

# Building Practical Software





- Make Money 1 2 3
- Solve a problem 1
- Have fun 3

Good Software

Bad Software

# Solve a problem ...

Good software is RELEVANT

If your software isn't useful to at least one person, no one's going to use it.

... For someone

Your intended user defines everything:  
the features, the problem, the solution

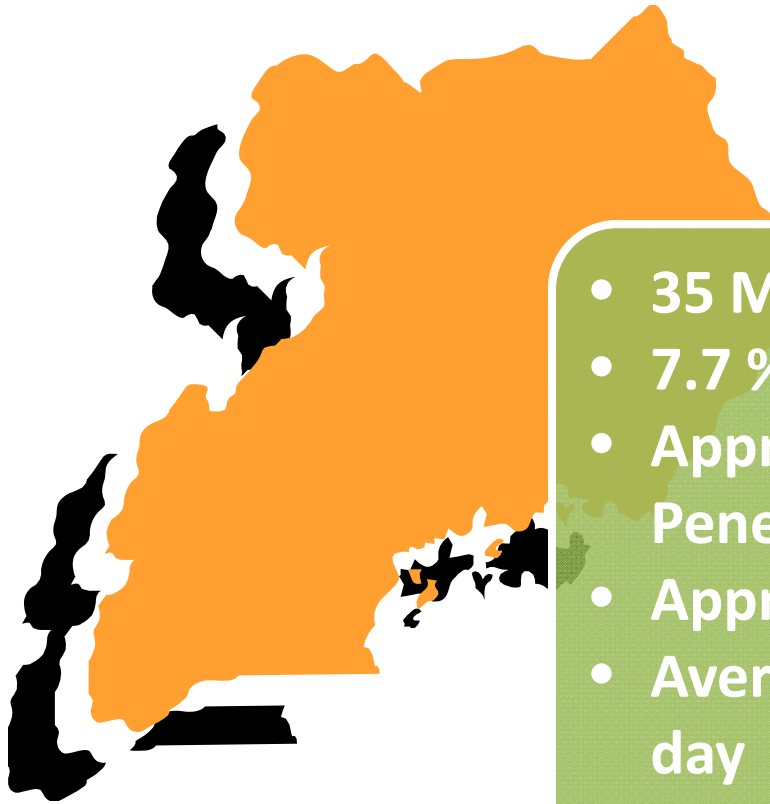




GF Uganda

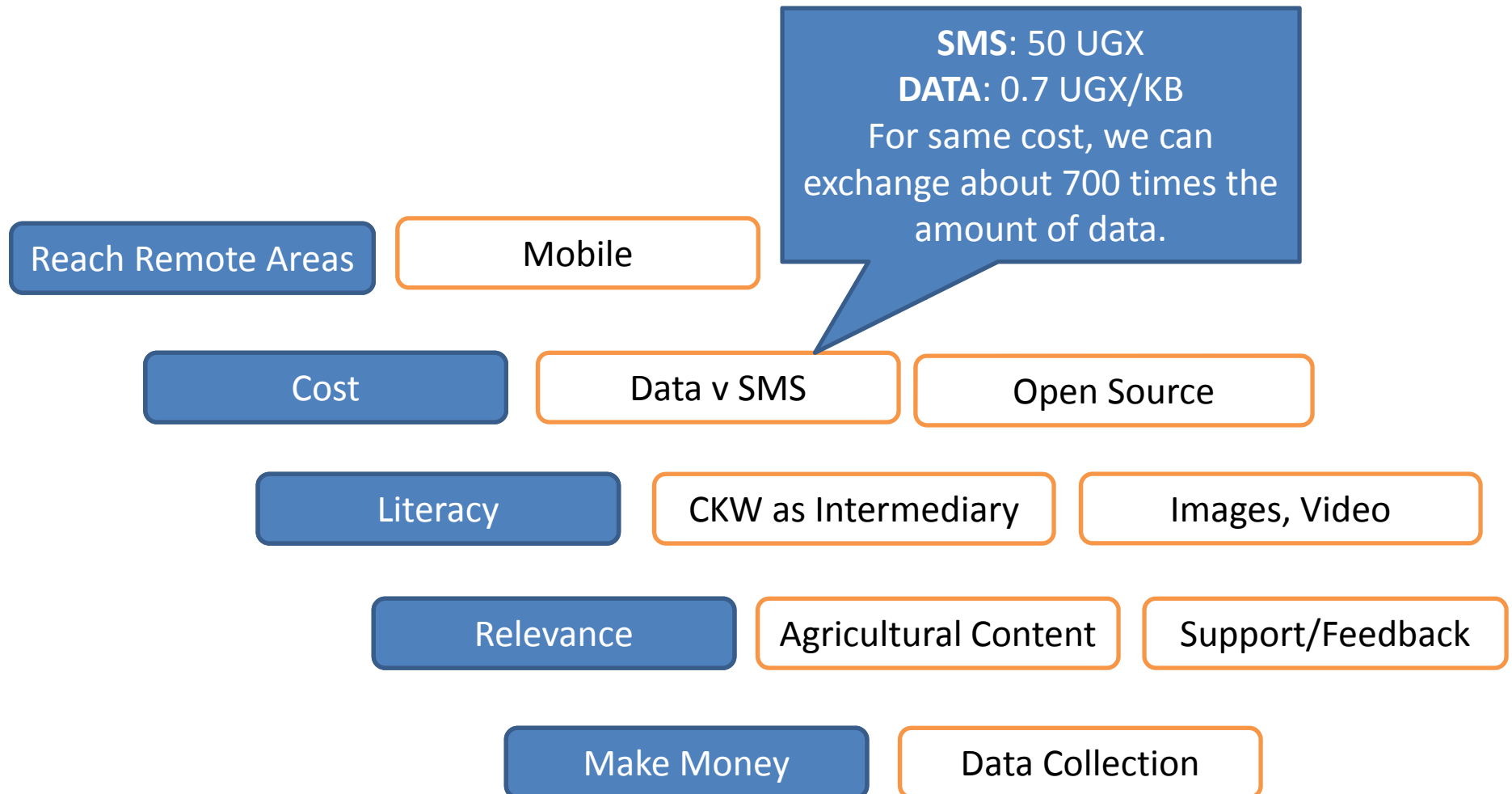
***“Improving the lives of  
small-holder farmers  
through access to  
information”***

# GF Uganda

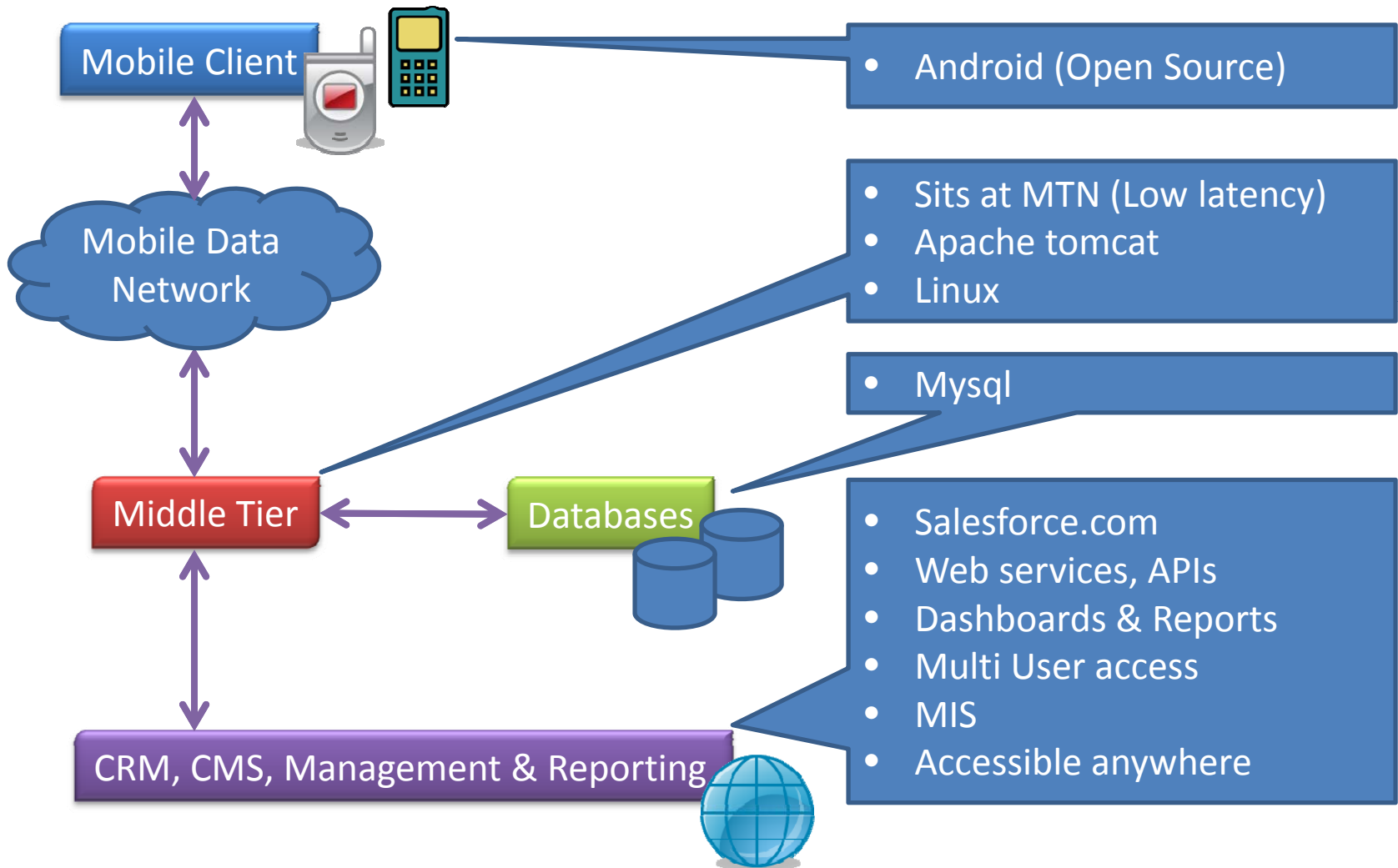


- 35 Million People
- 7.7 % Internet Usage
- Approx. 40% Mobile Penetration
- Approx. 74% Literacy Level
- Average Income: < \$2 per day
- Major Activity: Agriculture

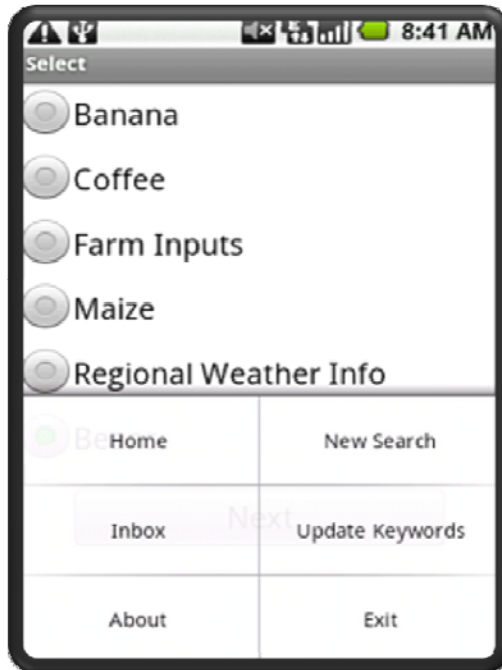
# Considerations



# Architecture



# Applications



## CKW Search

- Allows farmers to access a vast database of agriculture information via the CKWs

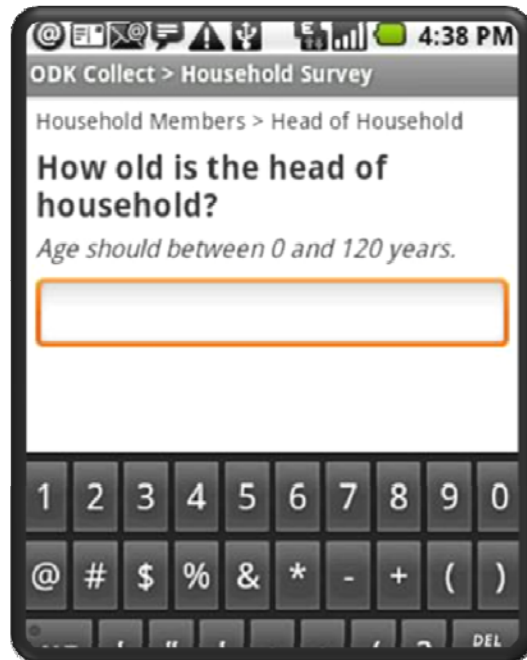
## CKW Surveys

- Lets partners use CKW network to run field surveys remotely

## Pulse

- Lets CKWs communicate with us in realtime

# Applications



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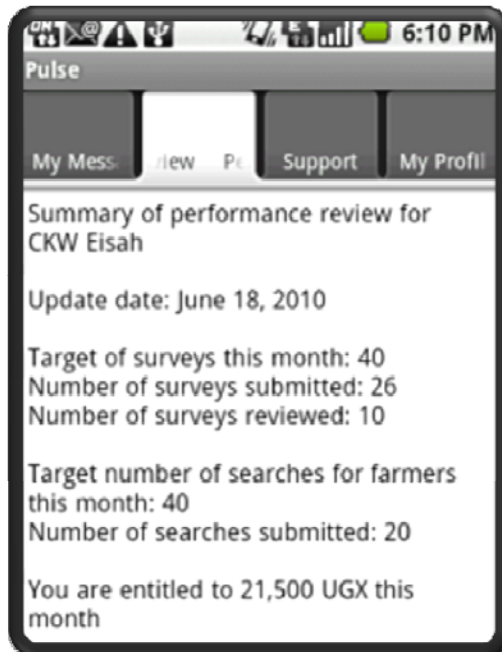
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