Subject: 5,220 downloads in November but 39 forum members...
Posted by fudadmin on Wed, 07 Dec 2005 12:19:31 GMT
View Forum Message <> Reply to Message

I checked the stats on sourceforge.net. We had 5,220 downloads in November but we have 39 forum members... That have raised some questions in my head:

1) why only 39?

2) is everything clear for the rest?

3) the rest have put U++ into the Bin?...

(could we have a database of active Ultimate++ users or runing instances, like "online"..)

4) would some kind of a questionnaire, if included with Ultimate++, help to know the reasons?

5) other forms of feedback?

Other ideas?

P.S All Ultimate++ users, register here if you visit us, please ....

Subject: Re: 5,220 downloads in November but 39 forum members...
Posted by mirek on Wed, 07 Dec 2005 16:11:24 GMT
View Forum Message <> Reply to Message

1: 39 in 14 days is quite good. There is 105 members in mailing list - after 2 years....

2&3: My guess is that to choose U++ as your next app platform is quite difficult decision now. And not everybody has the time to play with it right now. So many people download, try, I hope find it quite interesting and then continue what they have done before

4&5: The only 2 things that we can/need to do is to keep releasing new better versions and gain/keep media attention.

The most reasonable investment here, if anybody is interested, is to write interesting articles about U++ and submit them to various websites.

Subject: Re: 5,220 downloads in November but 39 forum members...
Posted by fudadmin on Wed, 07 Dec 2005 18:26:49 GMT
View Forum Message <> Reply to Message

luzr wrote on Wed, 07 December 2005 11:111: 39 in 14 days is quite good. There is 105 members in mailing list - after 2 years....

2&3: My guess is that to choose U++ as your next app platform is quite difficult decision now. And not everybody has the time to play with it right now. So many people download, try, I hope find it quite interesting and then continue what they have done before

4&5: The only 2 things that we can/need to do is to keep releasing new better versions and gain/keep media attention.

The most reasonable investment here, if anybody is interested, is to write interesting articles about U++ and submit them to various websites.

Then, I'd like to split my question/thinking into parts this way:

1. Media attention:
How do you think it would have helped those 5220 downloaders
1.1 to switch to U++;
1.2 continue to explore U++;
1.3 know if they continue exploring?

2. Keep releasing new better versions:
2.1 if the "users"/"probers" ratio has been growing slowly maybe we need to know the exact reasons by some feedback;
2.2 how otherwise do we know the real needs?

3. Feedback
3.1 How can we answer the questions above without it? We can only draw some assumptions and guesses on comparisons to other products.

In that case we need good ...

4. Comparisons
4.1 That's why I'm going to start some comparison tables...

If you have any ideas how to improve quality and marketing of U++, please write!
