



Enhancing Customer Satisfaction Through Mobile Apps Intelligence: A Study On Wellness Apps

Ranjitha. P.K^{1*}, Dr. Sarita Agarwal²

^{1*}Research Scholar, Management Department, Vivekananda Global University, Jaipur, Rajasthan

²Associate Professor, Vivekananda Global University, Jaipur, Rajasthan

Citation: Ranjitha. P.K.et al. (2024), Enhancing Customer Satisfaction Through Mobile Apps Intelligence: A Study On Wellness Apps..., *Educational Administration: Theory And Practice*, 30(5), 19-25,

Doi: 10.53555/kuey.v30i5.2762

ARTICLE INFO ABSTRACT

The widespread adoption of smartphones and mobile apps has revolutionized many industries, including the wellness sector. Wellness apps, which provide users with tools and resources to improve their physical and mental well-being, have gained significant popularity in recent years. However, to ensure long-term success and customer loyalty, these apps must prioritize customer satisfaction. This study explores the role of mobile app intelligence in enhancing customer satisfaction within the context of wellness apps. Through a comprehensive literature review and empirical research involving surveys and user data analysis, we investigate the key factors contributing to customer satisfaction in wellness apps and propose a framework for leveraging mobile app intelligence to optimize the user experience. Our findings highlight the importance of personalization, user engagement, and data-driven insights in driving customer satisfaction. We also discuss the implications of our research for mobile app developers, marketers, and wellness service providers, offering practical recommendations for improving customer satisfaction through mobile app intelligence. This study contributes to the growing body of literature on mobile app marketing and customer satisfaction, providing valuable insights for both academics and practitioners in the wellness industry.

Keywords: mobile app intelligence; customer satisfaction; wellness apps; personalization; user engagement; data-driven insights

1. Introduction

The mobile app industry has experienced exponential growth in recent years, with millions of apps available across various platforms and categories. Among these, wellness apps have emerged as a popular segment, catering to the increasing demand for accessible and convenient tools to support healthy lifestyles [1]. Wellness apps encompass a wide range of functionalities, including fitness tracking, meditation guidance, nutrition monitoring, and mental health support [2].

As the market for wellness apps continues to expand, competition intensifies, making customer satisfaction a critical factor for success [3]. Satisfied customers are more likely to remain loyal to an app, engage with its features regularly, and recommend it to others [4]. Conversely, dissatisfied customers may quickly abandon an app in favor of alternatives, leading to high churn rates and negative word-of-mouth [5].

To address this challenge, mobile app intelligence has emerged as a promising approach for enhancing customer satisfaction [6]. Mobile app intelligence refers to the use of data analytics, machine learning, and other advanced technologies to gain insights into user behavior, preferences, and needs [7]. By leveraging these insights, app developers and marketers can optimize the user experience, personalize content and recommendations, and deliver targeted interventions to improve customer satisfaction [8].

This study aims to investigate the role of mobile app intelligence in enhancing customer satisfaction within the context of wellness apps. Specifically, we seek to answer the following research questions:

1. What are the key factors influencing customer satisfaction in wellness apps?
2. How can mobile app intelligence be leveraged to enhance customer satisfaction in wellness apps?
3. What are the implications of mobile app intelligence for wellness app developers, marketers, and service providers?

To address these questions, we conduct a comprehensive literature review and empirical research involving surveys and user data analysis. Our findings contribute to the growing body of knowledge on mobile app

marketing and customer satisfaction, providing valuable insights for both academics and practitioners in the wellness industry.

The remainder of this paper is structured as follows: Section 2 presents a review of relevant literature on customer satisfaction, mobile app intelligence, and wellness apps. Section 3 describes our research methodology, including data collection and analysis techniques. Section 4 presents the results of our empirical research, highlighting the key factors influencing customer satisfaction in wellness apps and the role of mobile app intelligence in enhancing satisfaction. Section 5 discusses the implications of our findings for wellness app developers, marketers, and service providers, offering practical recommendations for improving customer satisfaction through mobile app intelligence. Finally, Section 6 concludes the paper, summarizing our main contributions and outlining directions for future research.

2. Literature Review

2.1. Customer Satisfaction in Mobile Apps

Customer satisfaction is a critical metric for evaluating the success of mobile apps. It refers to the degree to which an app meets or exceeds users' expectations, resulting in positive attitudes and behaviors toward the app [9]. Satisfied customers are more likely to engage with an app regularly, make in-app purchases, and recommend the app to others [10]. Conversely, dissatisfied customers may quickly abandon an app, leading to high churn rates and negative word-of-mouth [11].

Several factors have been identified as key drivers of customer satisfaction in mobile apps. Ease of use and intuitive navigation are essential for ensuring a positive user experience [12]. App performance, including fast loading times and minimal crashes or bugs, is also critical for maintaining user satisfaction [13]. Personalization, such as tailored content and recommendations based on user preferences and behavior, has been shown to enhance user engagement and satisfaction [14]. Additionally, regular updates and the introduction of new features can help keep users interested and satisfied over time [15].

Measuring customer satisfaction in mobile apps typically involves a combination of qualitative and quantitative methods. User reviews and ratings on app stores provide valuable insights into users' opinions and experiences [16]. In-app surveys and feedback mechanisms allow for more targeted data collection on specific aspects of the app [17]. Analytics tools can also track user behavior and engagement metrics, such as session duration, retention rates, and conversion rates, which can serve as proxies for satisfaction [18].

2.2. Mobile App Intelligence

Mobile app intelligence refers to the use of data analytics, machine learning, and other advanced technologies to gain insights into user behavior, preferences, and needs within mobile apps [19]. By collecting and analyzing data on user interactions, demographics, and context, app developers and marketers can make data-driven decisions to optimize the user experience and improve customer satisfaction [20].

One key application of mobile app intelligence is personalization. By leveraging user data, apps can tailor content, recommendations, and features to individual users' preferences and behaviors [21]. This can involve recommending relevant products or services, adapting the user interface based on usage patterns, or sending targeted notifications and messages [22]. Personalization has been shown to increase user engagement, retention, and satisfaction in various app categories, including e-commerce, news, and entertainment [23].

Mobile app intelligence can also be used to identify and address user pain points and issues. By analyzing user feedback, reviews, and support requests, app developers can identify common problems or frustrations and prioritize fixes and improvements [24]. Predictive analytics can also be used to anticipate user needs and proactively offer assistance or recommendations [25].

Another application of mobile app intelligence is in optimizing app performance and user acquisition. By tracking user behavior and engagement metrics, app marketers can identify the most effective channels and strategies for attracting and retaining users [26]. A/B testing and experimentation can be used to evaluate the impact of different app features, designs, and messaging on user satisfaction and conversions [27].

2.3. Wellness Apps

Wellness apps have gained significant popularity in recent years, reflecting the growing interest in digital tools for promoting health and well-being [28]. These apps cover a wide range of domains, including fitness, nutrition, meditation, sleep, and mental health [29]. They offer various features, such as tracking and monitoring, goal setting, coaching and guidance, social connectivity, and gamification [30].

Research has shown that wellness apps can be effective in promoting healthy behaviors and improving health outcomes. For example, fitness apps have been found to increase physical activity levels and reduce sedentary behavior [31]. Nutrition apps have been shown to improve diet quality and support weight management [32]. Meditation and mindfulness apps have been linked to reduced stress, anxiety, and depression symptoms [33].

However, the effectiveness of wellness apps depends on user engagement and adherence. Many users download wellness apps but fail to use them consistently over time [34]. This highlights the importance of designing apps that are not only effective but also engaging and satisfying to use. User experience,

personalization, and social features have been identified as key factors influencing user engagement and retention in wellness apps [35].

Customer satisfaction is particularly important in the wellness app market, where users have a wide range of options to choose from. Satisfied users are more likely to continue using an app, recommend it to others, and make in-app purchases [36]. Conversely, dissatisfied users may quickly abandon an app in favor of alternatives, leading to high churn rates and negative word-of-mouth [37].

To date, research on customer satisfaction in wellness apps has been limited. Some studies have explored user preferences and experiences with specific types of wellness apps, such as fitness trackers [38] and meditation apps [39]. However, there is a need for more comprehensive research on the factors influencing customer satisfaction across different types of wellness apps and the role of mobile app intelligence in enhancing satisfaction.

Table 1 summarizes the key factors influencing customer satisfaction in mobile apps, as identified in the literature.

Factor	Description	Reference
Ease of use	Intuitive navigation and user-friendly interface	[12]
Performance	Fast loading times, minimal crashes or bugs	[13]
Personalization	Tailored content and recommendations based on user preferences and behavior	[14]
Updates	Regular introduction of new features and improvements	[15]

Table 2 presents an overview of the main applications of mobile app intelligence, as discussed in the literature.

Application	Description	Reference
Personalization	Tailoring content, recommendations, and features to individual users	[21], [22], [23]
Issue identification	Analyzing user feedback and behavior to identify and address pain points	[24], [25]
Optimization	Using data to optimize app performance, user acquisition, and experimentation	[26], [27]

3. Methodology

3.1. Research Design

To address our research questions, we employed a mixed-methods approach combining qualitative and quantitative data collection and analysis. This approach allowed us to gain a comprehensive understanding of customer satisfaction in wellness apps and the role of mobile app intelligence in enhancing satisfaction.

First, we conducted a comprehensive literature review to identify the key factors influencing customer satisfaction in mobile apps and the main applications of mobile app intelligence. We searched academic databases, such as Google Scholar, Scopus, and Web of Science, using relevant keywords (e.g., "customer satisfaction," "mobile apps," "app intelligence," "wellness apps"). We also reviewed industry reports and articles to capture practitioner perspectives.

Next, we conducted an online survey of wellness app users to investigate their satisfaction levels, preferences, and experiences. The survey was distributed through social media channels and online forums related to health and wellness. We aimed to recruit a diverse sample of users across different demographics and types of wellness apps. The survey included questions on users' satisfaction with various aspects of wellness apps (e.g., ease of use, performance, personalization), as well as open-ended questions on their positive and negative experiences.

Finally, we collected and analyzed user data from a sample of popular wellness apps. We partnered with app developers to obtain anonymized data on user interactions, engagement metrics, and feedback. We applied data analytics and machine learning techniques to identify patterns and correlations between user behavior and satisfaction levels.

3.2. Data Collection

The online survey was conducted using Qualtrics, a web-based survey platform. The survey was open for four weeks, and we received a total of 529 complete responses. The sample was diverse in terms of age, gender, and type of wellness app used (e.g., fitness, nutrition, meditation). Table 3 presents the demographic characteristics of the survey sample.

Characteristic	n	%
Age		
18-24	98	18.5%
25-34	207	39.1%
35-44	132	25.0%
45-54	62	11.7%
55+	30	5.7%

Gender		
Male	231	43.7%
Female	294	55.6%
Other	4	0.8%
Type of wellness app		
Fitness	253	47.8%
Nutrition	142	26.8%
Meditation	97	18.3%
Other	37	7.0%

For the user data analysis, we partnered with three popular wellness apps: a fitness app, a nutrition app, and a meditation app. We obtained anonymized data on user interactions (e.g., screen views, feature usage), engagement metrics (e.g., session duration, retention rates), and feedback (e.g., ratings, reviews) over a six-month period. The sample included data from 100,000 users across the three apps.

3.3. Data Analysis

The survey data was analyzed using descriptive statistics and thematic analysis. We calculated means and standard deviations for the satisfaction ratings of various app aspects and conducted t-tests to compare satisfaction levels across different types of wellness apps. We also used thematic analysis to identify common themes and patterns in users' open-ended responses about their positive and negative experiences with wellness apps.

The user data was analyzed using a combination of data analytics and machine learning techniques. We used descriptive statistics and data visualization to explore patterns and trends in user behavior and engagement metrics. We also applied machine learning algorithms, such as clustering and classification, to segment users based on their behavior and predict their satisfaction levels.

To investigate the relationships between user behavior and satisfaction, we conducted correlation and regression analyses. We examined the associations between various user interaction and engagement metrics (e.g., session duration, feature usage, retention rates) and satisfaction ratings. We also built predictive models to identify the key user behavior variables that contribute to satisfaction.

4. Results

4.1. Survey Results

The survey results revealed generally high levels of satisfaction with wellness apps, with an average satisfaction rating of 4.2 out of 5 (SD = 0.8). However, there were significant differences in satisfaction levels across different types of wellness apps. Fitness apps had the highest average satisfaction rating (M = 4.4, SD = 0.7), followed by nutrition apps (M = 4.1, SD = 0.8) and meditation apps (M = 3.9, SD = 0.9). The differences between fitness apps and meditation apps were statistically significant ($t(348) = 5.2, p < .001$).

When asked about the most important factors influencing their satisfaction with wellness apps, users rated ease of use (M = 4.6, SD = 0.6), performance (M = 4.5, SD = 0.7), and personalization (M = 4.3, SD = 0.8) as the top three factors. Table 4 presents the mean satisfaction ratings for various app aspects.

App aspect	Mean	SD
Ease of use	4.6	0.6
Performance	4.5	0.7
Personalization	4.3	0.8
Updates	4.1	0.9
Social features	3.8	1.1

The thematic analysis of users' open-ended responses revealed several common themes related to their positive and negative experiences with wellness apps. Positive themes included the convenience and accessibility of tracking health data, the motivational benefits of goal setting and progress tracking, and the sense of community and support from social features. Negative themes included technical issues and bugs, lack of personalization and flexibility, and information overload or lack of guidance.

4.2. User Data Analysis

The user data analysis revealed several interesting patterns and correlations between user behavior and satisfaction levels. First, we found that users who engaged with the app more frequently and consistently

tended to have higher satisfaction ratings. For example, users who used the app at least three times per week had an average satisfaction rating of 4.4, compared to 3.8 for users who used the app less than once per week.

Second, we identified several user interaction and engagement metrics that were significantly correlated with satisfaction ratings. These included session duration ($r = 0.42, p < .001$), number of features used ($r = 0.35, p < .001$), and retention rate ($r = 0.29, p < .001$). Users who spent more time in the app, used a greater variety of features, and continued using the app over a longer period tended to be more satisfied.

Third, we used machine learning algorithms to segment users into different clusters based on their behavior patterns. We identified three main user segments: "casual users" who used the app infrequently and engaged with a limited set of features, "power users" who used the app frequently and extensively, and "social users" who engaged heavily with the app's social and community features. Table 5 presents the characteristics and satisfaction ratings of each user segment.

User segment	% of users	Usage frequency	Features used	Social engagement	Satisfaction rating
Casual users	48%	Low	Limited	Low	3.7
Power users	31%	High	Extensive	Moderate	4.6
Social users	21%	Moderate	Moderate	High	4.3

Finally, we built predictive models to identify the key user behavior variables that contribute to satisfaction. The models revealed that session duration, feature usage, and social engagement were the strongest predictors of satisfaction ratings. Specifically, users who spent an average of at least 10 minutes per session, used at least three different features per week, and engaged with social features at least once per week were predicted to have satisfaction ratings of 4.5 or higher.

5. Discussion and Implications

The results of our research suggest that mobile app intelligence can play a significant role in enhancing customer satisfaction with wellness apps. By leveraging data analytics and machine learning techniques, wellness app developers and marketers can gain valuable insights into user behavior, preferences, and needs, and use these insights to optimize the user experience and deliver personalized interventions.

Our survey results highlight the importance of ease of use, performance, and personalization in driving customer satisfaction with wellness apps. To address these factors, app developers should prioritize creating intuitive and user-friendly interfaces, ensuring fast and reliable performance, and leveraging user data to provide personalized content and recommendations. This may involve investing in user testing and feedback collection, performance optimization techniques, and machine learning algorithms for personalization.

Our user data analysis reveals several specific user behavior metrics that are correlated with satisfaction, such as session duration, feature usage, and social engagement. App developers and marketers can use these metrics as key performance indicators (KPIs) to track and optimize over time. For example, they may aim to increase average session duration by providing more engaging and valuable content, or encourage feature exploration through in-app tutorials and promotions. They may also focus on fostering social engagement by building strong in-app communities and facilitating user-to-user interactions.

The identification of distinct user segments through machine learning clustering suggests that a one-size-fits-all approach to user engagement and satisfaction may not be effective. Instead, app developers and marketers should tailor their strategies and interventions to the specific needs and preferences of each user segment. For example, they may provide more advanced features and customization options for power users, while emphasizing simplicity and guidance for casual users. They may also create targeted marketing campaigns and social features for social users.

Finally, our predictive models demonstrate the potential for using machine learning to anticipate user satisfaction and proactively intervene to prevent churn. By monitoring user behavior in real-time and comparing it to the key predictors of satisfaction, app developers can identify users who are at risk of dropping off and take action to re-engage them. This may involve sending personalized notifications, offering incentives or rewards, or providing additional support and guidance.

To implement these strategies effectively, wellness app developers and marketers will need to invest in the right tools and capabilities for mobile app intelligence. This may include data analytics platforms, machine learning frameworks, and user engagement tools. They will also need to develop the skills and expertise to collect, analyze, and act on user data in a way that is both effective and ethical, respecting user privacy and ensuring data security.

6. Conclusion

This research contributes to the growing body of literature on mobile app intelligence and customer satisfaction, with a specific focus on the wellness app market. Our findings demonstrate the significant

potential for mobile app intelligence to enhance customer satisfaction by providing personalized and optimized user experiences.

Through a mixed-methods approach combining survey research and user data analysis, we identified the key factors and user behaviors that influence satisfaction with wellness apps. We also demonstrated the use of machine learning techniques to segment users, predict satisfaction, and identify opportunities for proactive engagement.

Our research has important implications for wellness app developers, marketers, and service providers. By leveraging mobile app intelligence and focusing on the key drivers of customer satisfaction, they can create more engaging and effective apps that meet the needs and preferences of their target users. This, in turn, can lead to higher retention rates, increased customer loyalty, and ultimately, greater market success.

However, our research also highlights the need for further research and development in this area. Future studies could explore the effectiveness of specific mobile app intelligence techniques and interventions in different wellness app contexts, such as fitness, nutrition, and mental health. Researchers could also investigate the ethical and privacy implications of collecting and using user data for mobile app intelligence, and develop best practices and guidelines for responsible data management.

In conclusion, mobile app intelligence represents a powerful tool for enhancing customer satisfaction and driving the success of wellness apps. By leveraging data analytics, machine learning, and user engagement strategies, wellness app developers and marketers can create more personalized, engaging, and effective user experiences. As the wellness app market continues to grow and evolve, mobile app intelligence will play an increasingly critical role in shaping its future.

References

- [1] Krebs, P., & Duncan, D. T. (2015). Health app use among US mobile phone owners: A national survey. *JMIR mHealth and uHealth*, 3(4), e101.
- [2] Sama, P. R., Eapen, Z. J., Weinfurt, K. P., Shah, B. R., & Schulman, K. A. (2014). An evaluation of mobile health application tools. *JMIR mHealth and uHealth*, 2(2), e19.
- [3] Ghose, A., & Han, S. P. (2014). Estimating demand for mobile applications in the new economy. *Management Science*, 60(6), 1470-1488.
- [4] Tarute, A., Nikou, S., & Gatautis, R. (2017). Mobile application driven consumer engagement. *Telematics and Informatics*, 34(4), 145-156.
- [5] Kim, S. J., Wang, R. J. H., & Malthouse, E. C. (2015). The effects of adopting and using a brand's mobile application on customers' subsequent purchase behavior. *Journal of Interactive Marketing*, 31, 28-41.
- [6] Krishnan, S. S., & Murugan, M. S. (2020). Investigating consumer satisfaction with mobile health applications: An empirical study. *International Journal of Medical Informatics*, 137, 104107.
- [7] Xu, W., & Liu, Y. (2015). mHealthApps: A repository and database of mobile health apps. *JMIR mHealth and uHealth*, 3(1), e28.
- [8] Mendiola, M. F., Kalnicki, M., & Lindenauer, S. (2015). Valuable features in mobile health apps for patients and consumers: content analysis of apps and user ratings. *JMIR mHealth and uHealth*, 3(2), e40.
- [9] Oliver, R. L. (2014). *Satisfaction: A behavioral perspective on the consumer*. Routledge.
- [10] Fornell, C., Johnson, M. D., Anderson, E. W., Cha, J., & Bryant, B. E. (1996). The American customer satisfaction index: nature, purpose, and findings. *Journal of Marketing*, 60(4), 7-18.
- [11] Xu, C., Peak, D., & Prybutok, V. (2015). A customer value, satisfaction, and loyalty perspective of mobile application recommendations. *Decision Support Systems*, 79, 171-183.
- [12] Hoehle, H., & Venkatesh, V. (2015). Mobile application usability: conceptualization and instrument development. *MIS Quarterly*, 39(2), 435-472.
- [13] Lee, G., & Raghu, T. S. (2014). Determinants of mobile apps' success: Evidence from the App Store market. *Journal of Management Information Systems*, 31(2), 133-170.
- [14] Lim, S. L., Bentley, P. J., Kanakam, N., Ishikawa, F., & Honiden, S. (2015). Investigating country differences in mobile app user behavior and challenges for software engineering. *IEEE Transactions on Software Engineering*, 41(1), 40-64.
- [15] McIlroy, S., Ali, N., & Hassan, A. E. (2016). Fresh apps: an empirical study of frequently-updated mobile apps in the Google Play store. *Empirical Software Engineering*, 21(3), 1346-1370.
- [16] Park, J., Baek, Y. M., & Cha, M. (2014). Cross-cultural comparison of nonverbal cues in emoticons on Twitter: Evidence from big data analysis. *Journal of Communication*, 64(2), 333-354.
- [17] Guzman, E., & Maalej, W. (2014). How do users like this feature? A fine grained sentiment analysis of app reviews. In 2014 IEEE 22nd International Requirements Engineering Conference (RE) (pp. 153-162). IEEE.
- [18] Ruiz, I. J. M., Nagappan, M., Adams, B., & Hassan, A. E. (2012). Understanding reuse in the Android market. In 2012 20th IEEE International Conference on Program Comprehension (ICPC) (pp. 113-122). IEEE.

- [19] Picha Edwardsson, M., & Romero, M. (2017). User experience and satisfaction with health apps: A systematic literature review. In 2017 IEEE/ACM International Conference on Connected Health: Applications, Systems and Engineering Technologies (CHASE) (pp. 12-17). IEEE.
- [20] Lee, H. E., & Cho, J. (2017). What motivates users to continue using diet and fitness apps? Application of the uses and gratifications approach. *Health Communication*, 32(12), 1445-1453.
- [21] Tran, L., & Cha, H. K. (2017). Applying machine learning methods to identify factors affecting consumer satisfaction. *Journal of the Korea Society of Computer and Information*, 22(3), 121-131.
- [22] Zhang, X., Ding, X., Ma, L., Xu, C., & Chen, W. (2020). Understanding user satisfaction with mobile health apps: A sentiment analysis approach. In *International Conference on Information Systems (ICIS) 2020 Proceedings*.
- [23] Zhou, L., Bao, J., Watzlaf, V., & Parmanto, B. (2019). Barriers to and facilitators of the use of mobile health apps from a security perspective: mixed-methods study. *JMIR mHealth and uHealth*, 7(4), e11223.
- [24] Hsu, C. L., Lee, M. R., & Su, C. H. (2013). The role of privacy protection in healthcare information systems adoption. *Journal of Medical Systems*, 37(5), 9966.
- [25] Min, J. K., Wiese, J., Hong, J. I., & Zimmerman, J. (2013). Mining smartphone data to classify life-facets of social relationships. In *Proceedings of the 2013 Conference on Computer Supported Cooperative Work* (pp. 285-294).
- [26] Goyal, S., & Cafazzo, J. A. (2013). Mobile phone health apps for diabetes management: Current evidence and future developments. *QJM: An International Journal of Medicine*, 106(12), 1067-1069.
- [27] Pagoto, S., & Bennett, G. G. (2013). How behavioral science can advance digital health. *Translational Behavioral Medicine*, 3(3), 271-276.
- [28] Free, C., Phillips, G., Galli, L., Watson, L., Felix, L., Edwards, P., ... & Haines, A. (2013). The effectiveness of mobile-health technology-based health behaviour change or disease management interventions for health care consumers: A systematic review. *PLoS Medicine*, 10(1), e1001362.
- [29] Firth, J., Torous, J., Nicholas, J., Carney, R., Prata, A., Rosenbaum, S., & Sarris, J. (2017). The efficacy of smartphone-based mental health interventions for depressive symptoms: A meta-analysis of randomized controlled trials. *World Psychiatry*, 16(3), 287-298.
- [30] Han, M., & Lee, E. (2018). Effectiveness of mobile health application use to improve health behavior changes: A systematic review of randomized controlled trials. *Healthcare Informatics Research*, 24(3), 207-226.
- [31] Schoeppe, S., Alley, S., Van Lippevelde, W., Bray, N. A., Williams, S. L., Duncan, M. J., & Vandelanotte, C. (2016). Efficacy of interventions that use apps to improve diet, physical activity and sedentary behaviour: A systematic review. *International Journal of Behavioral Nutrition and Physical Activity*, 13(1), 1-26.
- [32] Chen, J., Cade, J. E., & Allman-Farinelli, M. (2015). The most popular smartphone apps for weight loss: A quality assessment. *JMIR mHealth and uHealth*, 3(4), e104.
- [33] Economides, M., Martman, J., Bell, M. J., & Sanderson, B. (2018). Improvements in stress, affect, and irritability following brief use of a mindfulness-based smartphone app: A randomized controlled trial. *Mindfulness*, 9(5), 1584-1593.
- [34] Peng, W., Kanthawala, S., Yuan, S., & Hussain, S. A. (2016). A qualitative study of user perceptions of mobile health apps. *BMC Public Health*, 16(1), 1-11.
- [35] Yuan, S., Ma, W., Kanthawala, S., & Peng, W. (2015). Keep using my health apps: Discover users' perception of health and fitness apps with the UTAUT2 model. *Telemedicine and e-Health*, 21(9), 735-741.
- [36] Vaghefi, I., & Tulu, B. (2019). The continued use of mobile health apps: Insights from a longitudinal study. *JMIR mHealth and uHealth*, 7(8), e12983.
- [37] Wang, C., Gao, Y., & Jiang, B. (2015). The effects of app type and notification frequency on user engagement: A two-stage study of mobile app usage. In 2015 48th Hawaii International Conference on System Sciences (pp. 1249-1258). IEEE.
- [38] Pfeiffer, J., von Entress-Fuersteneck, M., Urbach, N., & Buchwald, A. (2016). Quantify-me: Consumer acceptance of wearable self-tracking devices. In *Proceedings of the 24th European Conference on Information Systems (ECIS)*.
- [39] Gimpel, H., Nißen, M., & Görlitz, R. A. (2013). Quantifying the quantified self: A study on the motivations of patients to track their own health. In *Proceedings of the 34th International Conference on Information Systems (ICIS)*.