

# Building Apps with No Code

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## Who am I?

- Software Engineer for 10 years in the tech industry
- Built a couple apps
- I am passionate about building apps in order to reach people for Christ.

# Why I chose to build an app with no code

I have a lot of ideas **and not a lot of time to build them all by hand.**

You have time, **but not the expertise** to build by hand.

# Ministry App Ideas

- Hymnal/Songs Directory
- Create and save Bible lessons
- Bible study tracker
- Pathfinder tracker
- Audioverse/Sermon Platform
- Guestbook/Mini CRM
- Church App with member login
- Prayer App
- GLOW App
- Track outreach for individual homes in your local community

What app ideas do you have?

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# The church needs apps

It's expensive and time  
consuming to build more  
apps.

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**If non-coders can  
create apps**

then more ideas will  
get published.

# What is an app?

An app or a computer software application that is a computer program designed to help a person perform a task.



# Spreadsheet Software

- Excel
- Google Sheets

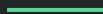
Apps allow you to  
write and read data

- Spreadsheets allow you to create reports on numerical data that you first write and then read that data as a report
- Social media apps allow you to write posts and read other people's posts
- Video editing apps allow you to create videos by writing video data as clips and reading those clips in an order you specify and export as a full video

# Write out your requirements

What should this app do?

- Be as specific as possible
- Keep your scope small



# Design your data

What data do you need for your church and/or ministry?

- Attendance records
  - Community outreach results
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# Diagram your UX flow

What actions should a person perform in your app to complete their task?

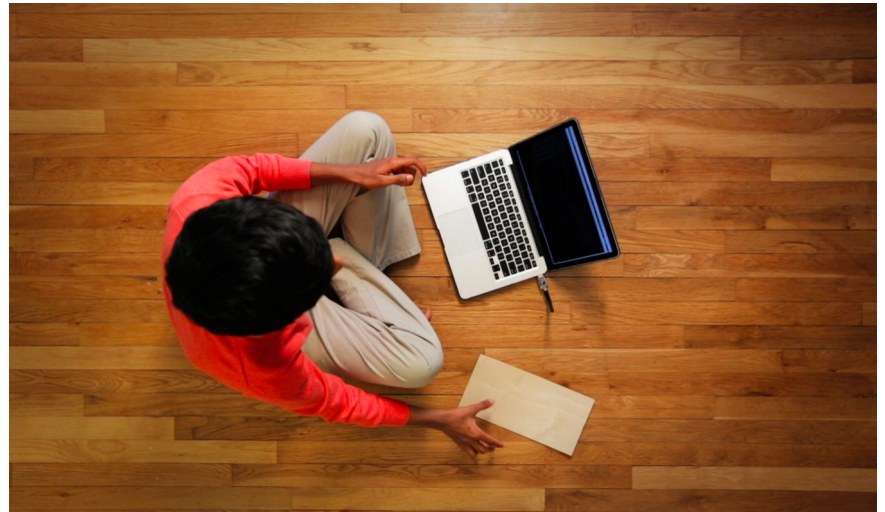
- Tap a button
  - Type out text
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# Let's build an app

- Adalo (no-code app platform)
  - Wix (front-facing website)
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# Questions To Ask Yourself

1. Is this idea something my community members will benefit from? Does it solve a problem?
2. Is my community interested in new technology? If not, how do I get them on board with my ideas?
3. Do they have ideas for apps as well? Be open to suggestions.





The app you choose  
to build can have a  
major impact on your  
community.

# Conclusion

You have so many resources and helpful tools at your fingertips (literally) that can help your community.

All you need to do is begin.

# What will I do next?

Brainstorm some ideas for helpful tools that your community will enjoy using.

Talk to them about what they need.

Look at other apps for reference or ideas.

