EXP.NO:6 DATE:05.04.2025

USER INTERFACE DESIGN

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AIM: The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP

The **RAD (Rapid Application Development) model** in **User Interface Design (UID)** focuses on quickly building and refining the UI through continuous user feedback and rapid prototyping. Instead of spending time on detailed documentation upfront, RAD allows designers to create interactive mockups and iterate based on real user input. This user-centric, flexible approach helps identify design issues early, ensures the UI aligns with user expectations, and speeds up development

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PROCEDURE:

=> Phase 1: Requirements Planning(Identify Key Features, Create a Requirements Document)

=> Phase 2: User Design (Display The Wireframe)

=> Phase 3: Construction (Test and Iterate)

=> Phase 4: Cutover(Finalize and Export)

Experiment:

Phase1:

Identify the requirements:

- Login/Signup

- Password Reset & Recovery

- Dashboard with Account Summary

- Credit Card Payments

- Update Personal Info

-Transaction History

Requirements Document:

Objective

The objective of this banking app UI design is to create a secure, intuitive, and user-friendly interface that enables customers to perform essential banking operations efficiently. The app should allow users to log in securely, view account balances and transaction history, transfer funds within and outside the bank, pay utility bills, recharge services, manage their profiles and settings, and get timely notifications or alerts. The design must reflect trust, professionalism, and simplicity, while maintaining accessibility for a wide range of users across devices.

How to Measure

The effectiveness of the UI design will be measured through several key usability and performance metrics. These include user task completion rate, which reflects how easily users can accomplish core tasks like transferring money or paying bills without guidance. Time on task will help assess the speed and efficiency of the interface. User satisfaction will be gathered through feedback and usability testing sessions. Error rate will track how often users make mistakes or get confused during interactions. Retention rate will measure how often users return to use the app

Who Are the Users

The primary users of the app include retail customers who use banking services for personal financial needs like savings, payments, and transfers. Business users form another segment, requiring access to features like payroll management, higher-value transfers, and account statements. Bank staff, including administrators, will use the app's internal modules to monitor account activities, verify transactions, and update system settings. Customer support agents will access the system to resolve user issues via chat or support tickets. The design must accommodate the needs of all these groups, offering tailored interfaces where necessary

Product Flow

The user journey begins with a secure login or signup process that may include password authentication, OTP, or biometric login. Upon successful login, users land on a dashboard

displaying account summaries, balances, and recent transactions. From here, they can navigate to perform actions such as fund transfers (to saved beneficiaries or new ones), pay bills, or recharge services. Users can access their transaction history and download statements. The app also offers profile management options like updating contact info, changing passwords, or setting notification preferences. Push notifications and alerts keep users informed about transactions and security events. If users need help, they can visit the support section to chat with agents or browse FAQs. Each screen is designed to be simple, responsive, and accessible across all devices.

User Stories and Use Cases:

User Story 1: As a registered user, I want to log in securely so I can access my banking dashboard.

-Use Case: The user enters credentials and receives an OTP for secure access. On success, they are redirected to the dashboard.

User Story 2: As a user, I want to view all my account balances in one place so I can track my finances.

-Use Case: The dashboard displays a list of all linked accounts with available balance and recent activity.

User Story 3: As a user, I want to transfer money to a saved beneficiary quickly so I don't waste time during urgent transfers.

-Use Case: From the dashboard or transfer menu, the user selects a saved contact, enters amount, verifies via OTP, and confirms transfer.

User Story 4: As a user, I want to pay my electricity and mobile bills from the app so I don't have to use other platforms.

-Use Case: The user navigates to the "Bill Payments" section, selects bill type, enters account number, and completes payment.

User Story 5: As a user, I want to change my profile information like email or phone number.

-Use Case: The user visits the "Profile Settings" section and updates their personal information with validation.

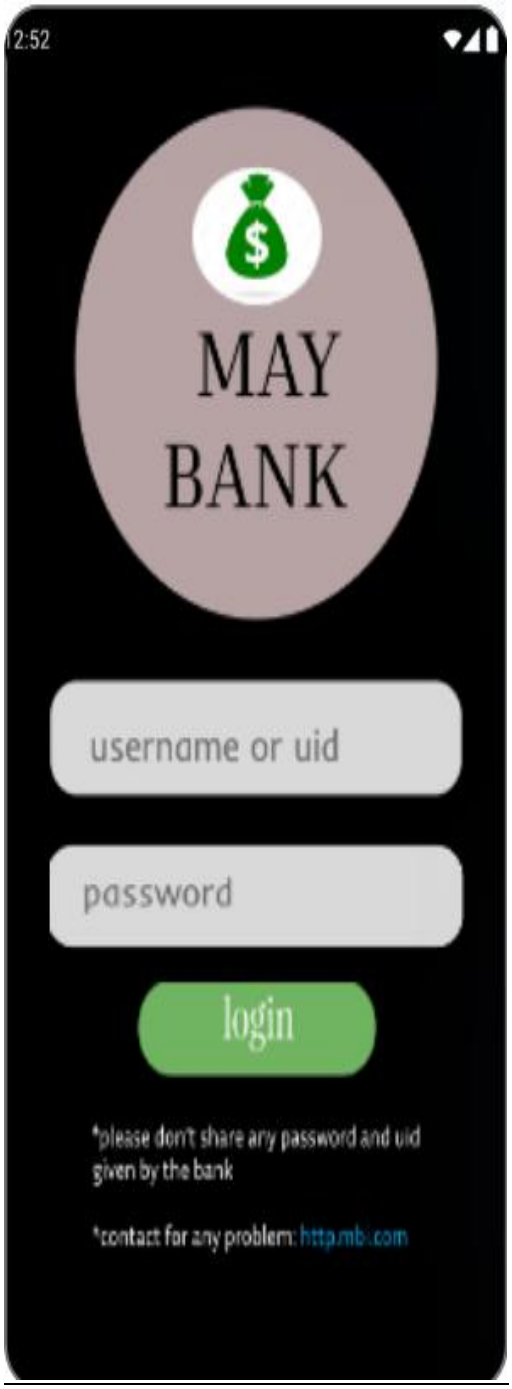
User Story 6: As a user, I want to contact support easily in case something goes wrong.

-Use Case: The user clicks on "Help & Support," starts a chat or raises a support ticket with description and category.

Phase 2: User Design

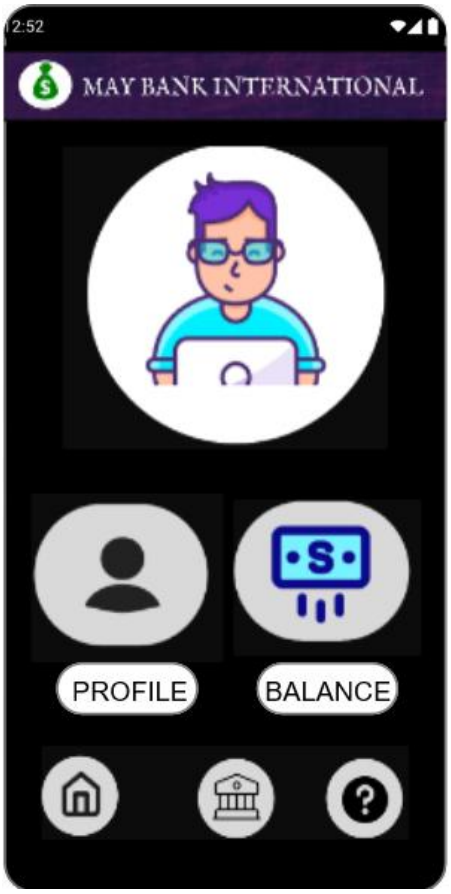
Create The Wireframes:

-Login page:

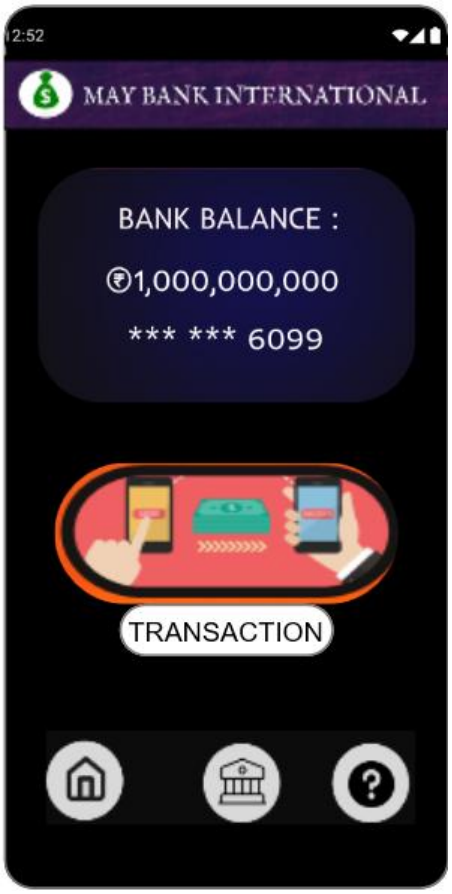


-Bank Transaction page:

-Entry Dashboard:



-Bank balance page



Phase 3: Construction (Test and Iterate)

-Test = Show your app design (like a wireframe or prototype) to users and see what works or doesn't. -Iterate = Make changes and improve the design based on the feedback. Then test again

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Test (n Times):

In this testing part the users or the stakeholders are given the developed application in each test , they will use the application and give feedback to the developers team .The feedback will be noted by the developing team and they work on the feedback. After recording the feedback to work with the feedback a iteration will be done and again a test is conducted.

Iteration 1:

=>User Feedback: A loading page with progress bar is needed for a informative application

Iteration 2:

=>User Feedback: To Add a forgot password option in the Login page

Iteration 3:

=>User Feedback: Change the UI background more attractive and colourful and Also Add User Name and other details in the UI.

Iteration 4:

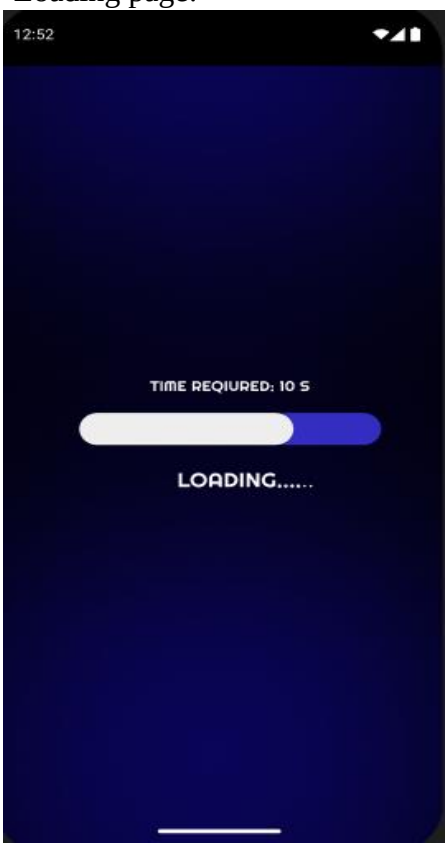
=>User Feedback: Add button for bank Contact and Invest option for More usability and need a quick response time to increase the retention rate of the User.

Phase 4: Cutover(Finalize and Export)

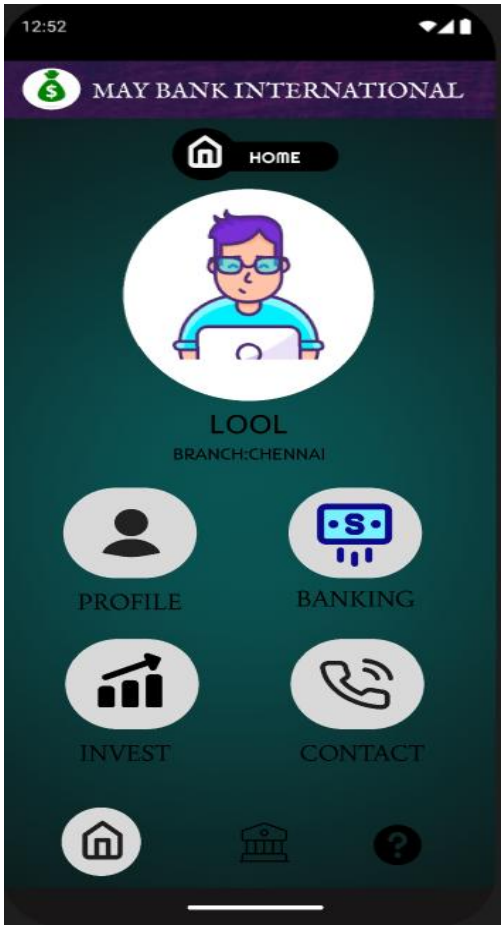
Finalized Design:

-Login page:

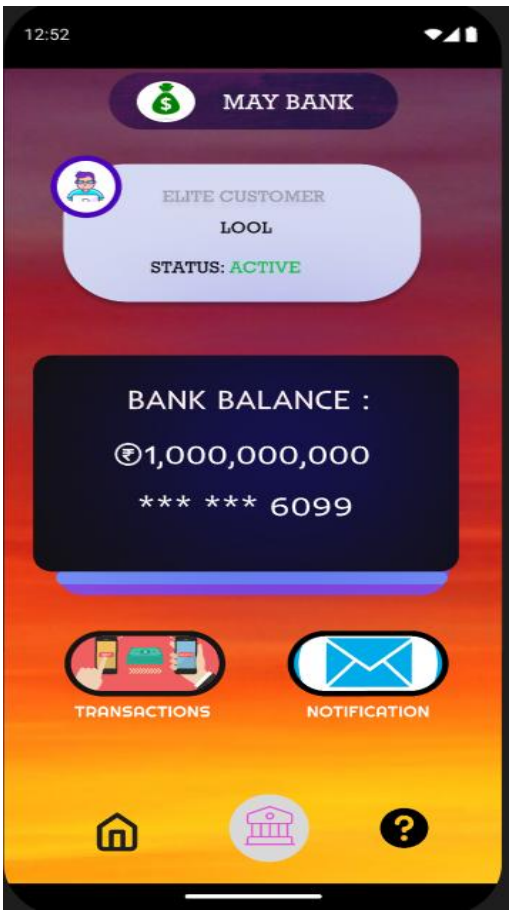
-Loading page:



-Entry Dashboard:



-Bank balance page:



Exporting the UI via axure:

https://xubz3u.axshare.com/?id=r6lzti&g=4

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