

Digital Payment

Designing A Way
Simply.Easy.Fast.Secure
For Digital Payment Mobile App

Elaine Siou Hui Li

UX Design Bootcamp Capstone Project

February 12, 2022 Project



OVERVIEW CONTENT

01 Current Situation

02 The UX Process

03 Market & User Research

- Interviews
- Online Survey
- User Personas (UX Pressia)

04 STRATEGY

- HMW (Trello)
- User Stories & Prioritisation
- Crazy 8
- (MoSCoW)
- User Flows

05 Design & Development Stage

Building The Prototype

- Low-Fidelity (Sketch)
- Mid-Fidelity (Wireframe)
- Usability Testing
- MoodBoard Design
- High-Fidelity

06 Reflection

01 CURRENT SITUATION

CHALLENGE

Digital payments was growing before COVID-19, but the pandemic has accelerated the shift, driving dramatic increases in contactless and online payments. It also can help you expand your business or personal expenses to reach more global audiences. To help improve customer experience since transactions are more convenient online.

But, accepting online payments can also facing some issue problems for you and many users.

- Technical Issues
- Security Problems
- Disputed Processes and Transactions
- Privacy Not Safe
- Chargeback

More detail information can check on those articles link on internet.

<https://yhoo.it/3Hlnsvt>

<https://bit.ly/34Mx89o>

<https://bit.ly/3oA7tbm>

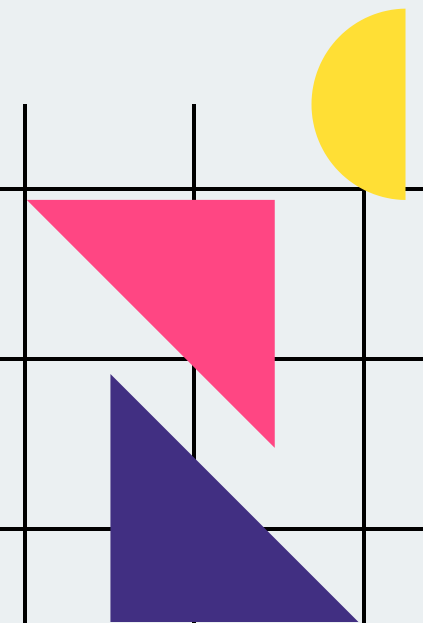
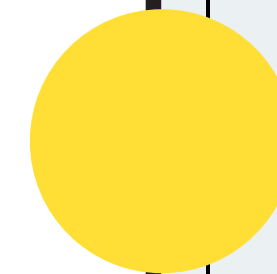
GOAL

04

The goal for this project is to create an app that is use easily and enjoy on ever-evolving technology that helps users biggest motivator to use, even for new users on Digital Platform.

To create app should also be able to **motivate new users** or **non tech-savvy users** to switch digitally on app. Help user feel more comfortable to get protection & secured when use digital on app for they online expenses or transactions & more. It's also a easier spending option to make daily life more **Simply, Easy, Fast & Secure.**

Type of Singapore Mobile Payment Methods Apps





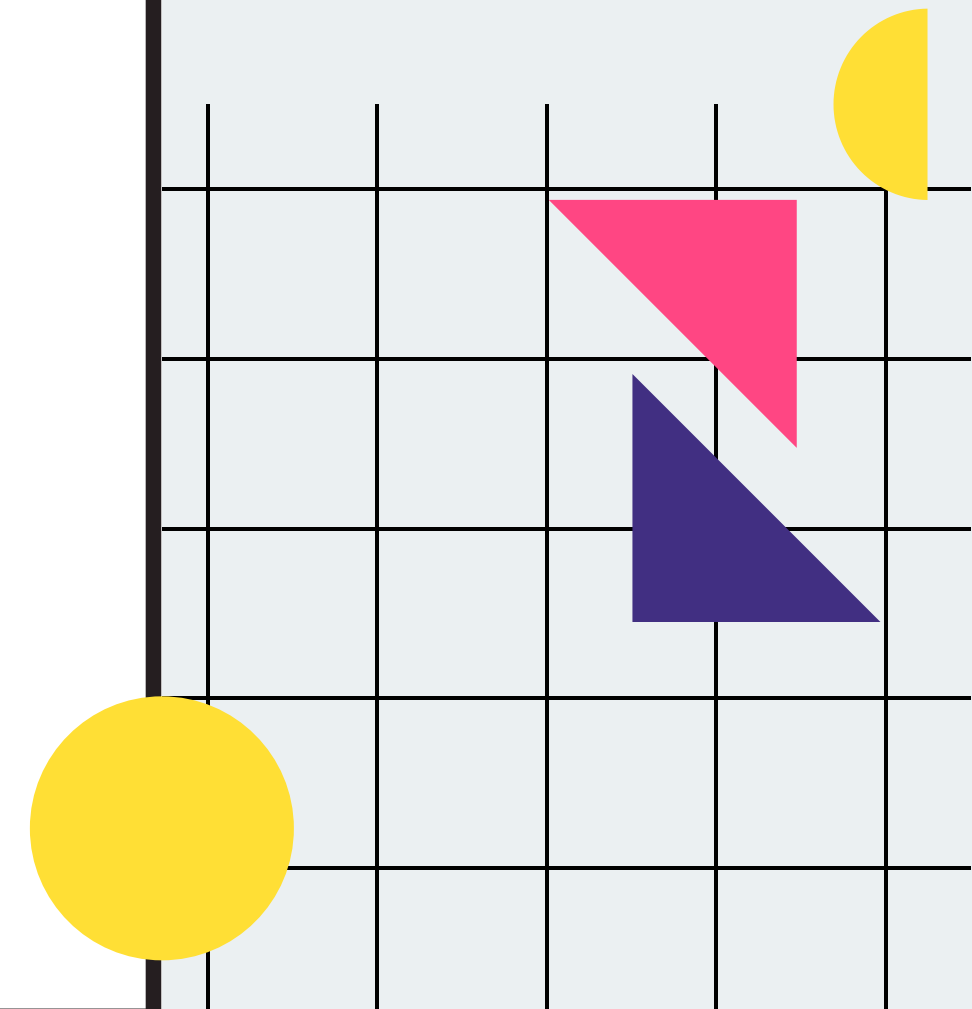
Drawbacks

The Disadvantages of online payments :

- **Service fees**Payment gateways and third-party payment processors charge service fees.
- **Inconvenient for offline sales**Online payment methods are inconvenient for offline sales.
- **Digital cash systems pose some unique risks.** Since cash is digital, it is likely that hackers might break into the system.
- **A safe needs to be on-site or frequent trips to the bank for deposits must be made,** which takes time and money.

The advantages of digital payment :

One of the most significant advantages of digital payment is the seamless experience they provide to customers. Reduced dependency on cash, fast transfer speed, and the ease of transacting make online payments a preferred option.

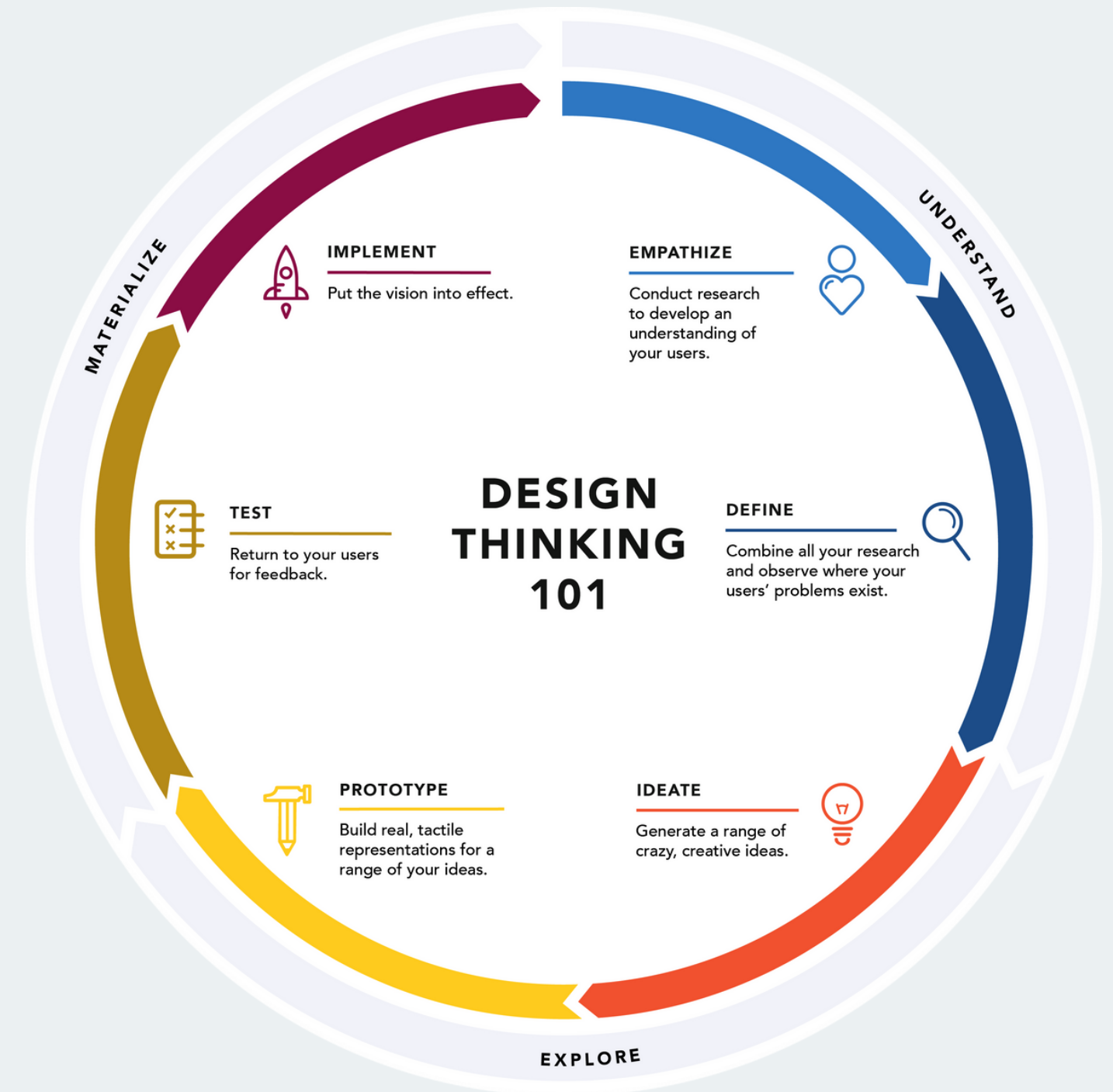


02 THE UX PROCESS

DESIGN THINKING 101 & HOW TO PROCESS

The design-thinking framework follows an overall flow of 1) understand, 2) explore, and 3) materialize. Within these larger buckets fall the 6 phases: empathize, define, ideate, prototype, test, and implement.

As the product is made with the users in mind, I have consistently kept them in mind as I worked on my product.



More detail information can check on this articles
Design Thinking 101 & Design Process link on
internet.

<https://www.nngroup.com/articles/design-thinking/>

<https://www.nngroup.com/topic/ux-design-process/>

03 MARKET & USER RESEARCH

UNDERSTANDING USERS' NEEDS AND WANTS

08

USER INTERVIEWS

were conducted with people aged 21-50 of various occupations, gender and marital status.

ONLINE SURVEY

were conducted with people aged 25-34, all users of which were working adults and various gender and all single. They were asked on what they think.

INTERVIEWS



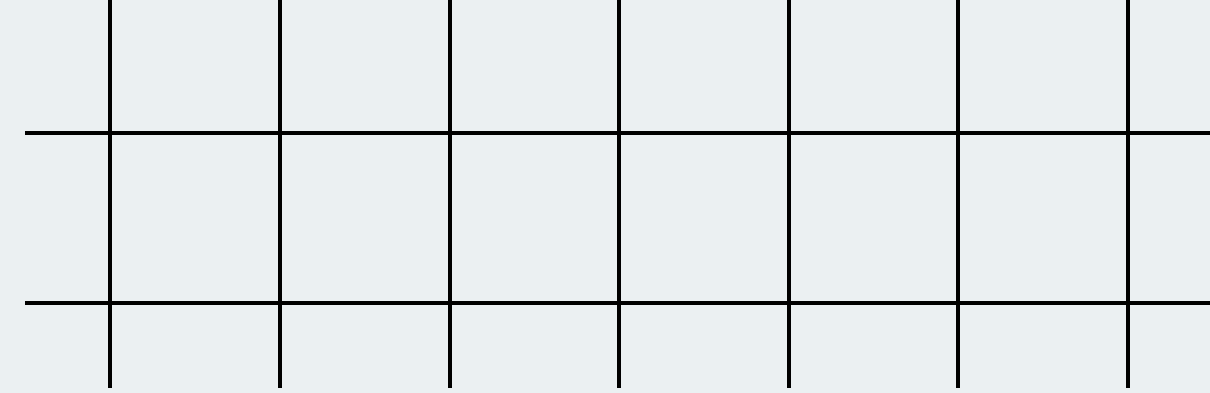
I conducted user interviews with 5 users living in Singapore.

Interviews were conducted remotely over Zoom and involved the users talking about their experiences, behaviours, problem and the benefits when it come to making E-Commerce / Digital Payment platform system.

■ Some of the interview topic/question were:

- Do you only use digital payments? or a hybrid between cash and digital?
- Would you consider yourself tech-savvy?
- How often do you use digital payments?
- When did you switch to digital payment methods?
- Do you face any challenges/problems using digital payment?
- Since there are many type of digital applications out there, what do you look out or value for in digital apps in order for you to keep using it?
- What would be your ideal digital payment app be like?
- What are some new features you would like to see when making digital payments?

USER INSIGHTS



10

What I Heard

"Convenient and fast, so that you don't need to go Bank or ATM for withdraw money"

"To get cash back rewards"

"To skip the queue at the ATM"

"Everybody uses it, so I use it too"

Spoilt for choice - PayLah, PayNow, Grabpay, *Favepay, Apple Wallet, Google Pay.
*Favepay has best rewards"

"Prefer Digital payments as it is easier to track my expenses, like compared to cash - where a lump sum is withdrawn then spent mindlessly"

"Need more values to security when using digital payment apps"

"If I lose my phone/hack by scammer there is a risk someone can access my payment accounts"

What I Saw

Pay Now/Pay Lah : " I have to keep checking the phone number to make sure I transfer to the right shop"

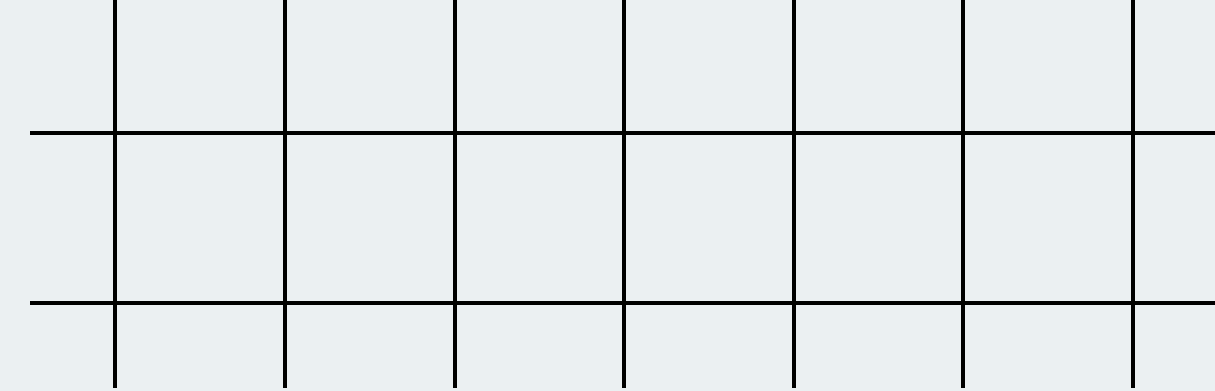
"High Convenience"

Eg. Instant tap of a card, pushes a few button to complete payment"

"Sometimes logging into certain apps during payment can be a hassle - still need to key in Password, Face ID/Fingerprint ID are isn't available"

"Sometimes shops only allow certain apps, so I will just use cash"

USER INSIGHTS



11

What I Saw

What I Conclude

"Younger users are more comfortable with going cashless"

"Just Tap Or Scan To Pay With NETS"

"Users tend to use less ATM services/going to bank"

"Growing reliance on digital applications payments > cash"

"Supportive on board for digital payments no hesitation."

With multiple options and choices, some users are overwhelmed to keep up

"Cash is mainly used for small-amount payments"

"Still reliant on cash, has not totally moved on to digital payments only"

"1-click "Pay Now" button for pay anywhere, not need to get any account number / ATM / queuing at bank to pay"

"Well versed and familiar in making transactions with different Digital Payment Platforms"

"On go digital, customers can self-service and pay invoices from anywhere at any time"

"No need bring too many money out"

"Using Digital Apps to shopping, get rewards, payment or transaction in dailiy life"

USER INSIGHTS

12

What I Conclude

"Overwhelmed by multiple choices"

"Fear of digital payment security still remains a big factor"

"Users value rewards/points/cashback - influences their choice when deciding which platform to use"

"Most still practice a hybrid mode of payment"

"Digital Payments or application needs more assurance on security of the authentication matters"

"Less users use and frequent the ATM due to the advancement of Digital Payments"

"Overall satisfaction with the basic functions of digital payment or application"

"Users value contactless payments especially in times of Covid"

"Accepted that Digital Payments will be the most widely used mode of payment in the future"

"The need for convenience and efficiency"

"Users value being able to complete payments at the touch of a button/wave of a card"

ONLINE SURVEY

13

As part of my user research, I conducted a survey from a sample of 10 people in Singapore between the ages of 20 to 50 in order to discover insights regarding their experiences with Digital platform system.

85%

Prefer Both Cash and Digital

85%

Use Digital Payment

90%

Concern Of Security

15%

Cash On Hand

In conclusion, 3 takeaways from the survey:

- Lose privacy when you pay all in digitally or with a seamless transaction.
- Need to be more secured and safe from cyber hacks.
- All in one app for user are more better to use.


USER PERSONA

01

Jane Yew is a mother of 1 children with 6 years old. She has been working as Piano Teacher at her current job for 8 years.

In her daily life every month she has to make all payments groceries (rent, municipal services, and others). She prefers online banking, but sometimes she needs a consultant's help. In such cases, she goes to the bank.

TARGET AUDIENCE PERSONAS



NAME

|| JANE YEW

MARKET SIZE

43 %

TYPE

Guardian

Background

- Jane Yew is married and has one children with 6 years old.
- She has to make all payments groceries (rent, municipal services, and others). She prefers online banking, but sometimes she needs a consultant's help. In such cases, she goes to the bank.

Goals

- Manage her family's financial matters with less effort.
- Easy way to have groceries shopping
- Not need take long queues in bank

Motivations

- Saving money
- Cooking for my family
- Speeding more time with my family
- Teaching new song to kid

Frustrations

- The need to visit the bank with children.
- Long queues in the bank.
- Doesn't have much time for groceries shopping herself, she relies on her household assistant for her groceries shopping, but she is not able to keep track of the produce's quality and source.

Brands and influencers

Cartier

ELLE

Disney

crocs

+ ADD IMAGE

Demographic

Female

30

years

Singapore

Married

Piano Teacher

SGD 3500

+ ADD FIELD

Skills

Tech savvy

0

25

50

75

100

Financial literacy

0

25

50

75

100

Teaching Skills

0

25

50

75

100

Cooking Skills

0

25

50

75

100

+ ADD SKILL

Technology

Browsers

Google

Firefox

Type here

Type here

Type here

14


USER PERSONA

02

Emily is a busy person on her job, sometime she need to meet client to some of the project requirements. She will shops for herself on her daily life, mostly she will uses her smartphone or laptop to do shopping and make purchases on-the-go or at work.

She also has to make some payments groceries like (rent, bill services, and others). She prefers online make transaction will be the fast and easy for her.

TARGET AUDIENCE PERSONAS



NAME

Emily Yee

MARKET SIZE

43 %

TYPE

Idealist

Background

- Emily is a busy person on her job, sometime she need to meet client to some of the project requirements. She will shops for herself on her daily life, mostly she will uses her smartphone or laptop to do shopping and make purchases on-the-go or at work.
- She also has to make some payments groceries like (rent, bill services, and others). She prefers online make transaction will be the fast and easy for her.





Goals





- Best value products on shopping
- Quick access to app or more easy just scan to pay
- Make all in one app will easy to me to use in one time

Motivations




- Buy and Online shopping
- Chill with friends
- Discover new item on product / social
- Eco-friendly

Technology









Browsers




GoogleFirefoxSafari

Channels




Demographic

Female

28

years

Singapore

Single

Sale Manager

SGD 4500

Skills

Tech savvy

0255075100

Financial literacy

0255075100



Write skills



0255075100

Social Skills

0255075100

Brands and influencers





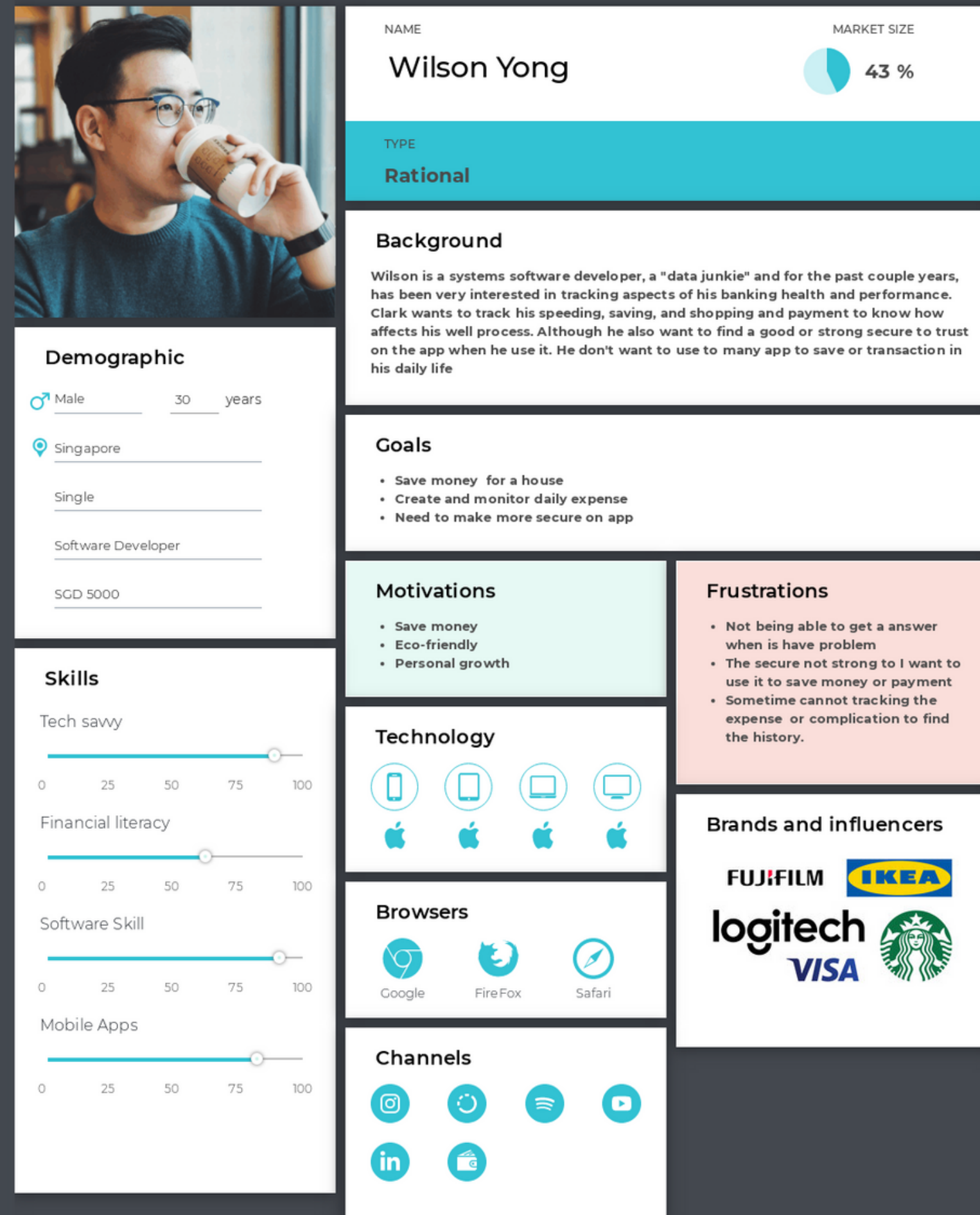
USER PERSONA

03

Jane Yew is a mother of 1 children with 6 years old. She has been working as Piano Teacher at her current job for 8 years.

In her daily life every month she has to make all payments groceries (rent, municipal services, and others). She prefers online banking, but sometimes she needs a consultant's help. In such cases, she goes to the bank.

TARGET AUDIENCE PERSONAS





04 STRATEGY



17



"HOW MIGHT WE" STATEMENT

USER PROBLEM STATEMENT, DESIGN & CHALLENGE

DIGITAL PAYMENT IMPROVEMENTS

HMW motivate digital payment platform so that for the not tech-savvy to get feel safe to use?

USERS MOTIVATE

How might we create a fun way for young adults to track their expenses daily?

CREATING SOLUTIONS

HMW reward and encourage current users for using digital payment?

"HOW MIGHT WE" STATEMENT

USER PROBLEM STATEMENT, DESIGN & CHALLENGE

DIGITAL PAYMENT IMPROVEMENTS

HMW simplify the usage of digital payments for the less tech-savvy to also enjoy the benefits of using digital payments?

USERS MOTIVATE

HMW assure the users of digital payments that their transactions are safe and secure?

CREATING SOLUTIONS

How might we help to raise awareness and knowledge of digital payments for hybrid users to increase their sense of security so that they can rely on digital payment methods?

USER STORIES

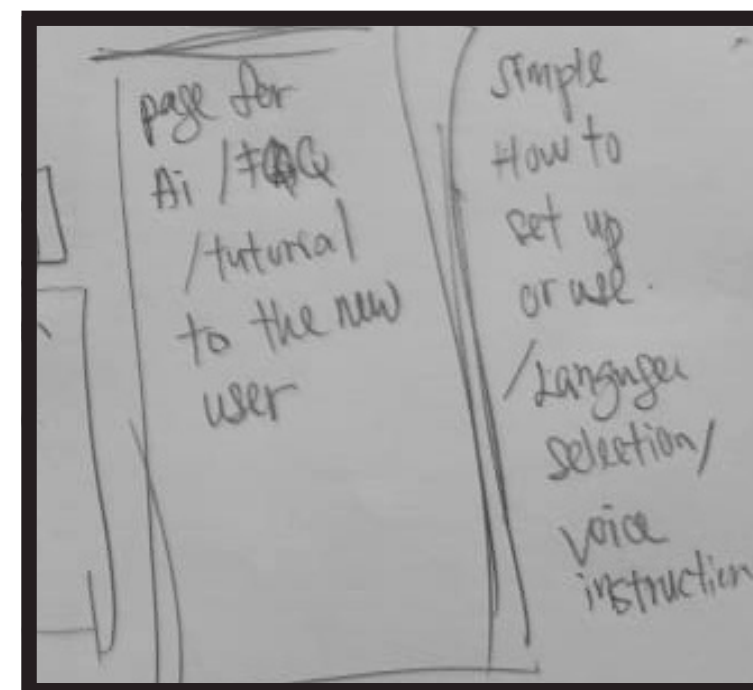
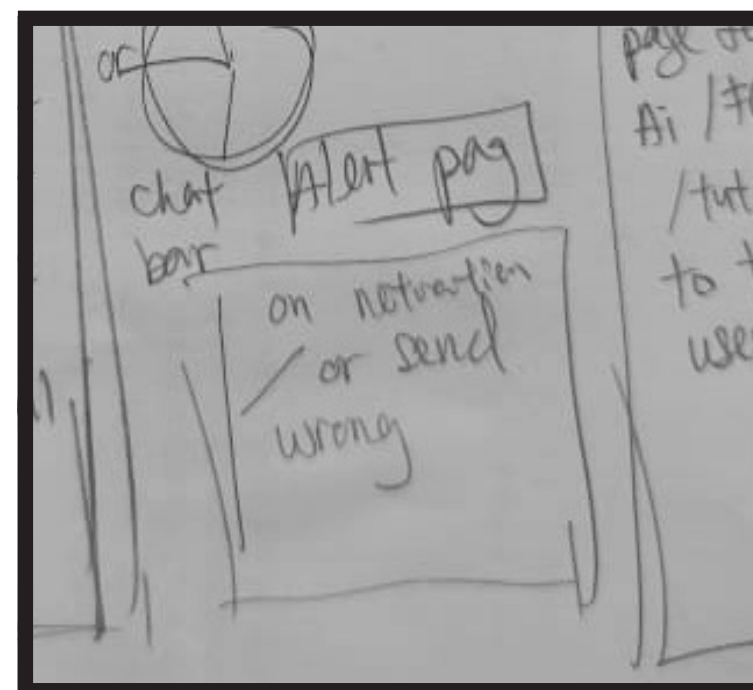
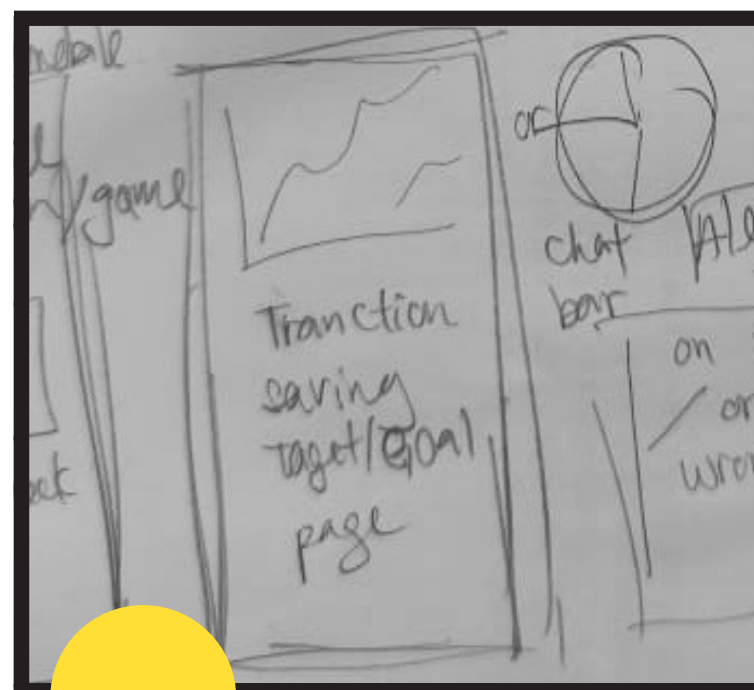
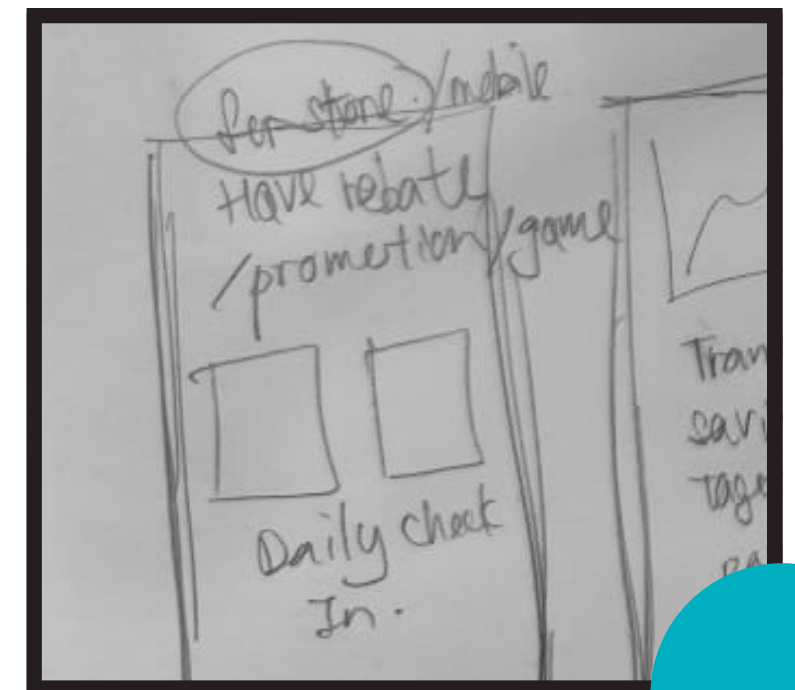
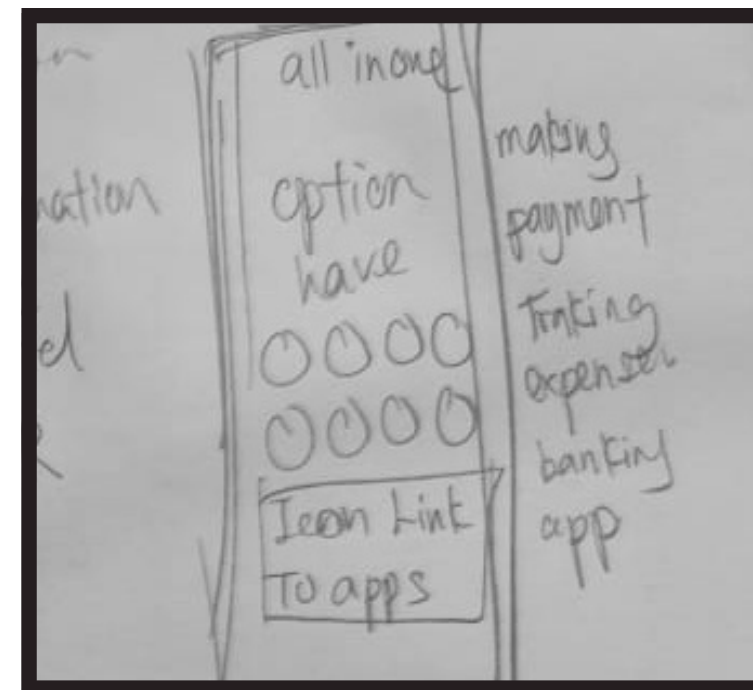
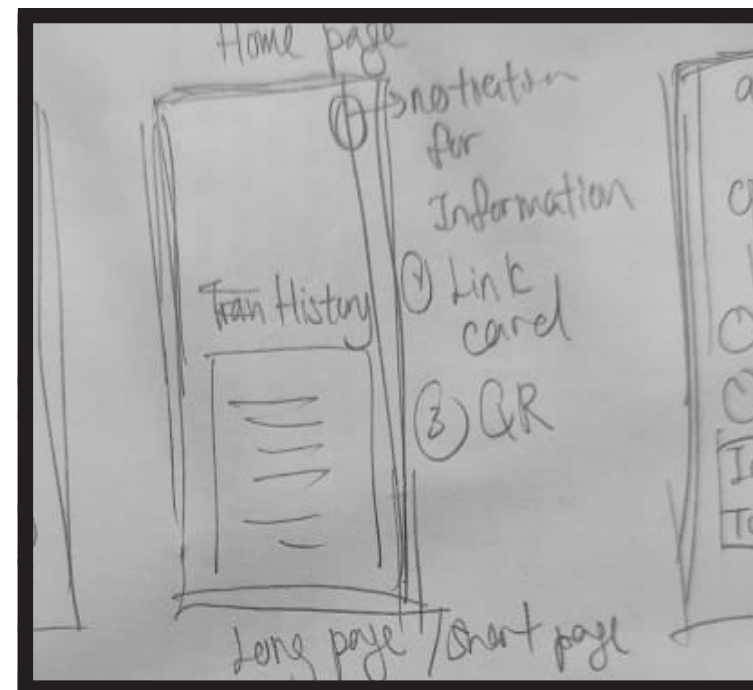
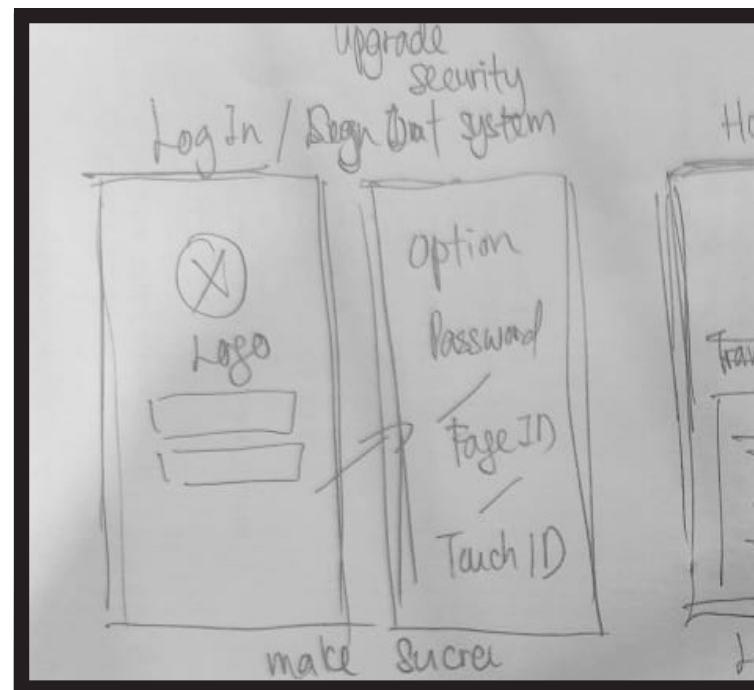
INFORMATION ARCHITECTURE [TRELLO CARD SORTING]

STRATEGY

Must Haves	Should	Could Have	Won't Have
As a user, I want to see or able to track my daily, monthly, yearly expenses.	As a user, I want to be notified when I overspend my budget for the week.	As a user, I would like to be rewarded when I continue using the services - with rebates, points, discounts	As a user, I want to know how are my investments trending against the market
As a user, I want to see history and transaction to track my daily expenses	As a user, I want to be notified when I forget to track my expenses for the day	As a user, I want to be motivated effectively through loyalty rewards that will keep me interested	As a user, I want my apps to integrate with each other, so that I can track my saving account from my investment account and vice versa
As a user, I want to see payment / transaction receives an e-mail or phone verification and confirming the subscription.	As a user, I want to be able to track the time and date of each purchase.	As a user, I want a download receipt / Invoice record when were my transactions made	As a user, I want to know how I can be more eco-friendly and sustainable in my spending choices.
As a user, I want to see my goals clearly as I spend or saving	As a user, I want to be able to set a specific goal that is time-bound	As a user I want to play game to get reward to motif me to use the app	
As a user, I want to see the important for me to be notified when a digital payment is made from my account for security and expense tracking	As a user, I would appreciate transparency when deciding which digital payment platforms to use - in terms of rewards offered by each platform so I can meet my goal of reaping the most rewards	As a user, I want relevant promotions that encourage me to make more digital payments	
As a user, I want to see much like checking my calendar schedule, I would like to check my spending in a specified daily / weekly / monthly format	As a user, I want to be able to learn some tips and tricks simultaneously with using the services of a digital payment method	As a user, I would appreciate a space where can learn more eg. Tips, Q&A and other people's experience	
+ Add a card	As a user, I want to be able to see and compare my projected savings in XX years at varying rate of spending / savings.	As a user, I would appreciate an automated report so I don't have to churn it out myself	
	As a user, I want to try something and find out more about it before actually putting in money	as a user, not only do i want to track my spending, but i would like to see my progress and trends in expenses that would motivate me towards my goals	
	As a user, I want to receive reminders and see it from the calendar for important expenses & payments	As a user, I want an engaging forum with a big enough user base	
	As a user want to able to chat or solve problem when nee help on app or another platform	+ Add a card	
	As a user, I need to be ensured that my questions will be answered efficiently and timely		
	As a use want to able to learn a new app or platform to user in digital payment		
	+ Add a card		

CRAZY 8'S SKETCHES

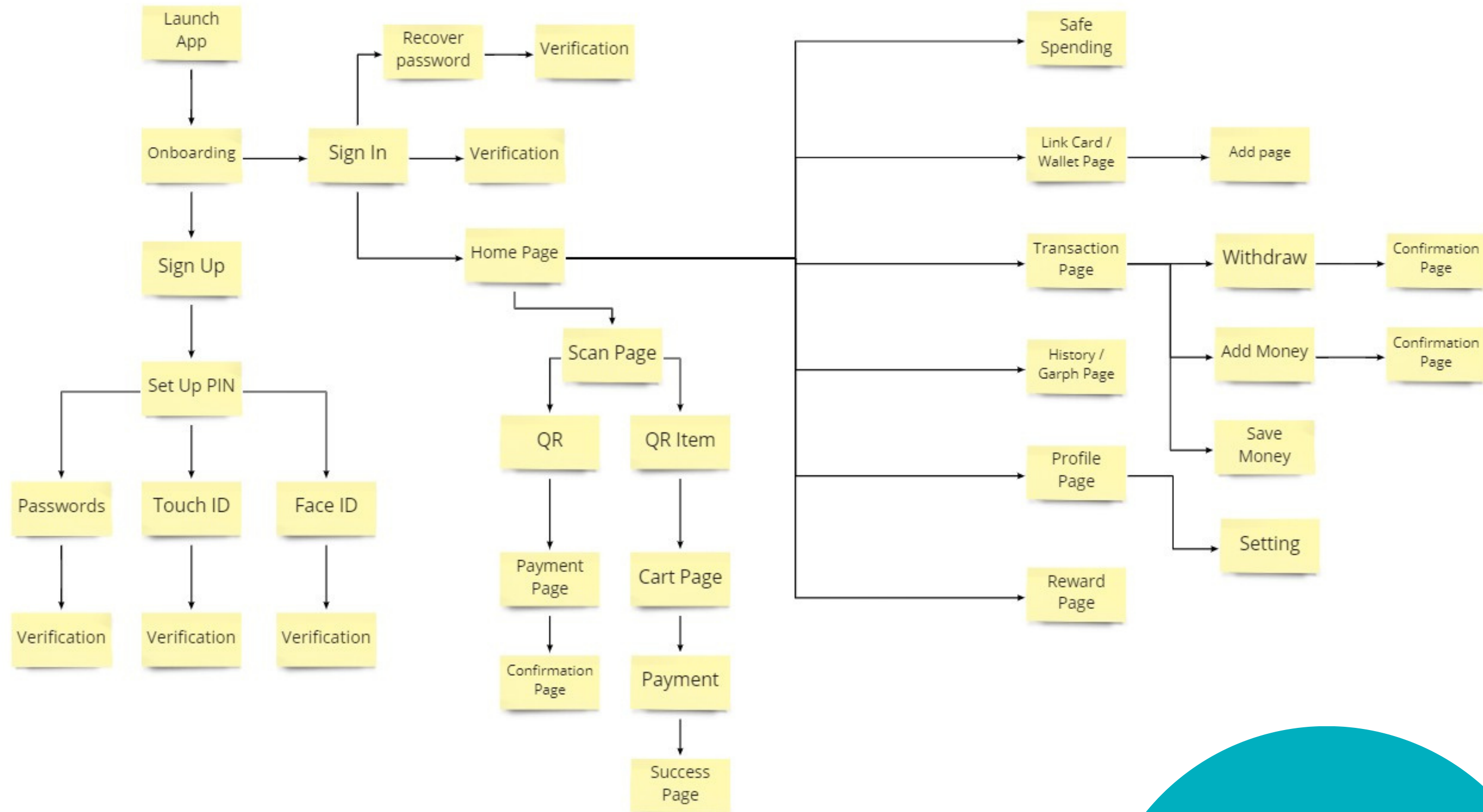
WITH THE PROBLEM STATEMENTS IN MIND, I CREATED 8 SKETCHES OF IDEAS WITHIN 8 MINUTES TO CONSIDER FEATURES NEEDED AS A MINIMUM VIABLE PRODUCT.



IDEAS WITHIN
8 MINUTES

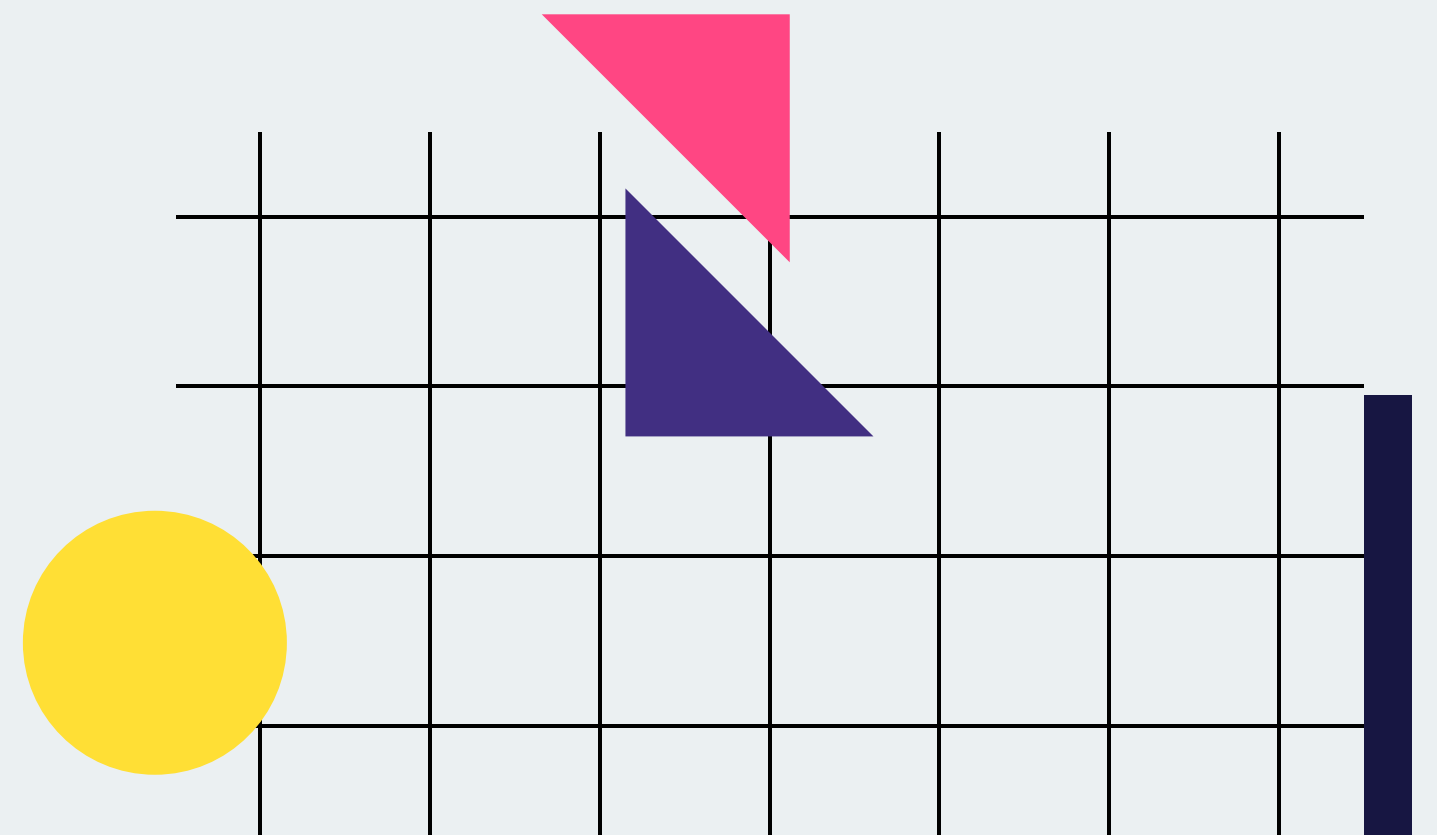
User Flows

22



05 DESIGN & DEVELOPMENT STAGE

BUILDING THE PROTOTYPE



BUILDING THE PROTOTYPE

24

LOW FIDELITY
SKETCH

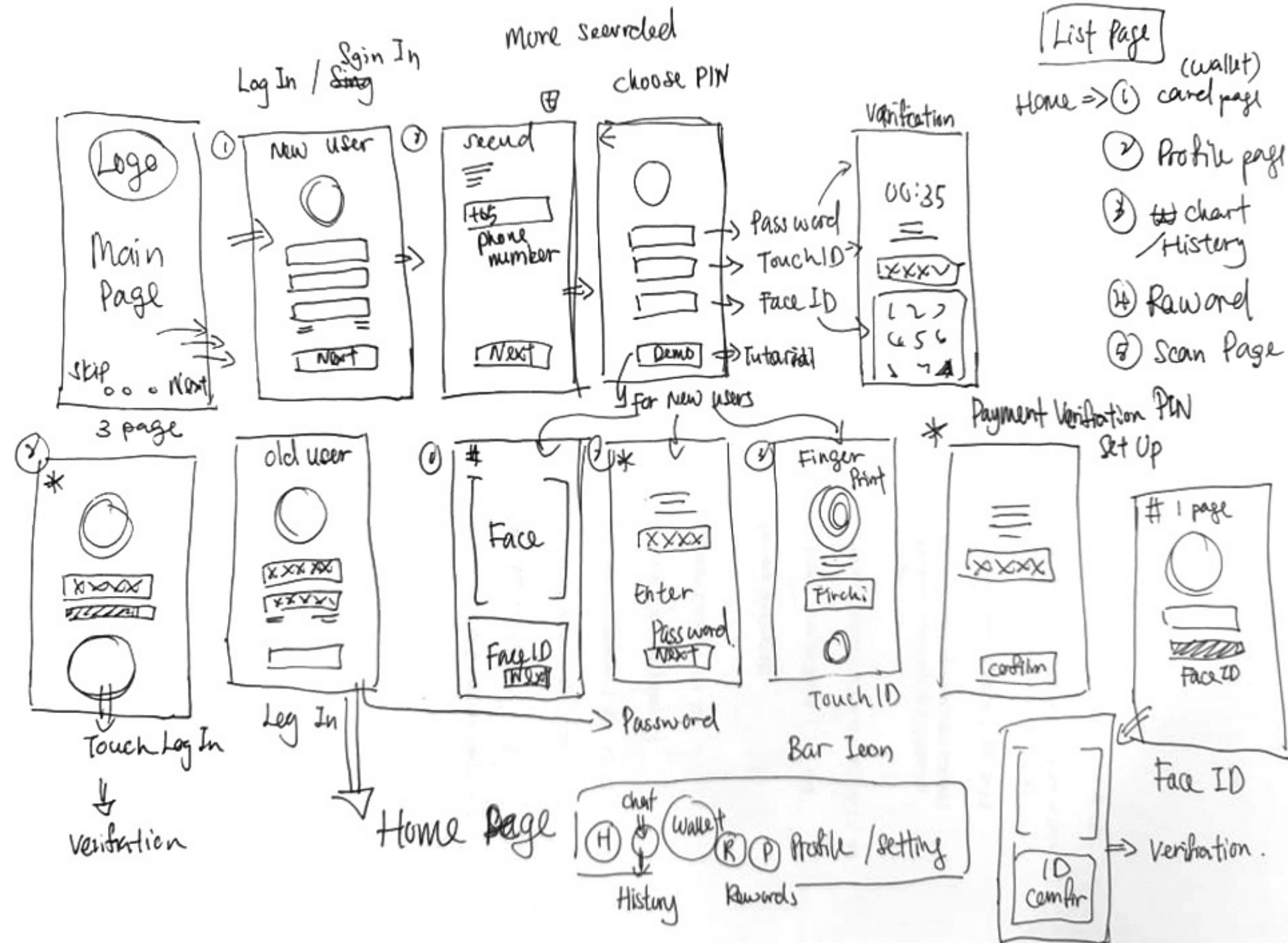
MID FIDELITY
SKETCH

HIGH FIDELITY
SKETCH

LOW FIDELITY PROTOTYPE

SKETCH DESIGN

25



MID FIDELITY PROTOTYPE

WIREFRAME DESIGN

26

BASED ON THE INSIGHTS FROM THE LOW FIDELITY PROTOTYPE, I WENT ON TO CREATE A MID FIDELITY PROTOTYPE USING FIGMA.

THE MID FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3OlogtL](https://bit.ly/3OlogtL)

THE OVERVIEW AND SUMMARY PAGES HAVE

- Landing Page
- Sign Up and Sign In (Secure)
- Wallet Page (Link Account)
- QR SCAN PAGE
- SCAN ITEM PAGE (SHOPPING)
- SAVING GOAL PAGE
- TRANSFER PAGE



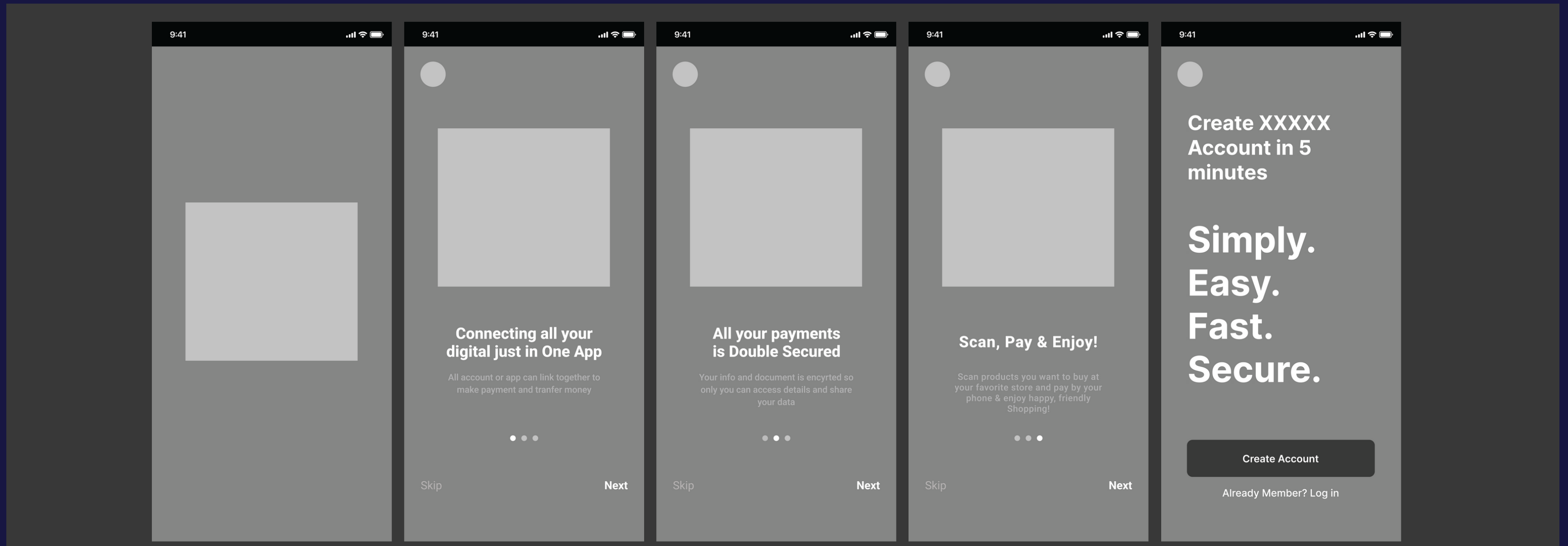
MID FIDELITY PROTOTYPE

WIREFRAME DESIGN

27

THE MID FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3OlogtL](https://bit.ly/3OlogtL)

Landing Page



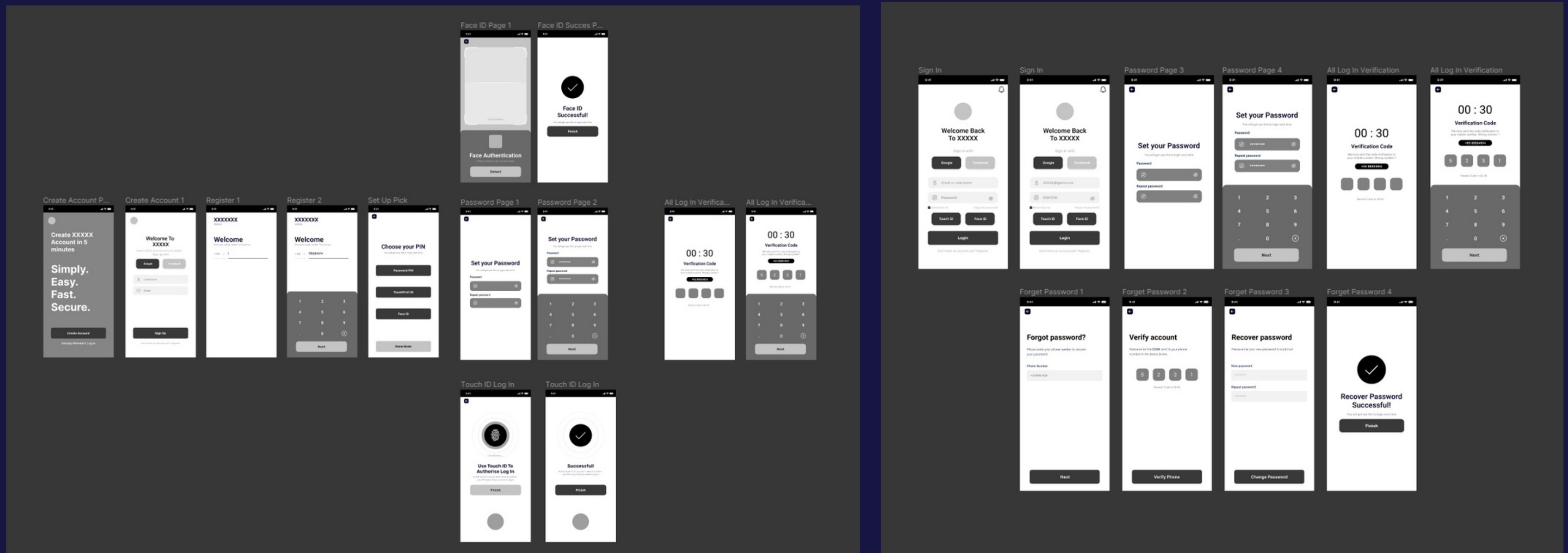
MID FIDELITY PROTOTYPE

WIREFRAME DESIGN

28

THE MID FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3OlogtL](https://bit.ly/3OlogtL)

Sign Up and Sign In Page (Secure for Password, Face ID, Touch ID, Forget Password and Verification)



MID FIDELITY PROTOTYPE

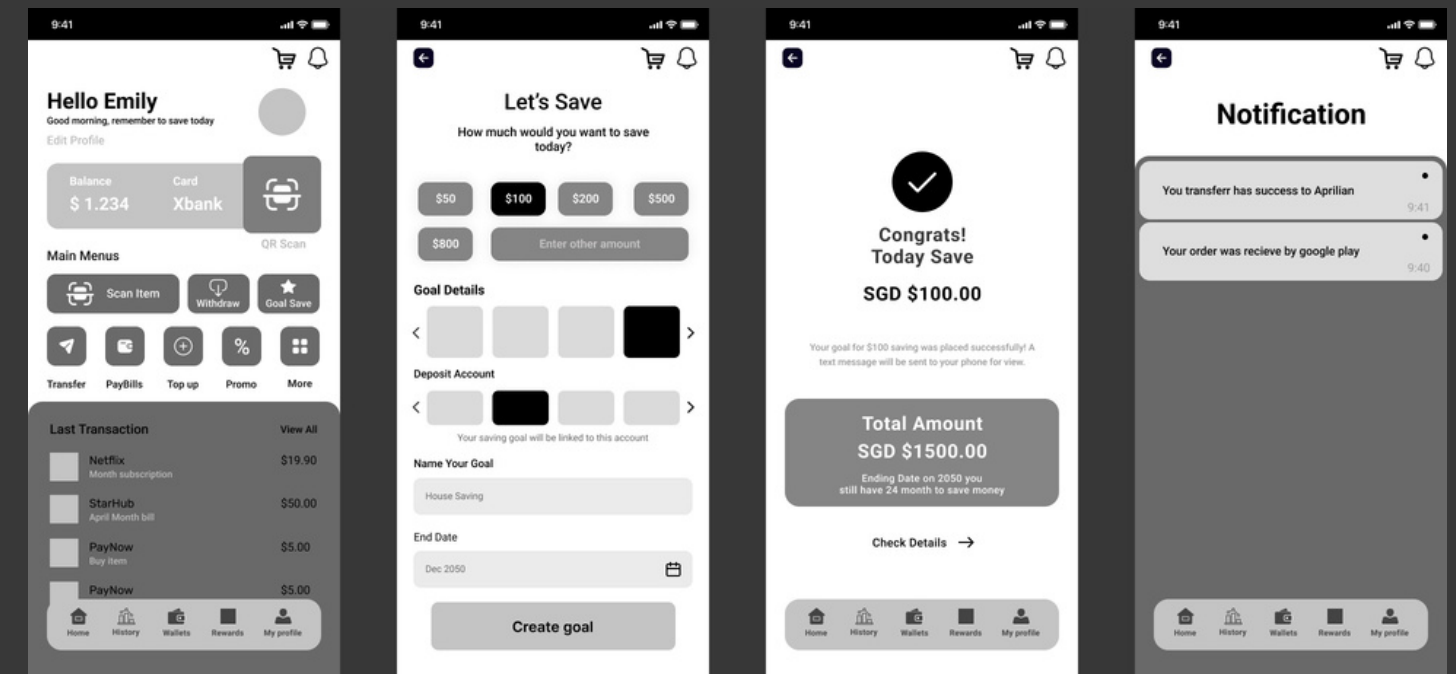
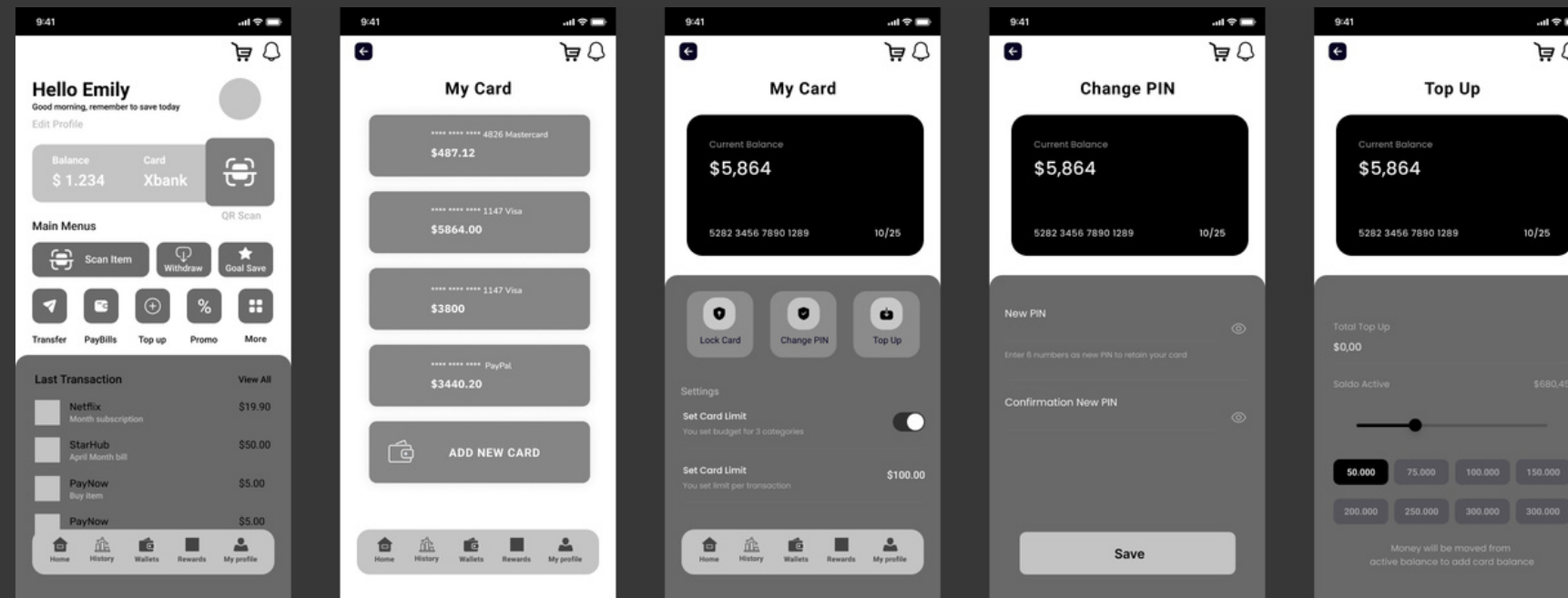
WIREFRAME DESIGN

29

THE MID FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3OlogtL](https://bit.ly/3OlogtL)

Wallet Page (Link Account / Card / Apps)

Saving Goal Page



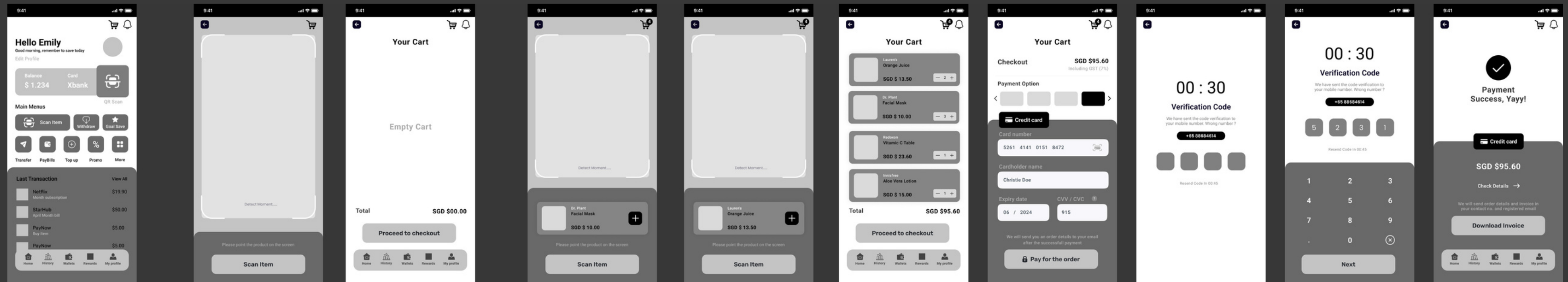
MID FIDELITY PROTOTYPE

WIREFRAME DESIGN

30

THE MID FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3OlogtL](https://bit.ly/3OlogtL)

Scan Item Page (Shopping)



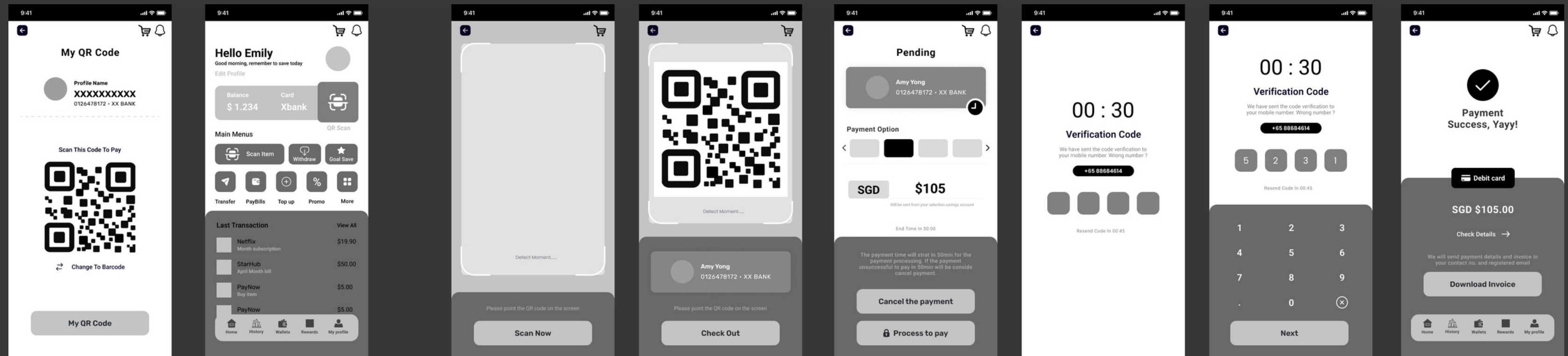
MID FIDELITY PROTOTYPE

WIREFRAME DESIGN

31

THE MID FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3OlogtL](https://bit.ly/3OlogtL)

QR Scan Page



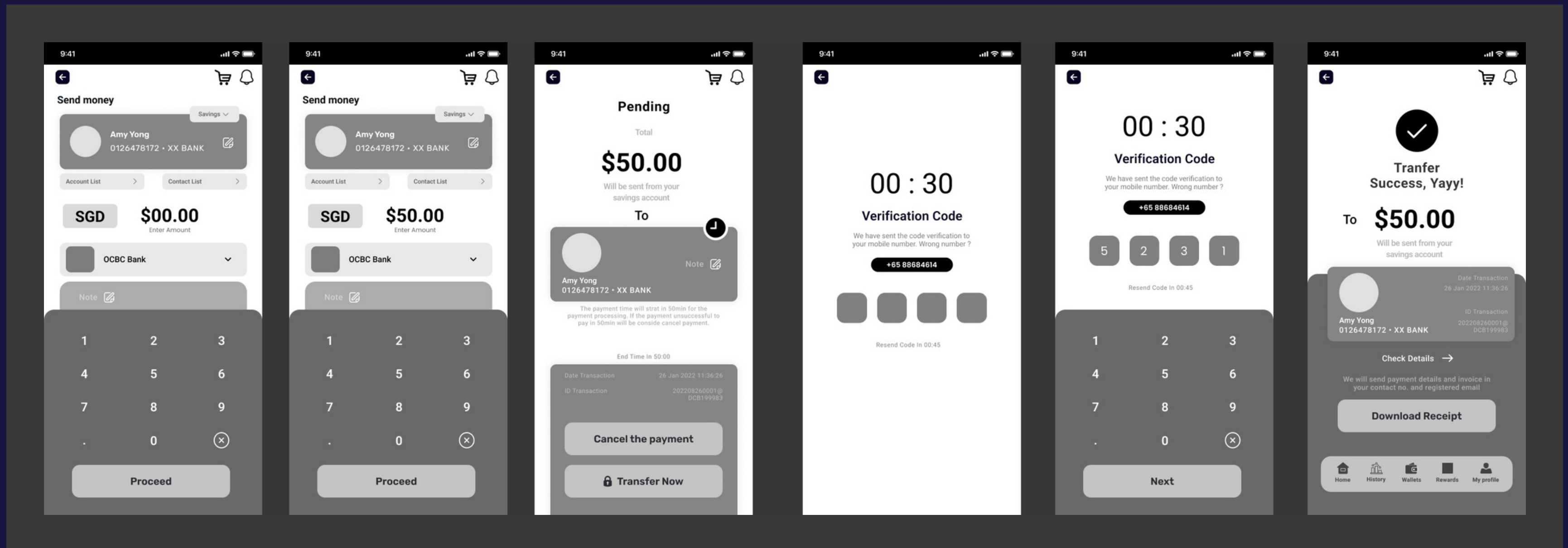
MID FIDELITY PROTOTYPE

WIREFRAME DESIGN

32

THE MID FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3OlogtL](https://bit.ly/3OlogtL)

Transfer Page



USABILITY TESTING

By connecting my Mid Fidelity Project in Figma to form a basic prototype, I conducted a preliminary round of user testing to gather some first thoughts from 2 users via remote testing on Zoom.

I prepared a script consisting of 5 tasks and questions to gauge the usability and intuitiveness of the prototype's User Interface.



FEEDBACK

WHAT THEY LIKE

Some of the feedback I received when on Zoom Class and some for the ordina as follows:

- They like the QR and the Scan Item page is great and useful when it just scan and pay it.
- The Register area is good and detail for the new use. It also have different type for login not just for 1 option to do it.

WHAT CAN BE IMPROVED

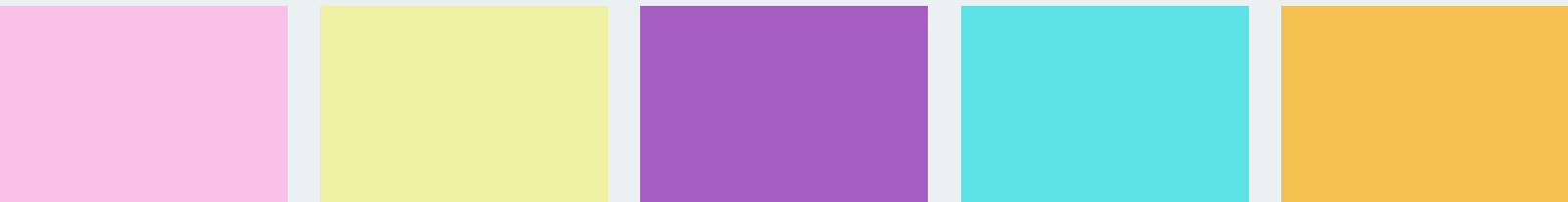
- Users would like to be able to set multiple goal on one page or can make scroll down page more easy to see different goal saving.
- Can make some promo / reward daily / fun mini game for the app

MOOD BOARD DESIGN

SELECTED



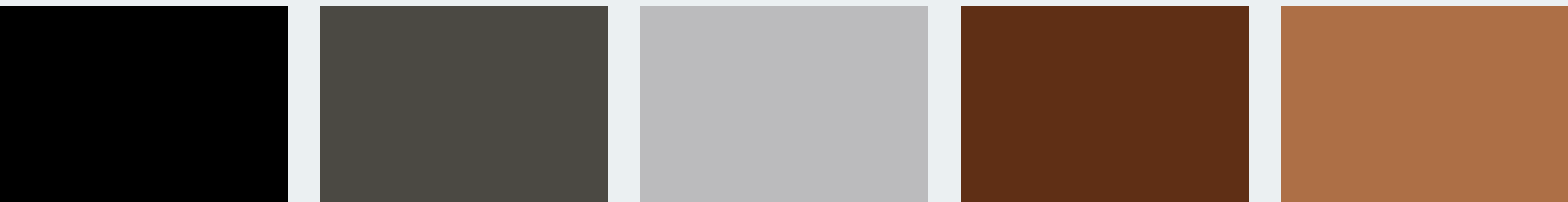
OPTION 01
PASTEL MOODBOARD



OPTION 02
GEOMETRIC MOODBOARD



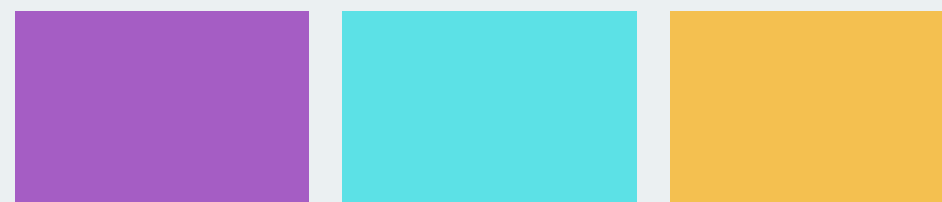
OPTION 03
DARKER MOODBOARD





PASTEL MOOD BOARD

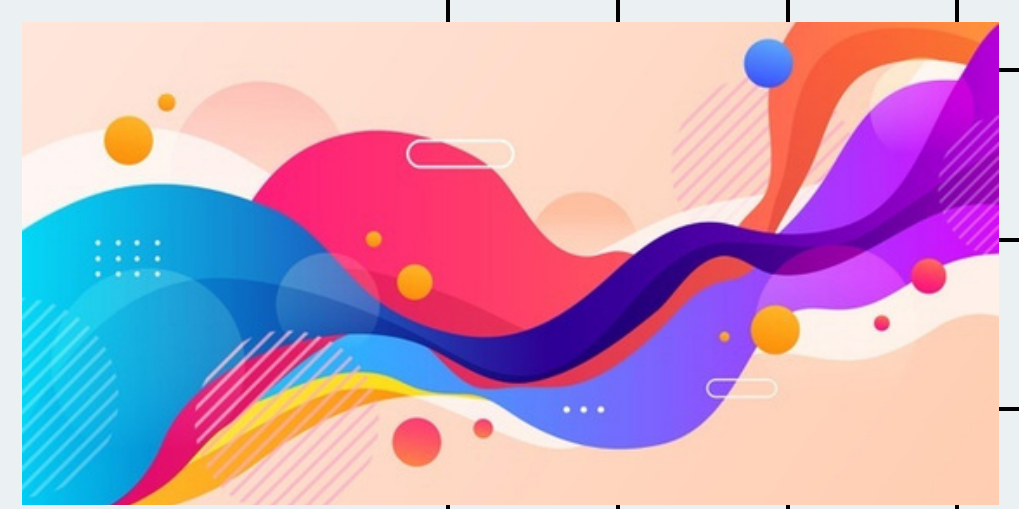
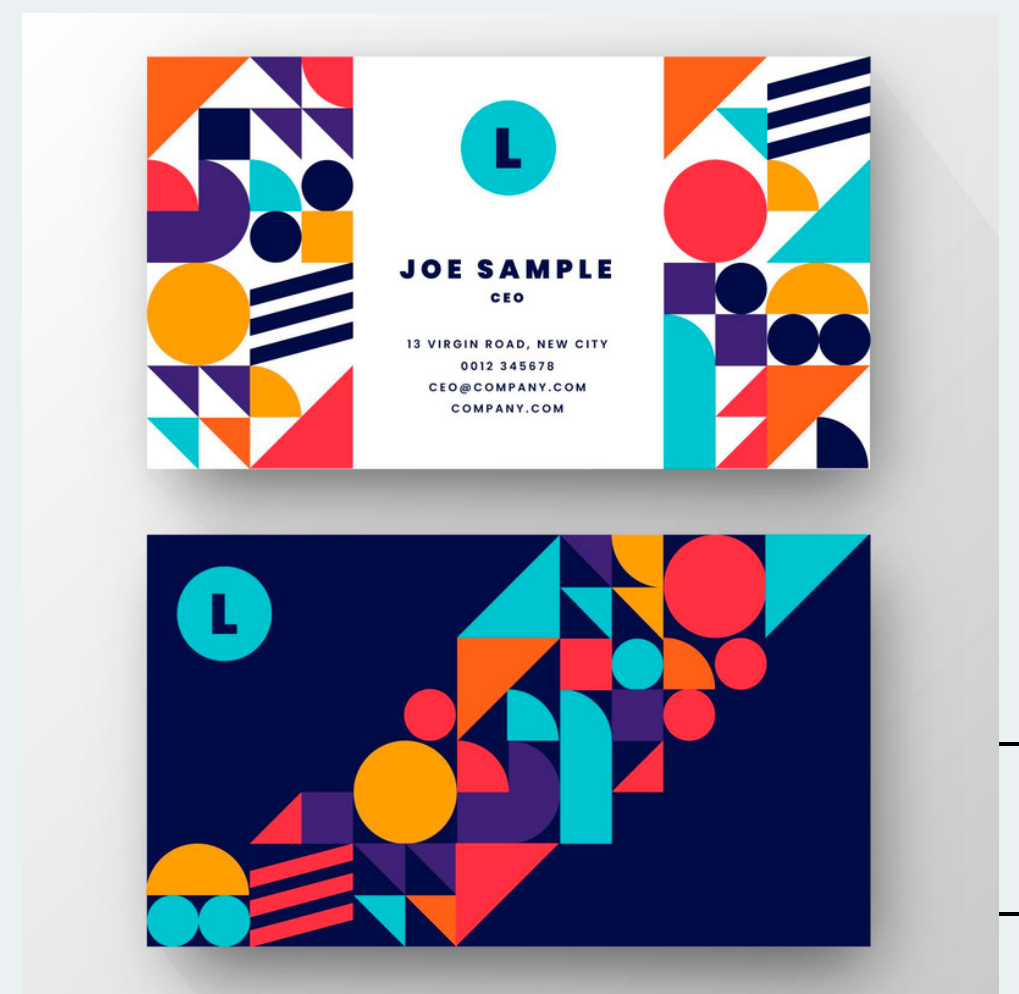
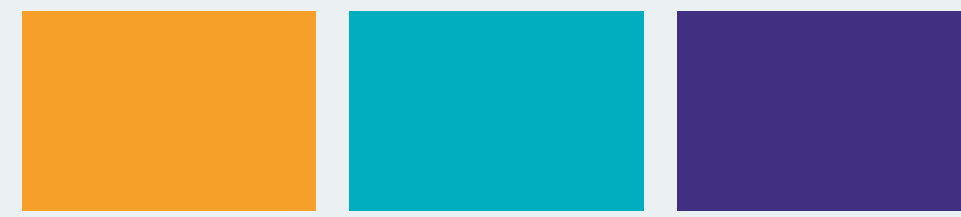
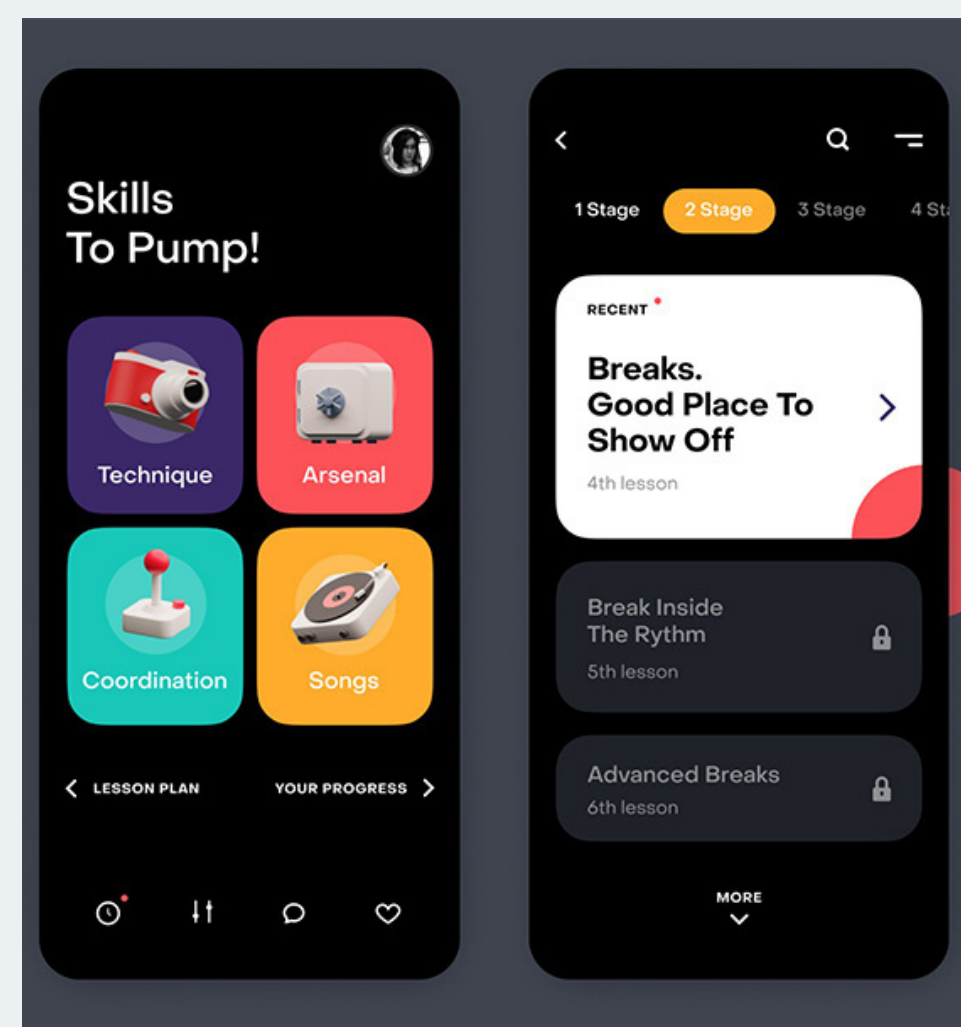
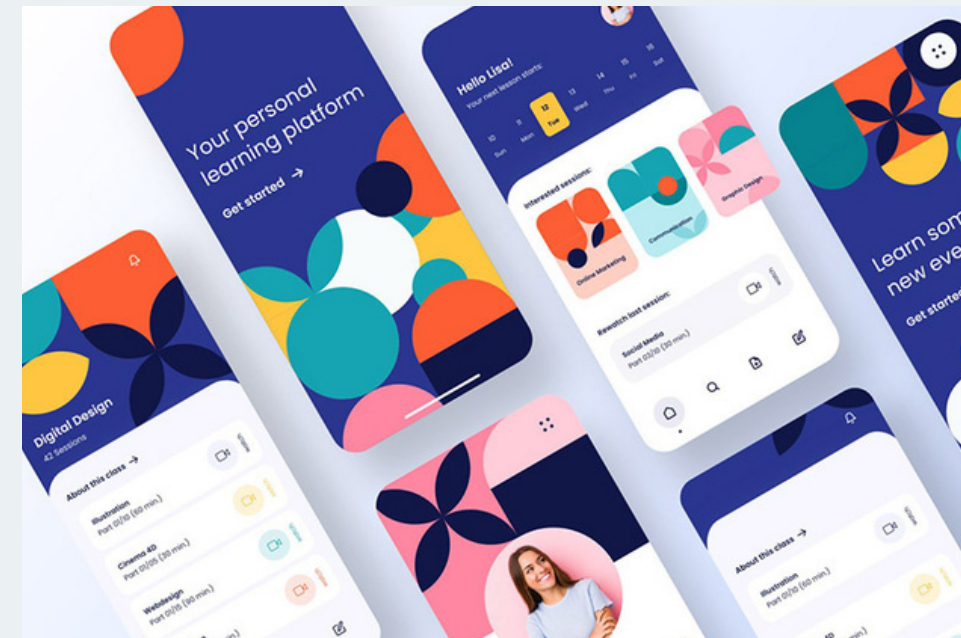
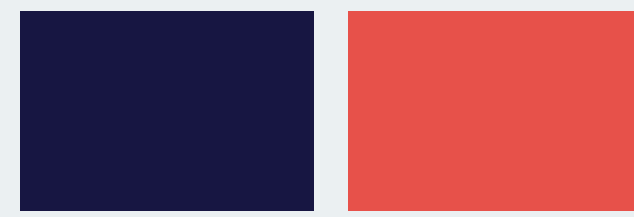
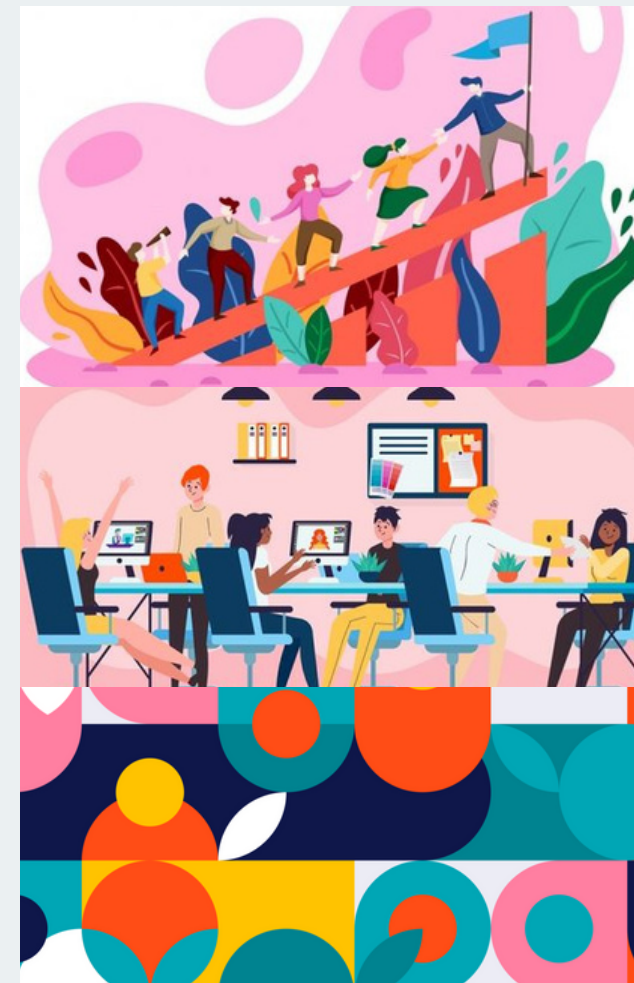
The style guide on the right are the 1st Option to choose which suitable of the UI Design in my High Fidelity Prototype Project.





GEOMETRIC MOOD BOARD

The style guide on the right are the 2nd Option to choose which suitable of the UI Design in my High Fidelity Prototype Project.



An abstract geometric logo composed of various colored shapes. At the top left is a large orange semi-circle. To its right is a smaller orange semi-circle, and further right is a red semi-circle. Below the top left orange semi-circle is a dark blue parallelogram. To the right of the parallelogram is a large dark blue semi-circle. Below the parallelogram is a large orange triangle pointing downwards, which is bisected horizontally by a dark blue semi-circle. To the right of this triangle is a large orange semi-circle, which is bisected horizontally by a dark blue triangle pointing downwards. At the bottom left is a red semi-circle containing the yellow text '03'. To the right of the red semi-circle are two small circles: a dark blue one and a teal one.

The style guide on the right are the 3rd Option to choose which suitable of the UI Design in my High Fidelity Prototype Project.



USER INTERFACE DESIGN

MINI STYLE GUIDE

Logo Design

Logo Name

- SMARTCONNECT
- EDIGITAL
- WELLET-E
- GODIGITAL
- **GOCONNECT**  SELECTED
- PAYSMART

Logos Alternative

GOCONNECT → **GO.CONNECT**
DIGITAL SMART PAY



↓ Final Version

Landscape Version



Portrait Version



USER INTERFACE DESIGN

MINI STYLE GUIDE

Typeface Design & Colours



Typeface

Ag

Roboto Family

ABCDEFGHIJKLMNOPQRSTUVWXYZ
RSTUVWXYZ

abcdefghijklmnopqrstuv
wxyz

1234567890

Regular - Medium - Bold - SemiBold - ExtraBold

Ag

Rubik SemiBold

ABCDEFGHIJKLMNOPQRSTUVWXYZ
QRSTUVWXYZ

abcdefghijklmnopqrst
uvwxyz

1234567890

Colour



#171642



#e7514a



#f6a029



#00afbf



#412f82

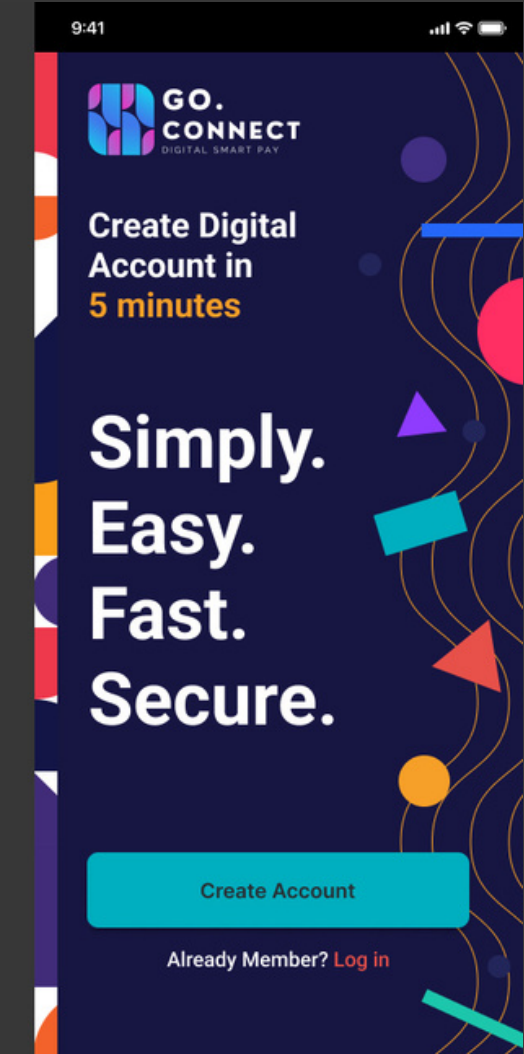
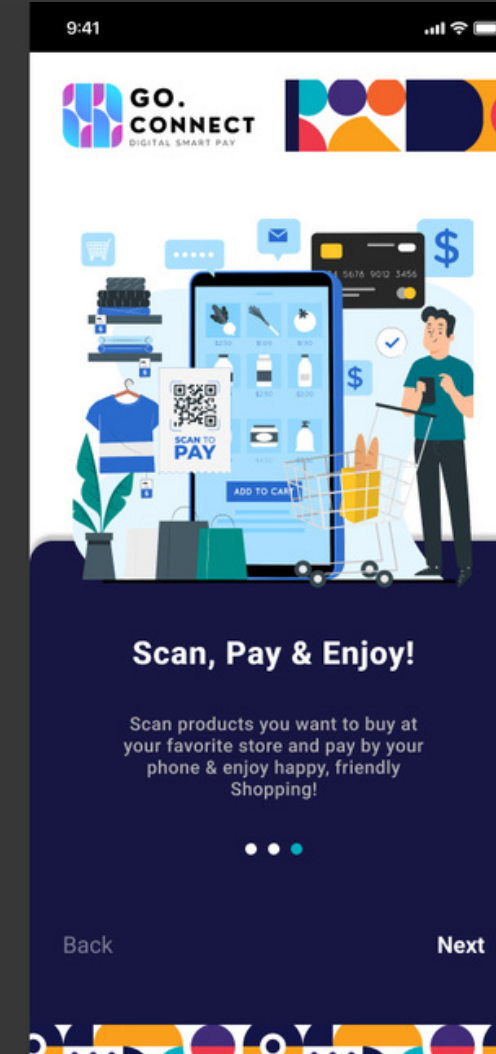
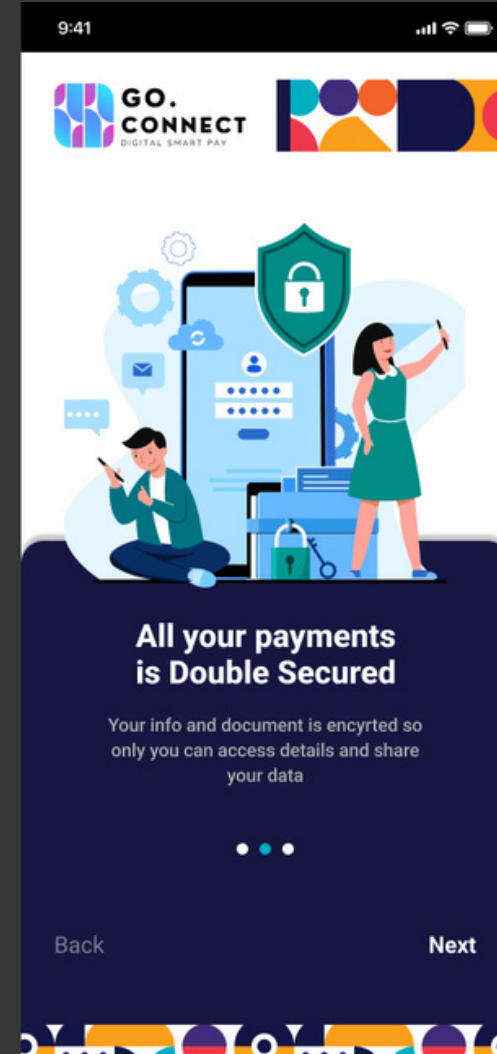
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

41

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Landing Page



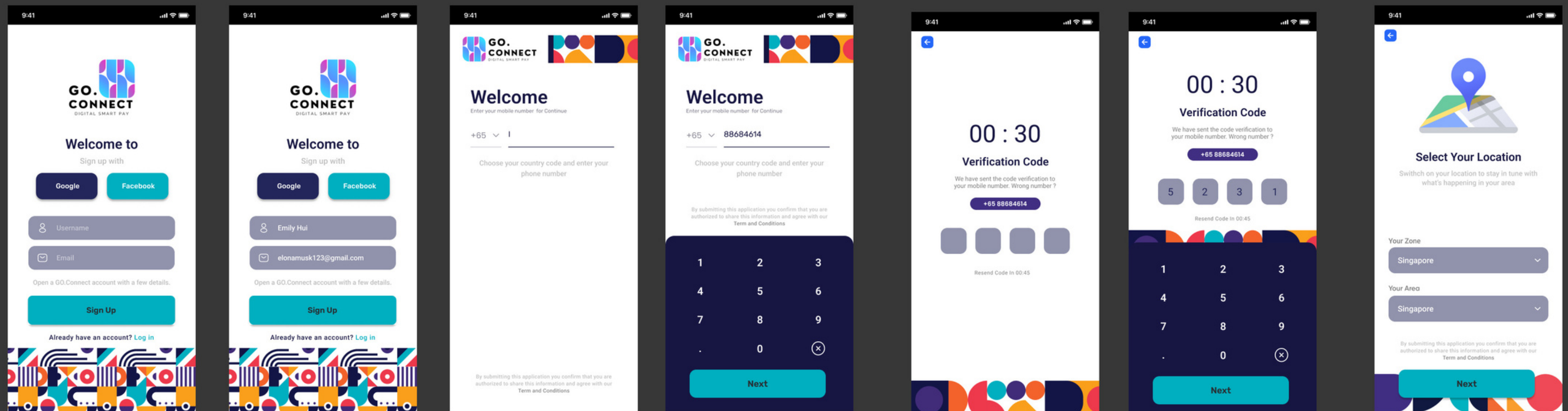
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

42

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Sign Up and Sign In Page 1 (Secure for Password, Face ID, Touch ID, Forget Password and Verification)



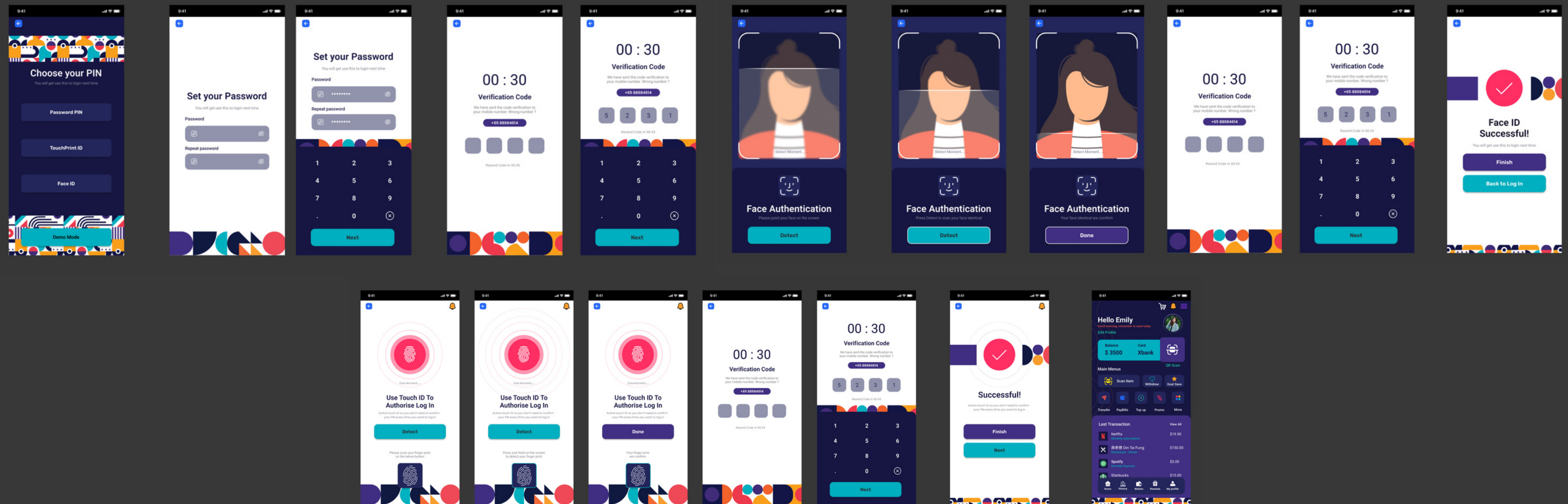
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

43

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Sign Up and Sign In Page 2 (Secure for Password, Face ID, Touch ID, Forget Password and Verification)



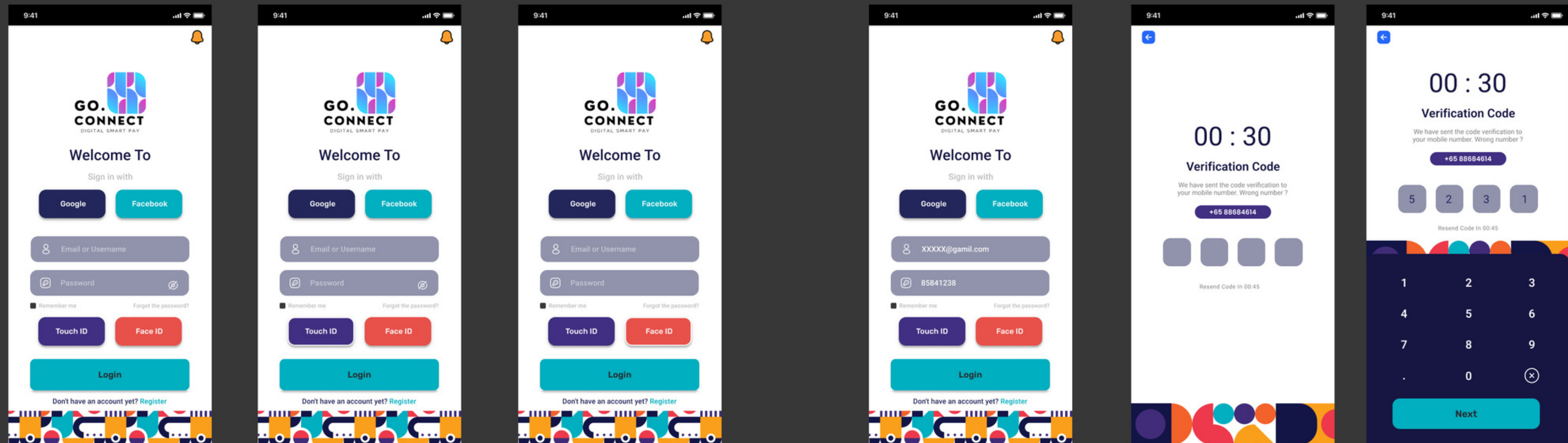
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

44

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Sign Up and Sign In Page 3 (Secure for Password, Face ID, Touch ID, Forget Password and Verification)



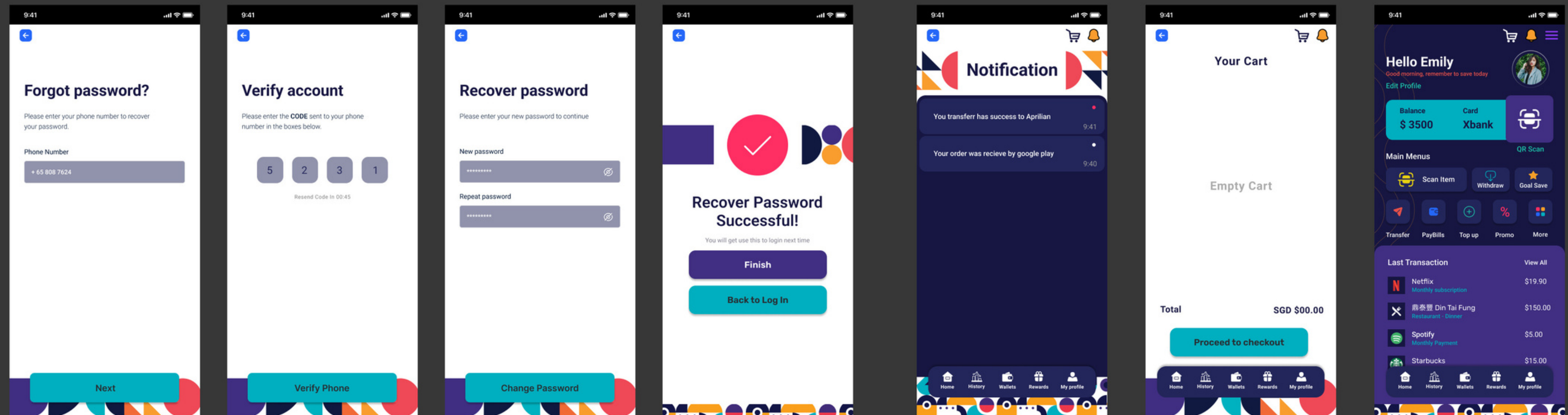
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

45

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Sign Up and Sign In Page 4 (Secure for Password, Face ID, Touch ID, Forget Password and Verification)



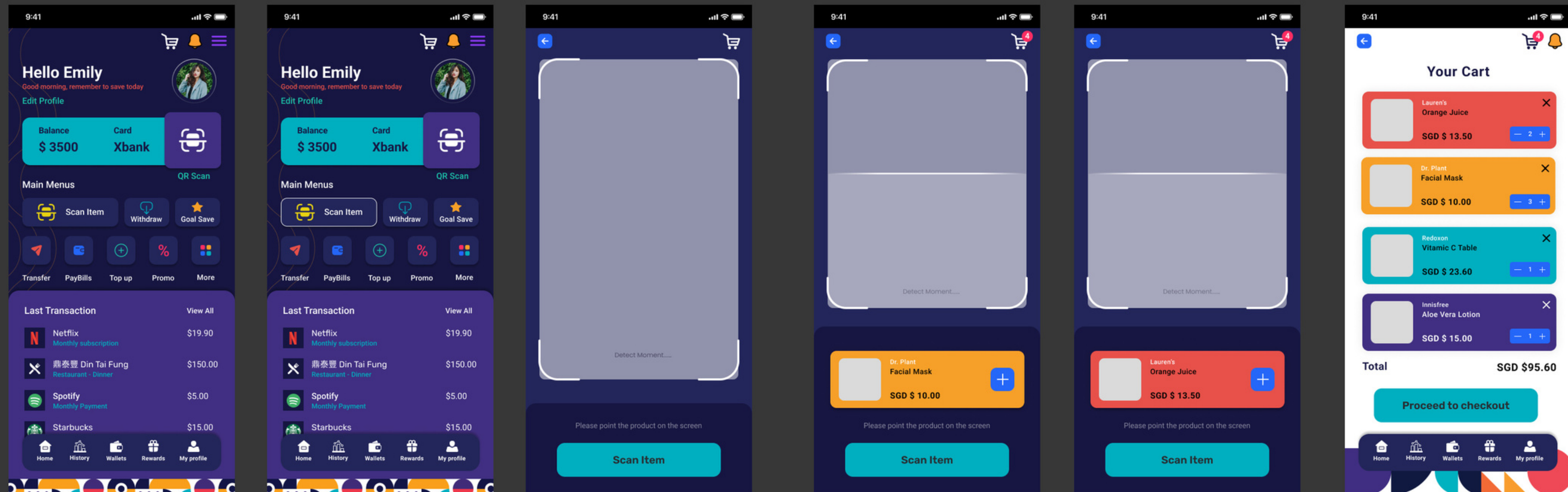
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

46

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Scan Item Page 1 (Shopping)



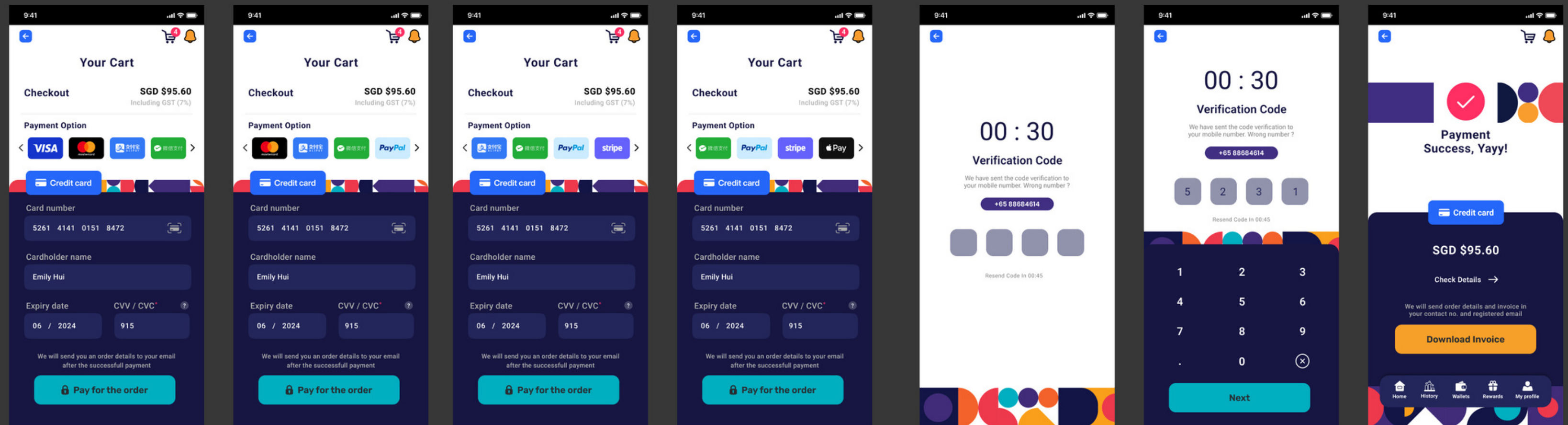
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

47

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Scan Item Page 2 (Shopping)



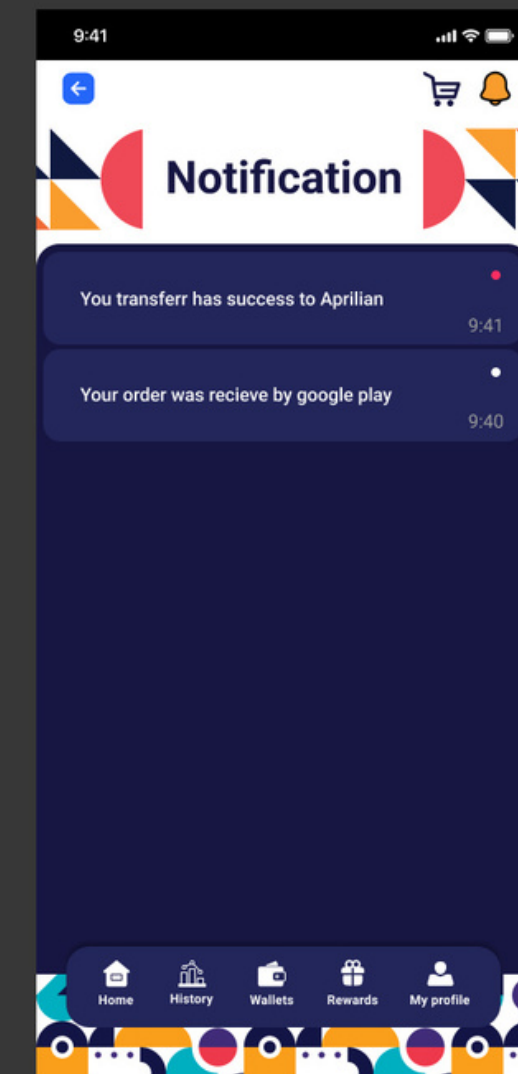
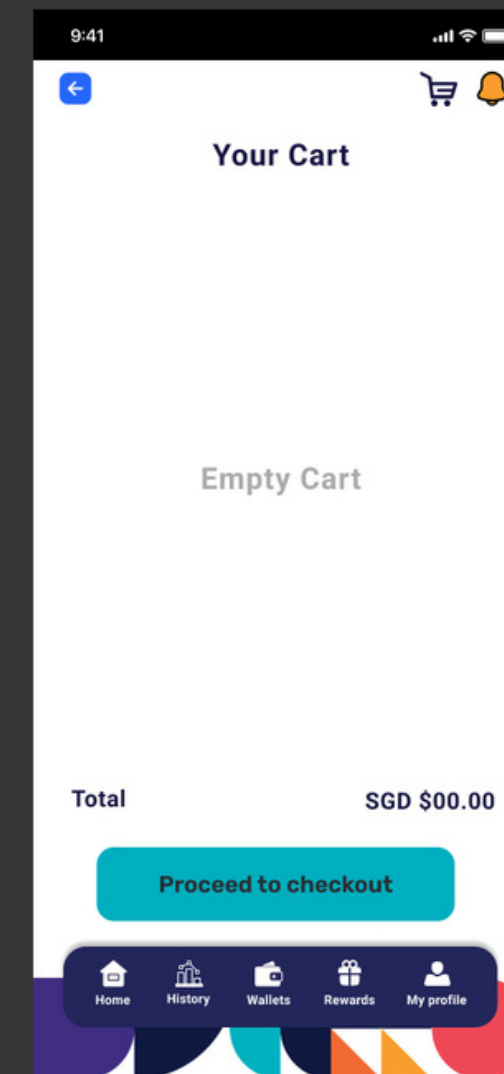
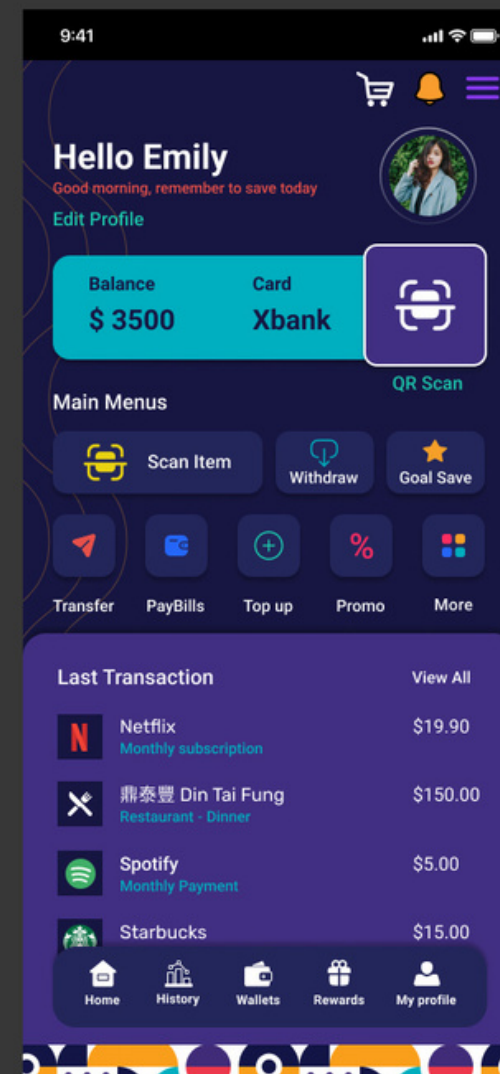
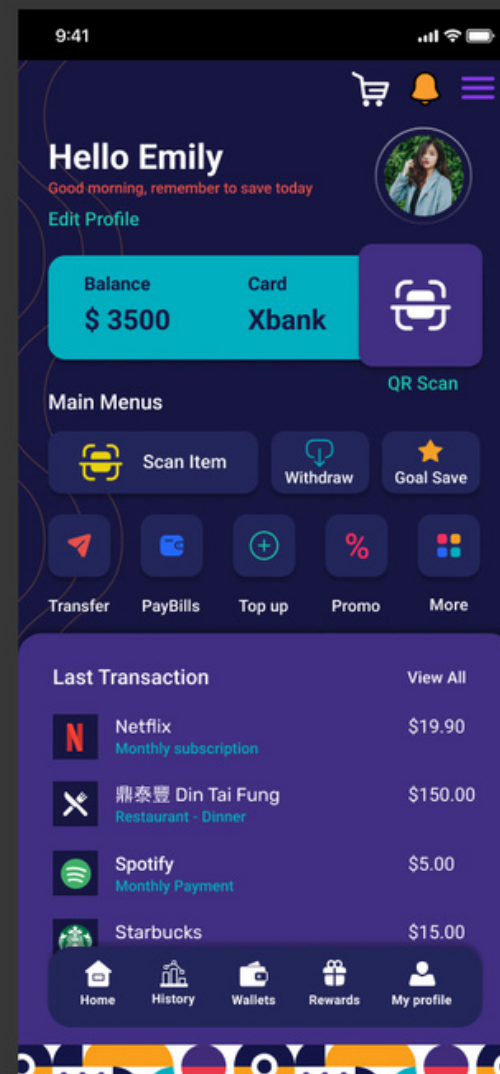
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

48

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

QR Scan Page 1



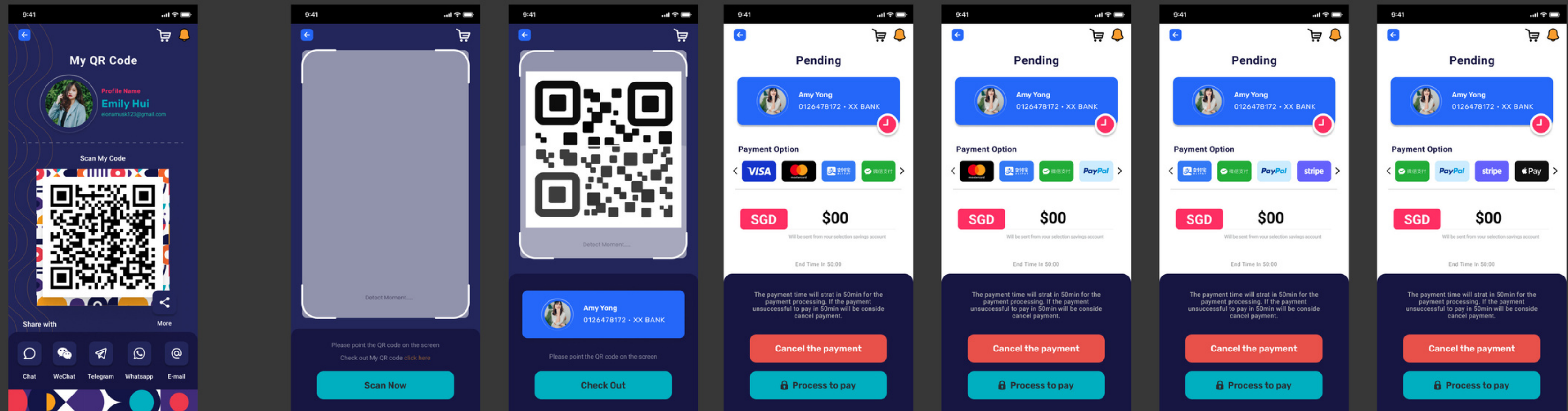
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

49

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

QR Scan Page 2



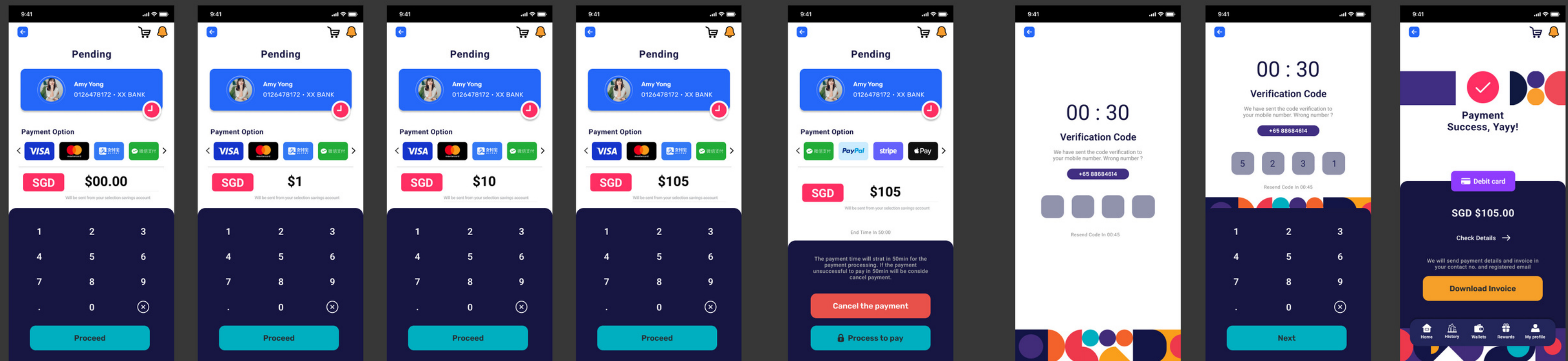
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

50

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

QR Scan Page 3



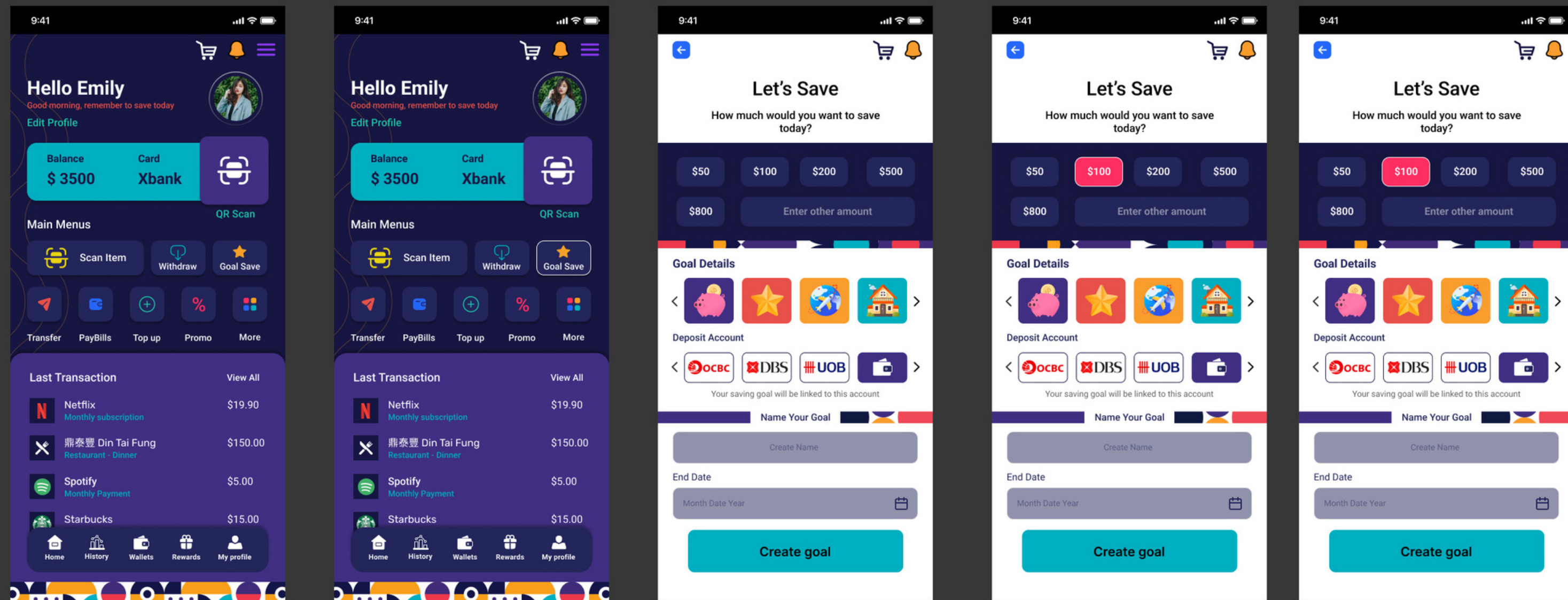
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

51

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Saving Goal Page 1



HIGH FIDELITY PROTOTYPE

FINAL DESIGN

52

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Saving Goal Page 2

The image displays five mobile app prototypes for the 'Let's Save' saving goal page. Each prototype shows a screen with a title 'Let's Save' and a subtitle 'How much would you want to save today?'. Below the subtitle are buttons for saving amounts: \$50, \$100 (highlighted in red), \$200, \$500, and \$800. There is also a button labeled 'Enter other amount'. Below these buttons is a section titled 'Goal Details' with four icons: a piggy bank, a star, a globe, and a house. Below the icons is a section titled 'Deposit Account' with four bank logos: OCBC, DBS, UOB, and a generic bank icon. Below the bank logos is a text line: 'Your saving goal will be linked to this account'. Below this is a section titled 'Name Your Goal' with a text input field labeled 'Create Name'. Below the text input field is a section titled 'End Date' with a date picker labeled 'Month Date Year'. At the bottom of each screen is a large blue button labeled 'Create goal'.

Let's Save

How much would you want to save today?

\$50 \$100 \$200 \$500 \$800 Enter other amount

Goal Details

Deposit Account

Your saving goal will be linked to this account

Name Your Goal

Create Name

End Date

Month Date Year

Create goal

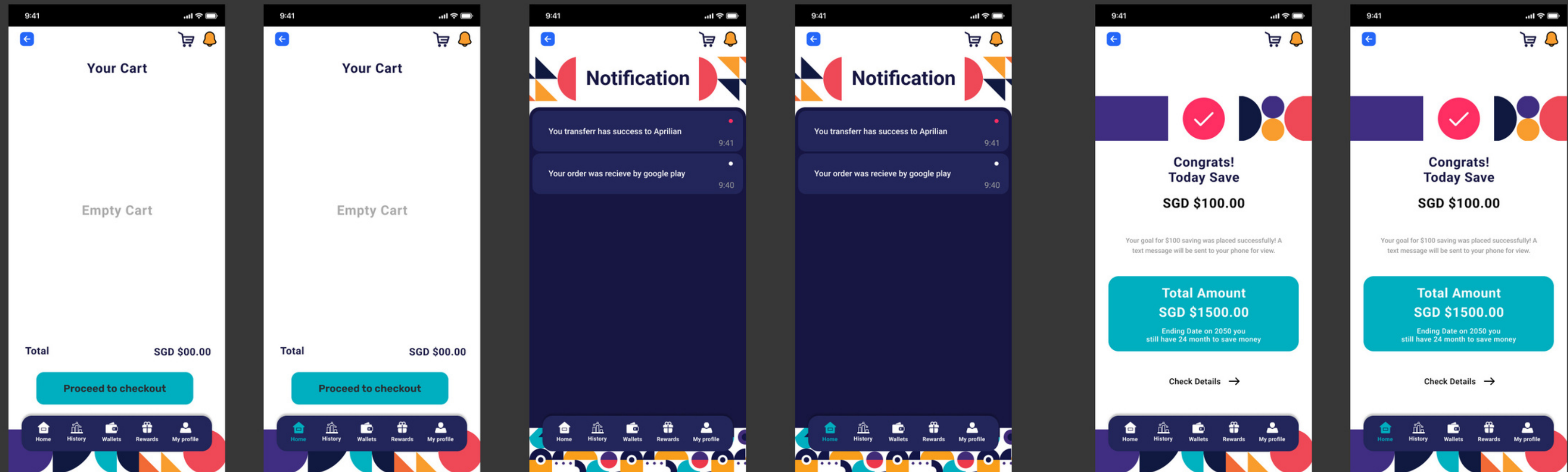
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

53

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Saving Goal Page 3



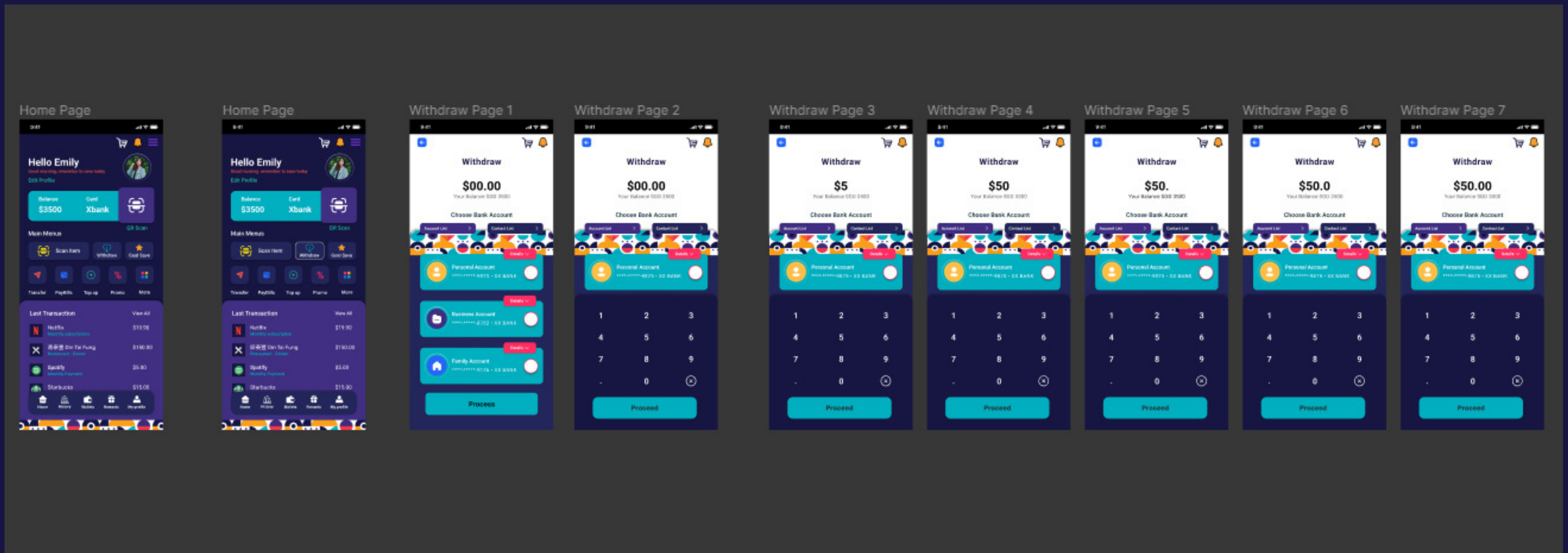
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

54

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Withdraw Page 1



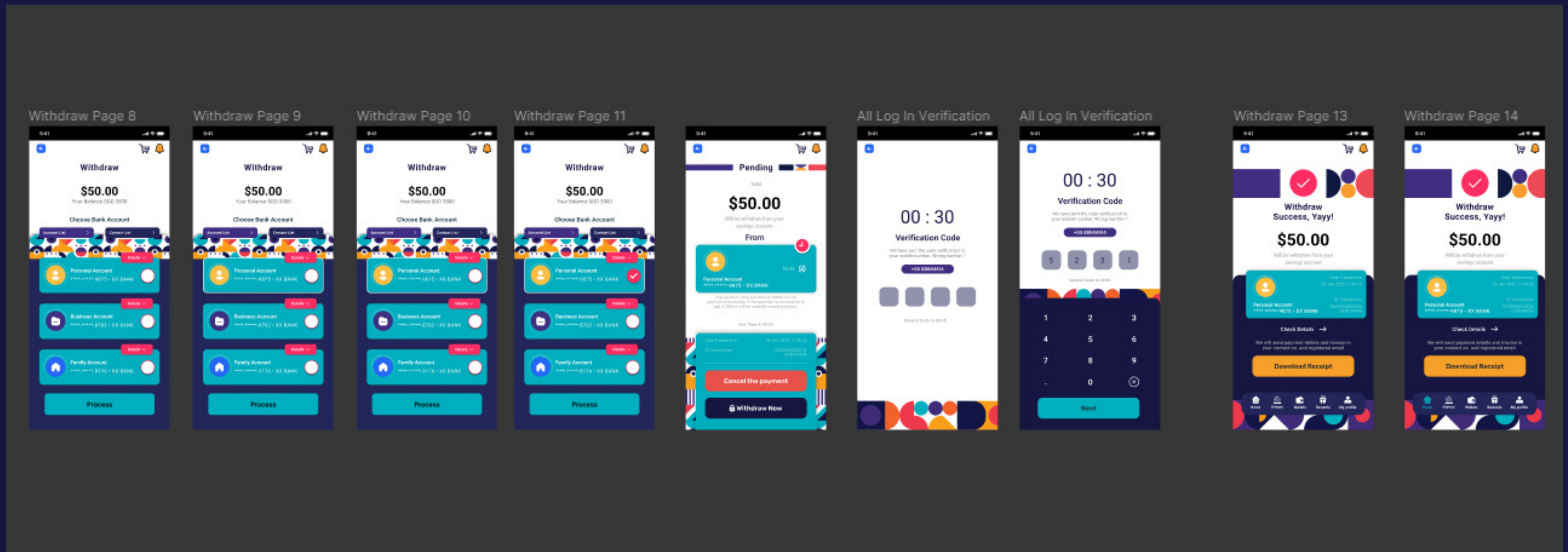
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

55

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Withdraw Page 1



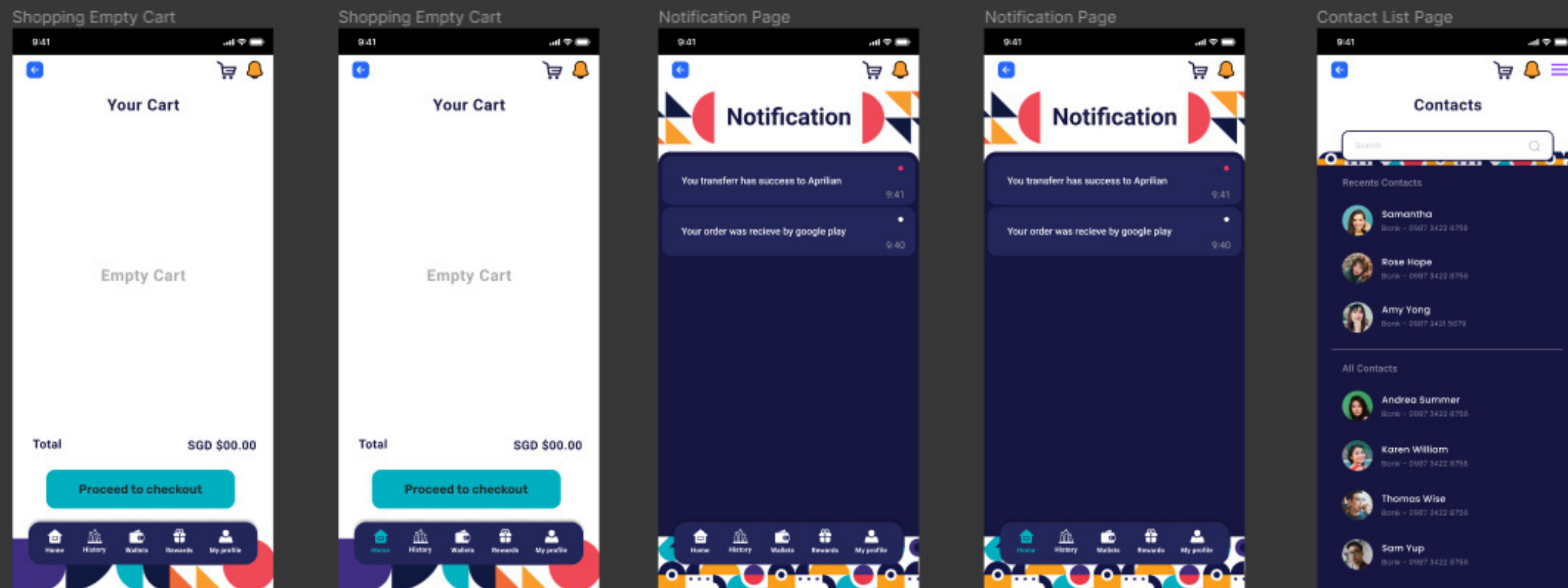
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

56

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Withdraw Page 1



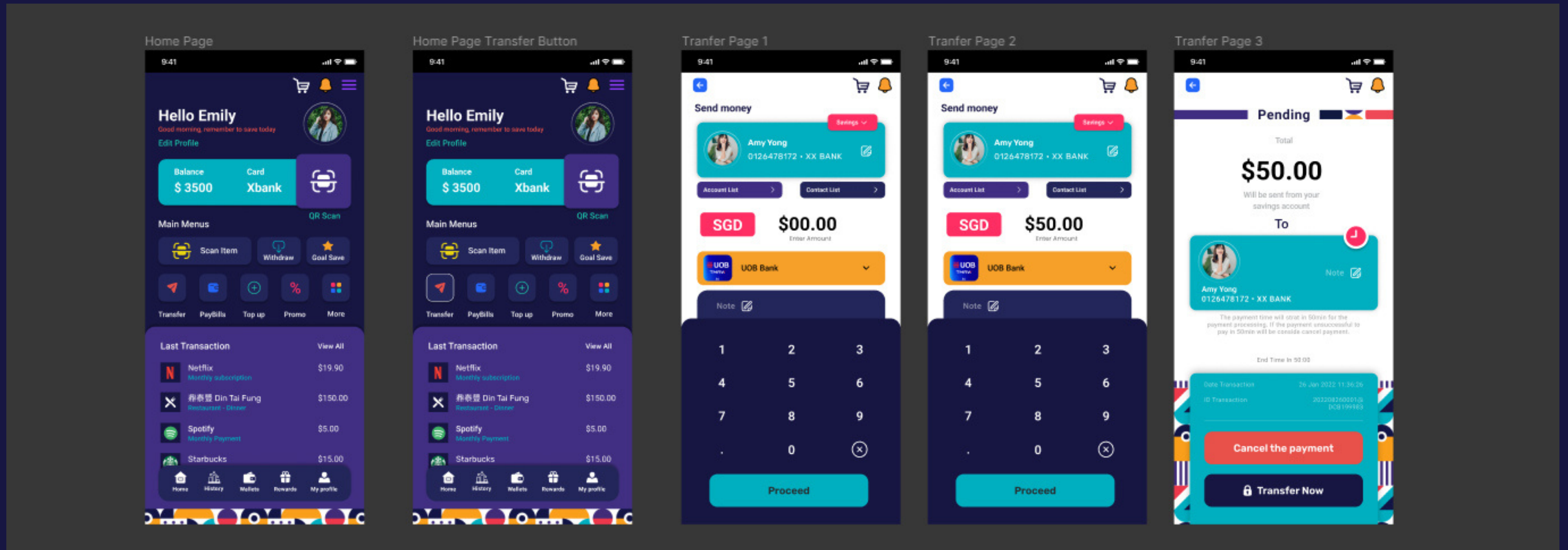
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

57

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Transfer Page 1



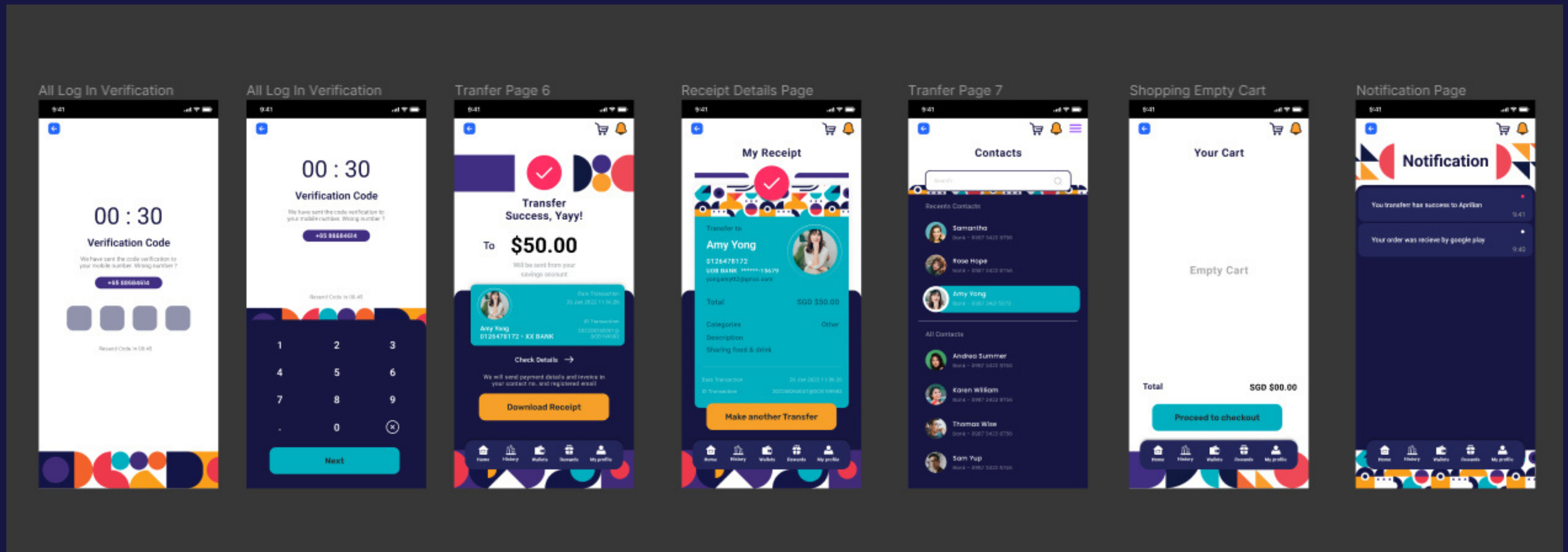
HIGH FIDELITY PROTOTYPE

FINAL DESIGN

58

THE HIGH FIDELITY PROTOTYPE LINK : [HTTPS://BIT.LY/3P8PR55](https://bit.ly/3P8PR55)

Transfer Page 2



05 REFLECTION

59



KEY TAKEAWAYS

1. CLEAR MOSCOW DEFINITION

Defining what are the main features is important to address the needs first before adding on the good to have and want.

2. USERABILITY TESTING

Collecting feedback in the final stages while designing the prototype would be great to fine or tune the product for the last the final prototype stage

3. BUILDING PROTOTYPE IN FIGMA

Important to build sketch/wireframe with all the layers on Figma to understand users needed for product design. However, I do think it provides an accurate user flow and look & feel of the tool.

Interesting & Improved

Using Mira, HWM and User Flow

KEY TAKEAWAYS

PERSONAL REFLECTIONS FOR THE PROJECT

In this course I have learnt and explore about the UX part, define, ideate and how to make a prototype for a viable product. I also have learned some UI/UX tools such as Miro, Trello, UXPressia and Figma. These skills are extremely useful to work for my future UX/UI Project.

The whole process learning from ideation to creation went well, as it was something I truly enjoyed. It allowed me to get a lot of feedback that helped with improving my prototype.

My challenges is on interview part, it hard to me need to interview someone to get information for users or a product. Another issue resulted from my lacking part of research and financial knowledge, which caused me to take a while to start do my topic/my project. Some time need focus on to understand the working process, will leading me to a slow start in the project. Hope can improve and exploring more on my interview techniques for both research and testing in the project.

Interesting & Improved

Using Figma and Prototype Design

THANKS YOU!

ANY QUESTIONS?

You can find me at
hello@goconnectdigital.com

CREDITS

TOOLS & RESOURCES

Special thanks to all the people who made and released these awesome resources for free.

Tools

Miro / UXPressia / Figma / AI / PS



miro

UXPRESSIA



Presentation Design

Canva



Resources Images & Vector

Unsplash / Flaticon / Freepik

 Unsplash

 flaticon

 freepik