



2sms iPhone App development

Overview

You want to take your business mobile, but you don't know how. 2sms will show you how to take the first step into mobile Apps by launching an iPhone App. Our proposition is low cost, low risk and a proven success.

Business challenge

Your customers are going mobile. They are just as likely to find you and want to engage with you when they are waiting at the train station as sitting at home or in their office. Your customer wants to engage with you at a moment in time that was previously downtime for them. It won't be within office hours. Be sure that if you do not address your mobile proposition, your competitors will.



What do customers want to do while mobile

Firstly, they will not want to do everything you offer in your shop, or online. They haven't got the time. They will want to engage in selective activities that allow them to get better use of their downtime. Examples include :

1. Searching your products
2. Confirming a prior order
3. Finding your nearest store
4. Learning about your business or organisation; your news, your information



Examples of how our Apps help customers

- A rugby club sharing news, match fixtures, action photos and podcasts to a mobile audience
- A local Scout group communicating camp dates, news and activities to cubs and scouts
- A kite surfing company helping customers find their nearest store
- An Eco company educating customers on moneysaving eco products
- An up-and-coming DJ duo sharing photos and music samples with their fans
- And 2sms allowing customers to send bulk SMS messages from their phone

The offer

2sms can build you your first iPhone App, and get it approved for release by Apple, for the fixed fee of £1,000. We can integrate to your social media content, your web site and your product offering. If you want to learn more, read [our iPhone Template Offer](#) or visit www.2sms.com .