Project Description:

Pinans is a financial education application that provides users with a gamified approach to acquiring financial literacy. The app offers educational modules with expert-curated video lectures and quizzes that empower users with tailored financial knowledge. Users are also able to earn reward points to redeem rewards after completing modules, fostering learning motivation and transforming financial learning into an engaging, interactive experience. Pinans also offers community forums where users can discuss financial topics, share experiences, and seek advice: fostering community support. By assisting others in community forums, users can earn reward points, incentivizing community assistance.

Requirements Summary:

Minimum Requirements	Processor Cores	Single Core
	Android OS	Version12 Snow Cone
	iOS	Version 16
	RAM	2GB
Recommended Requirements	Processor Cores	Quad Core
	Android OS	Version 14 Upside Down Cake
	iOS	Version 17
	RAM	4GB
Other Requirements	Permissions	Notifications and Storage

Table 1. System Requirements

Since the app is not demanding on the hardware, the app only requires a single processor core and the oldest supported version of the respective OS of the phone with a 2GB RAM.

Prototype Description:

The prototype was created using the Figma web applications due to its dynamic environment for interface designing and access to tools that eases the prototyping process. Having the ability to share links and let others try the prototype also helps in the evaluation stage of the prototype.

Pinans Figma Link:
https://www.figma.com/design/xK3SGhgMUvQuevFLtaWcSZ/Pinans?node-id=2741-2&t=xJpcO49dT0qMLUeX-1

User Scenario:

Nathan wants to avail a credit card but doesn't know how it works. He browsed online for information but was presented with a wall of text. Nathan found this overwhelming and boring. Nathan decided to do the research for another time. (There was no other time)

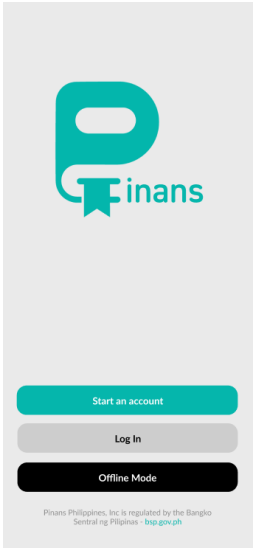
Unlike Nathan, Pedro the farmer was eager to learn. He wanted to know how and where to invest his savings. However, he was presented with a great hurdle. He had no internet connection. There he stood wondering what to do with his savings. (He didn't invest)

One day, Nathan discovered a financial learning app that rewards users points for completing certain tasks. He also realized that the contents are downloadable, not requiring constant internet connection while using it, so he recommends it to Pedro.

Pinans Mock-up/Prototype:

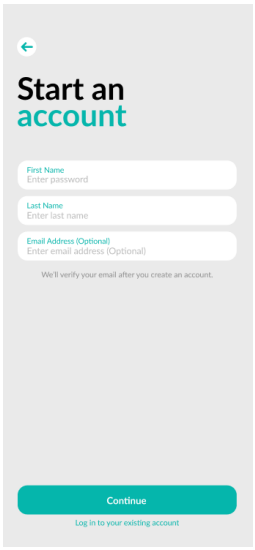
Splash Screen

The section lasts for a few seconds after the app is opened and contains the app logo.



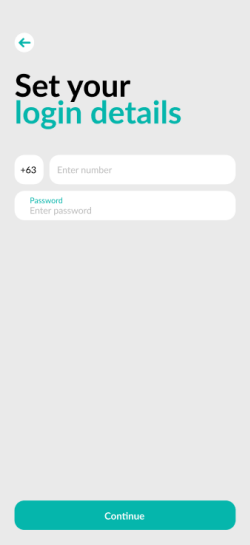
Start up

The initial start up lets users choose to either make an account, login, or go offline mode



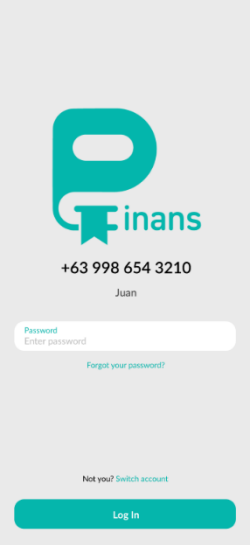
Account Information

This is where you fill up your account information when you start an account.



Login Details

This is where you will fill up your phone number and password.

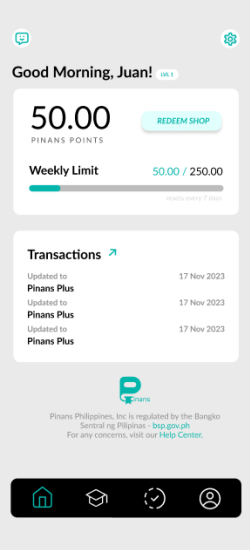


Login Session

This login screen appears after you create and account.

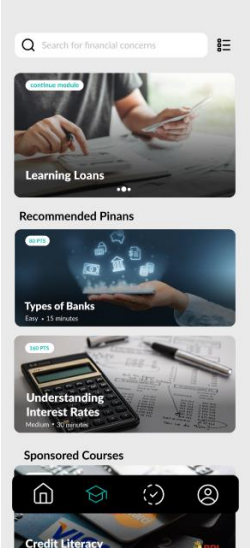
Login

This screen will display every time you login to your account.



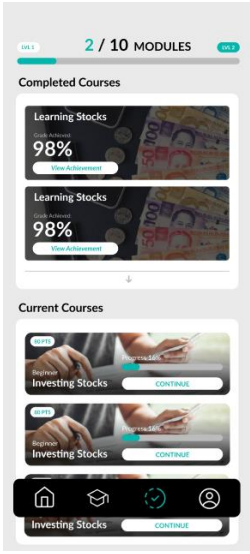
Home

This is the first page that opens when you login.



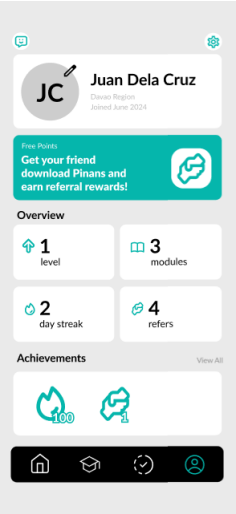
Modules

This is where you can access the financial educational content.



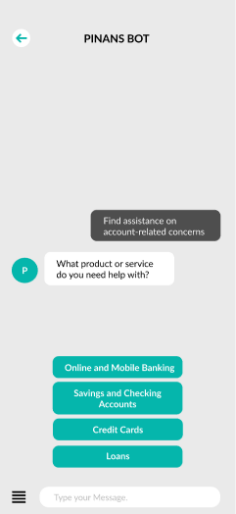
Progress

This page shows the progress of your modules.



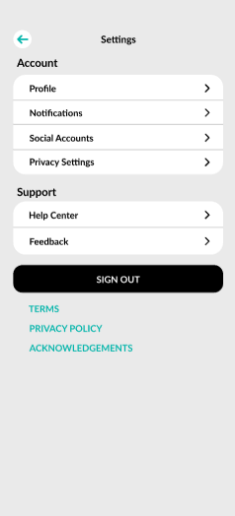
Profile

This page is where you find your profile information.



ChatBot

This page is where you can access the ChatBot to ask for user assistance.



Setting

This page is where you can access the settings of the app.

Redeem Shop

This page is where you can redeem prizes using earned points.

My Coupons

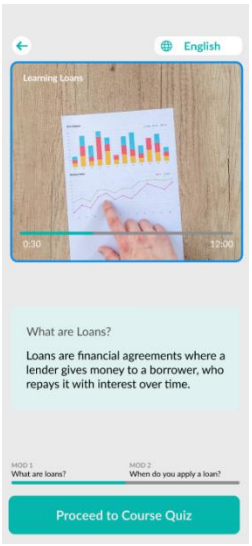
This page contains the redeemed prizes of the user.

Redeem Shop Items

This section contains the redeemable prizes in the Redeem Shop.

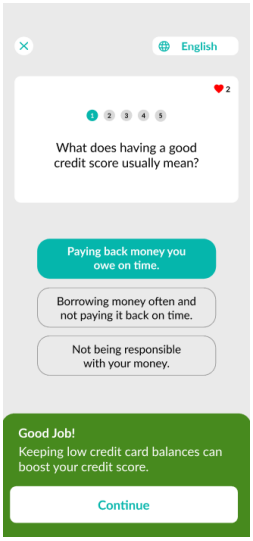
Course Overview

This page contains the main description of the course.



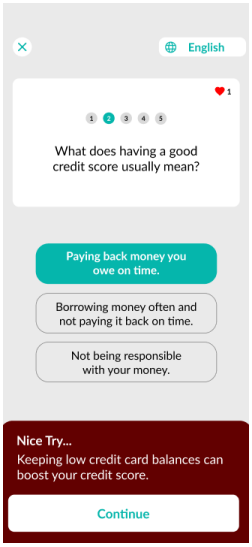
Course Lecture

This page contains the financial lecture videos and texts.



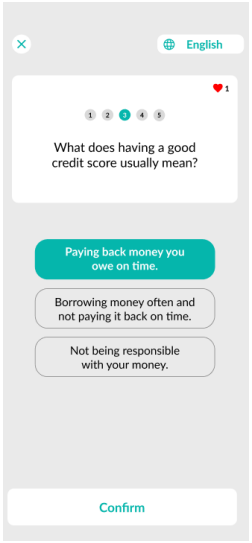
Quiz Answer (Correct)

This section appears when you get a correct answer in a course quiz.



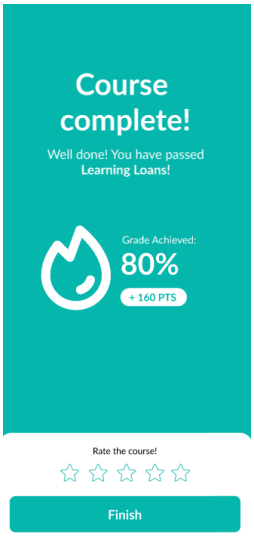
Quiz Answer (Wrong)

This section appears when you get a wrong answer in a course quiz.



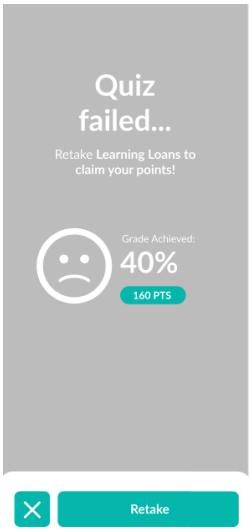
Quiz Question

This is a sample question in a course quiz.



Result Screen (Passed)

This screen appears when you pass a course.

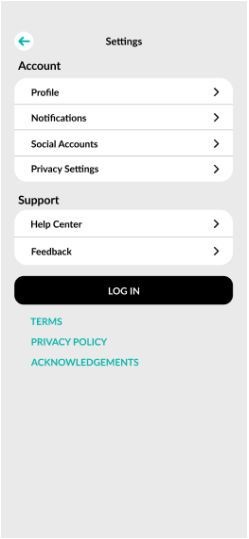


Result Screen (Failed)

This screen appears when you fail a course.

Offline Mode

These are the downloaded contents you have access to when offline.



Settings (Offline)

This is the settings tab when offline.

Prototype Flow:

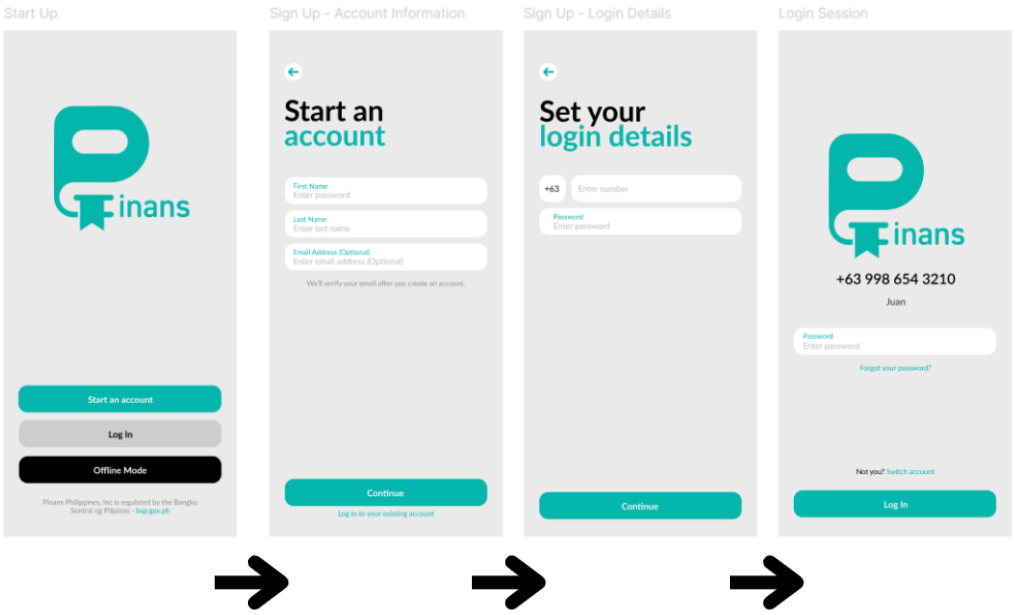


Figure 1: Protype Sign-up

Figure 1 shows the sign-up flow for the application prototype all the way to the login screen before you have access to the content proper.

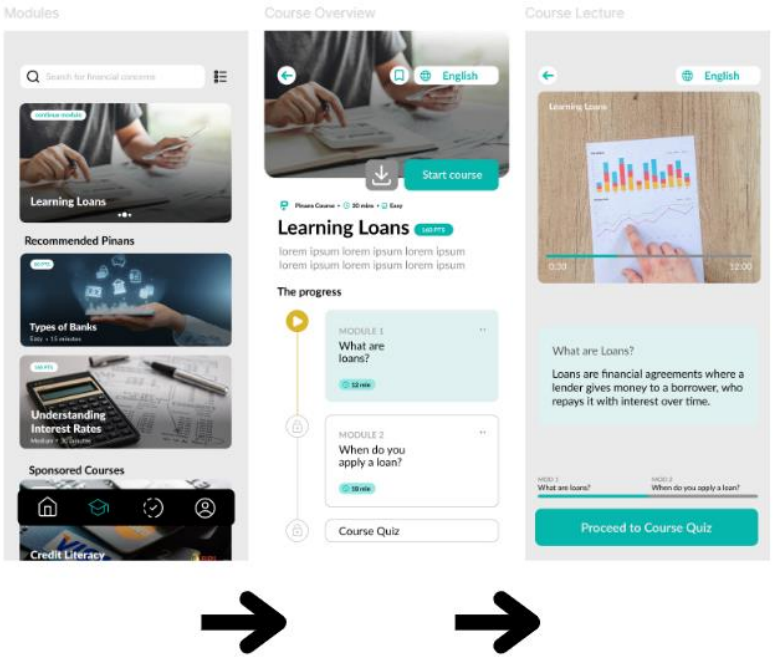


Figure 2.1: Accessing Module Courses

Figure 2.1 show how to access module courses from the modules tab.

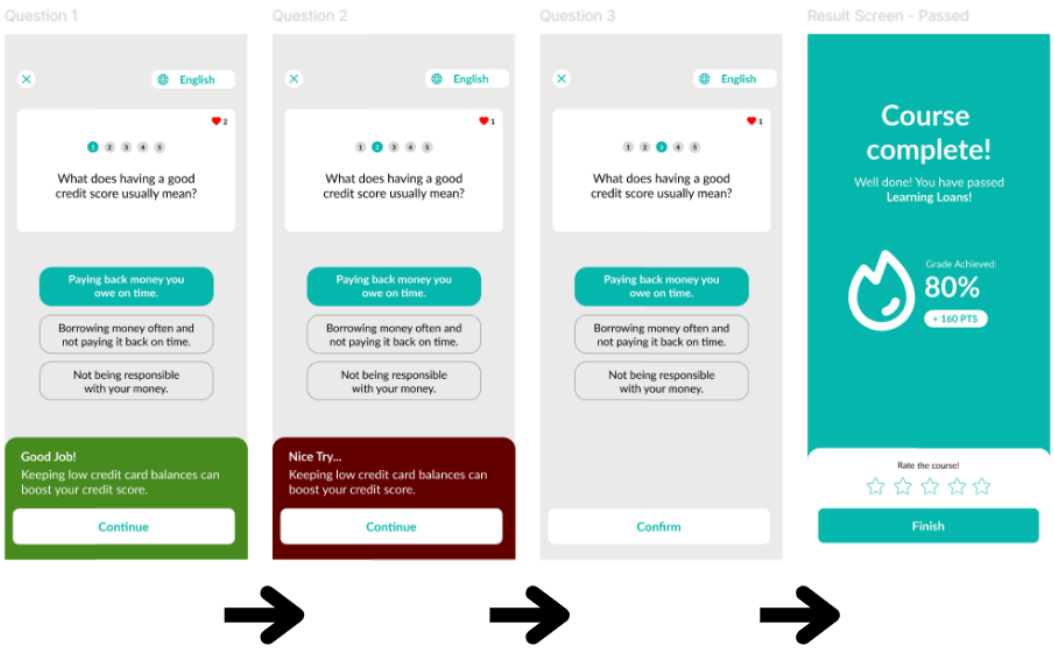


Figure 2.2: Taking Course Quizzes

Figure 2.2 shows the flow of what happens when a user takes a course quiz.

Figure 3: Redeem Rewards

Figure 3 shows the steps a user takes to redeem their rewards in the redeem shop and how to access redeemed rewards in the “my coupons” tab.

Rationale:

The team has chosen Figma for creating the prototype because it features a dynamic environment and toolkit that helps us in designing the user interface an experience. The website's UI also makes it easier for the team to visualize the relationship between each page and how each button or function interacts with one another. Figma also facilitates showcasing the final design of the application which can help the designers in reviewing the application design. Furthermore, the website features a share option that helps in our evaluation process. Sharing the prototype to evaluators gives them accessibility and ease of use in order to evaluate the prototype more efficiently.

Changes to Requirements:

No significant changes were made to the usability criteria. However, we have added a system requirement in order to give users a smoother experience when using our application. The app does require high end hardware and only requires 2 gb of RAM to function. However, we would require the user to at least have Android 12 Snowcone and iOS 16 as an operating system for the app to function due to older versions having lost support by their respective developers. But we would recommend the latest versions of the operating systems for the application for the user to have a smooth experience.

Initial Evaluation Plan:

The evaluation will be using three different techniques: the participant survey, usability specification, and the heuristic evaluation.

The team will be conducting the participant survey by sharing the app's Figma link to evaluators and ask them questions regarding the prototype. We will then gather their feedback which will be used to assess the prototype's performance. The survey will be conducted through the use of Google Forms as it helps close the distance for between the team and the evaluators and evaluation can be conducted anytime and anywhere.

In the usability specification, we will be measuring the usability of our prototype by recording how long a participant takes to perform specific tasks. This shall be conducted on Discord with the participant streaming their screen in order for the team to see how long a participant took to finish a task. We have assigned three tasks for participants to perform: Account Creation, Quiz Taking, and Reward Redemption. These tasks were chosen as they are at the core of what Pinans is trying to accomplish; a personalized learning platform that incentivizes learning.

Finally, we will use the Heuristic evaluation technique in order to evaluate the UX design of the prototype. The technique inspects the usability of an interface using 10 heuristics which will then be used to analyze flaws in the system.

Through this evaluation process, the team aims to comprehensively assess the effectiveness of the Pinans app in enhancing financial literacy through an engaging, gamified approach. By evaluating the user's feedback, the findings will provide actionable insights to optimize the app and better serve its users.