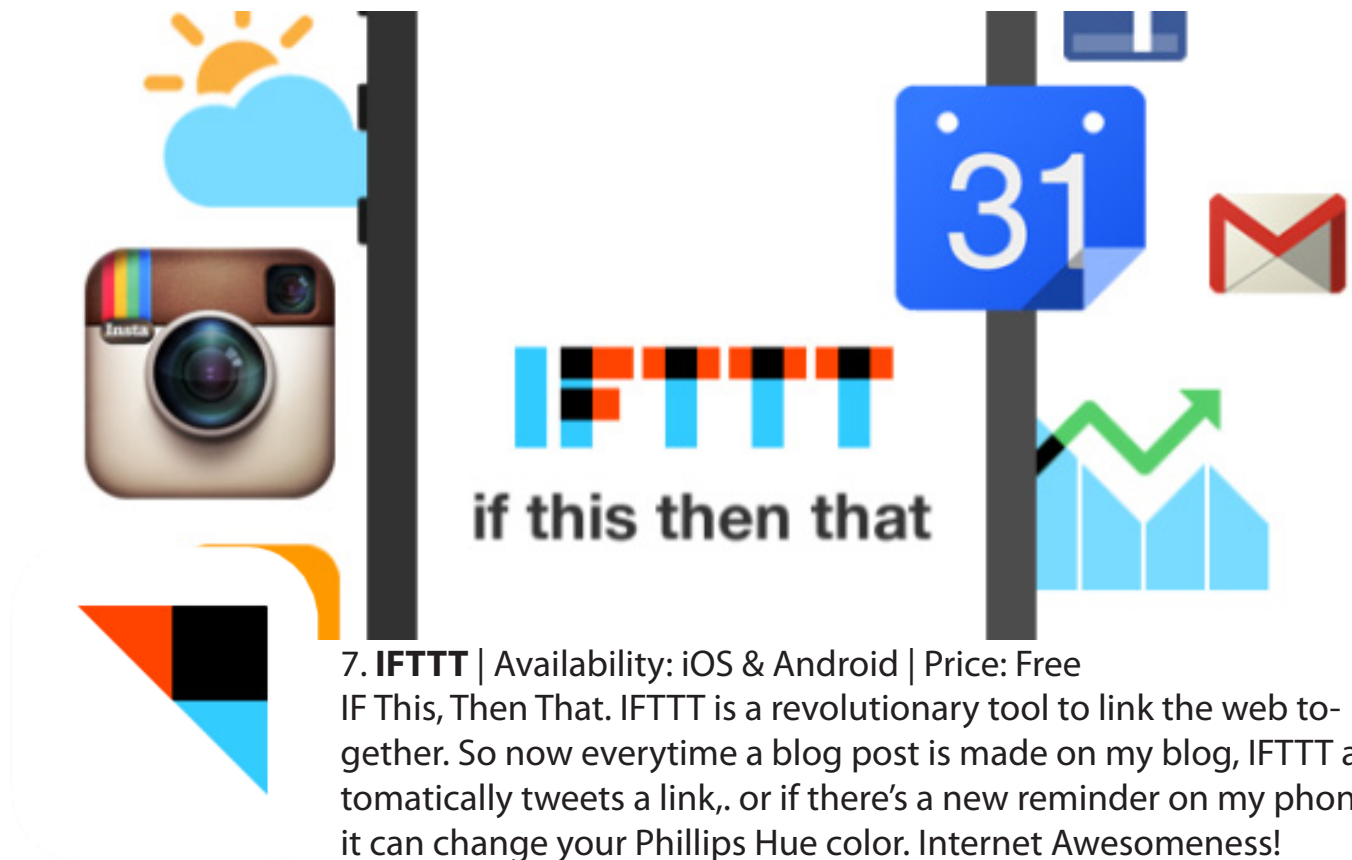
5. **Kurrency** | Availability: iOS (iPhone Only) | Price: Free

Great looking, easy to use converters are hard to find. Finding a currency converter is even harder. Kurrency is an efficient, well designed currency converter for your travel needs. And if you have an iPhone 5c, Kurrency customizes your app to your iPhone color!

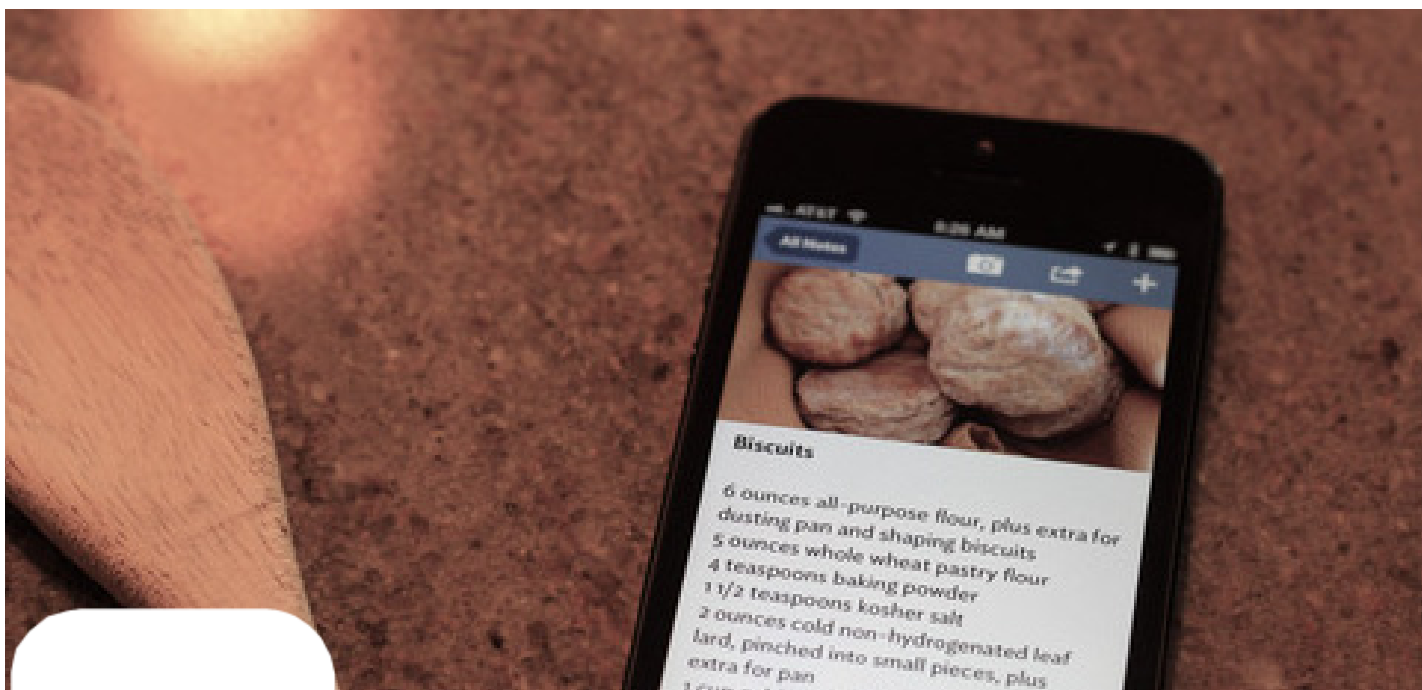




6. **Instapaper** | Availability: iOS & Android | Price: \$3.99 (Rs. 220)  
Looking for a premium read it later tool? Instapaper, the app that spawned the offline reading app rage on mobile devices just updated with a completely new interface. With Instapaper you can save articles from the web to be read later.



7. **IFTTT** | Availability: iOS & Android | Price: Free  
IF This, Then That. IFTTT is a revolutionary tool to link the web together. So now everytime a blog post is made on my blog, IFTTT automatically tweets a link, or if there's a new reminder on my phone, it can change your Phillips Hue color. Internet Awesomeness!



8. **Vesper** | Availability: iOS | Price: \$ 3.99 (Rs. 220)

Is there a Moleskine like elegant iPhone Notes Applications? Yes. It's called Vesper. With Vesper, you can attach photos to your notes, tag them, organize them or archive them. All with an elegant typography. If Quality is your thing, Vesper is a sure shot purchase!



9. **Lift** | Availability: iOS | Price: Free

Have a difficulty forming habits? Lift is an app that aims to help you do so. You can assign yourself various tasks and check mark them daily. By an achievements system, lift encourages you to form habits. Its a great free tool, if you are in need of one.

# MVDIT TECH QUIZ

Vidit Bhargava

Q1. X by Google's Picasa was a free computer program that enabled users to send images across the internet and publish them to their blogs. It was similar to an instant messaging program because it allowed users to send text, but X focused on digital photographs. Users could opt to view the same pictures as their friends in real time. What is X?

Q2. This design consultancy firm made a variety of daily use objects like combs, they also created a slew of bathroom fittings, including a toilet seat (which happens to be one of the last things they created). There's a reason all this is in a tech quiz. Don't name the firm. Just name its extremely famous founder.

Q3. Founded by Oskar Barnack in 1913, who was a German optical engineer. This camera maker is now headed by Alfred Schopf. Which German optics company am I talking about?

Q4. This touchscreen device first shown to the world in 2007. Was known as Microsoft Surface. It changed its name sometime back in 2012, when Microsoft unveiled its first 10 inch tablet called the Surface. What is it called now?

Q5. He responsible for the iconic designs of Fitbit Flex and the Lytro Camera. He is also a national award winning product designer. Who is he?

Visit: [www.mvdittech-book.com](http://www.mvdittech-book.com) to check the answers to this quiz. to know more about Technology.

Mail us at :  
[viditb@mvdittech-book.com](mailto:viditb@mvdittech-book.com) for your valuable feedback, questions, suggestions and for getting your answers published.

