

Project Report on

# Banksy - ATM Interface for Kids

HCI, 6th Sem

Submitted By -

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Ma'am

# Description of the system:

## Purpose of the system

There are a number of ATMs with good UIs available but none of them focus on children's requirements. We believe that it's important to educate children about money management early on.

The core functionality of Banksy is to let children withdraw and parents deposit money. We have added more functionalities that we believe would encourage kids to save money

## Scope of the system

Banksy has an interface which has customisable themes and caters to children's love for cartoons. It gives limited options on-screen but has all the functionalities that are required and a few extended functionalities too.

## User Profiling

The target users are kids aged 10-15. Information was gathered by conversing with kids of these ages at malls and other public places (with the help of parents). This information includes colour scheme preferences, their allowances, the places they frequent, etc. We kept in mind the money management education they may have received. We implemented it in a way that encourages them to save money.

There is a separate login for parents so they can set preferences such as setting an allowance limit and accessing account details.

Kids usually spend more time on the screen and are significantly tech savvy. They also like to personalize their profiles.

## Functional Requirements

1. Different logins for parents and children
2. Deposits money into account
3. Withdraws money from account
4. Customisable avatars and themes
5. Balance Check
6. Avails scratch cards
7. Provides helpful messages
8. Rewards money saving

## **Objectives and Success Criteria of the Project**

1. The success of the application depends upon meeting the following core set of objectives:
2. The design of a command mechanism to encapsulate all changes to the model as a series of commands to be executed on the model.
3. The design of a seamless navigation capability.
4. The design of a GUI to enable the user to explore functionalities.
5. The design of a mechanism to provide choices to execute a number of operations
6. The interface must be designed to engage the attention of preteens. The representation should be adaptive to their needs and responsive to their experience.

## **Functionalities**

1. The atm is accessible by both children and their parents
2. Users must be able to choose their own avatar when starting out and be able to unlock more with the help of Banksy coins
3. Users must be able to start the process again by entering pin again
4. Users must not be able to withdraw more than Rs. 500 in 24 days
5. Users can withdraw using fast withdrawal
6. Users may choose colour scheme via avatars
7. Scratch can be availed with every withdrawal
8. Scratch cards results include - "Better luck next time", Re. 1, Rs. 2.
9. Users can avail Banksy coins by saving money
10. By saving money, user receives the same number of Banksy coins as the percentage as they save.

Eg: User A received Rs. 1000 in April. A saves Rs, 10% savings. At the end of April, A receives 10 Banksy coins.

11. Banksy coins unlock new avatars and themes.

## **User Interface – Navigational Paths and Screen Mock-ups**

# Banksy<sup>(A)TM</sup>

Welcome to Banksy! Please enter your 4 digit pin:



Enter

Choose Your Own Avatar!



Fishy



Blowy



Fiery



Teethy

Which one are you?

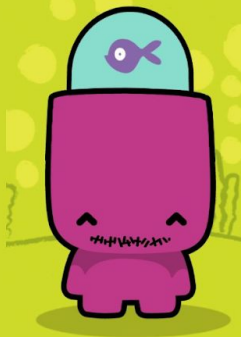


Hey Shreya! I'm Fishy.  
I'll come along on your Money Adventure!

Here, you can:  
Deposit Money,  
Withdraw Money, and  
Check your Balance.

Don't forget to save more every month to unlock  
more avatars and coins!

Get Started



Check Balance

Deposit Money

Withdraw Money

Profile

This is your Home Screen!  
How you doin'?

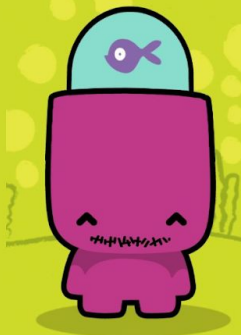


You have:

Rs. 5,000

Print & exit from here!

Print Balance



Insert your cheque inside the slot given to your left, select Category below and click Ready!

Category:

- ☐ Gift Money
- ☐ Pocket Money
- ☐ Other

Ready

Your updated balance:



Rs. 5,500

Print & exit from here!

Print Balance



Rs 50

Rs 100

Rs. 200

Rs. 500

Remember you can only  
withdraw once!

Withdraw!

Your updated balance:



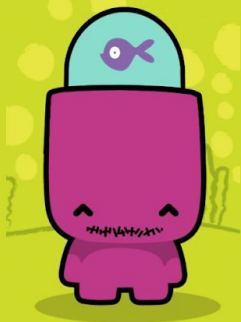
Rs. 4,500

Print & exit from here!

Print Balance

Scratch Card!

You won a scratch card!



Press to scratch and see  
if you won.

Scratch



You won a scratch card!

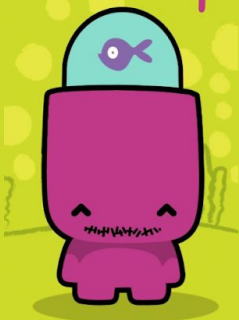


Better luck next time!

Press to scratch and see  
if you won.

Exit

You already withdrew today!



Come back next time for more

Press to scratch and see  
if you won.

Exit

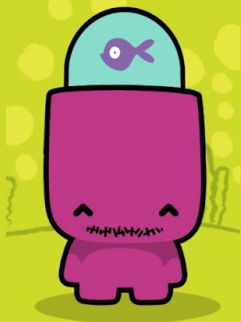


# Transaction failed

Come back next time for more

Press to scratch and see  
if you won.

Exit



Change Avatar

Check Savings

Make changes to your  
profile here!

Your coin balance:



10



Save more to unlock cool avatars and backgrounds!

Choose Your Own Avatar!



Grumpy



Coffey



Sleepy



Toasty



## Choose Your Own Avatar!



Grassy



Crazy



Mummy



Twinny



## Choose Your Own Avatar!



Bunny



Beany



Melony



Speaky



# Avatar Preview!



Hey Shreya! I'm Speaky.  
Choose me for you new Adventures?

You can unlock me at only  50!

Not enough coins? No worries! Save more every month and come back here.

You have:

 10

Unlock Me

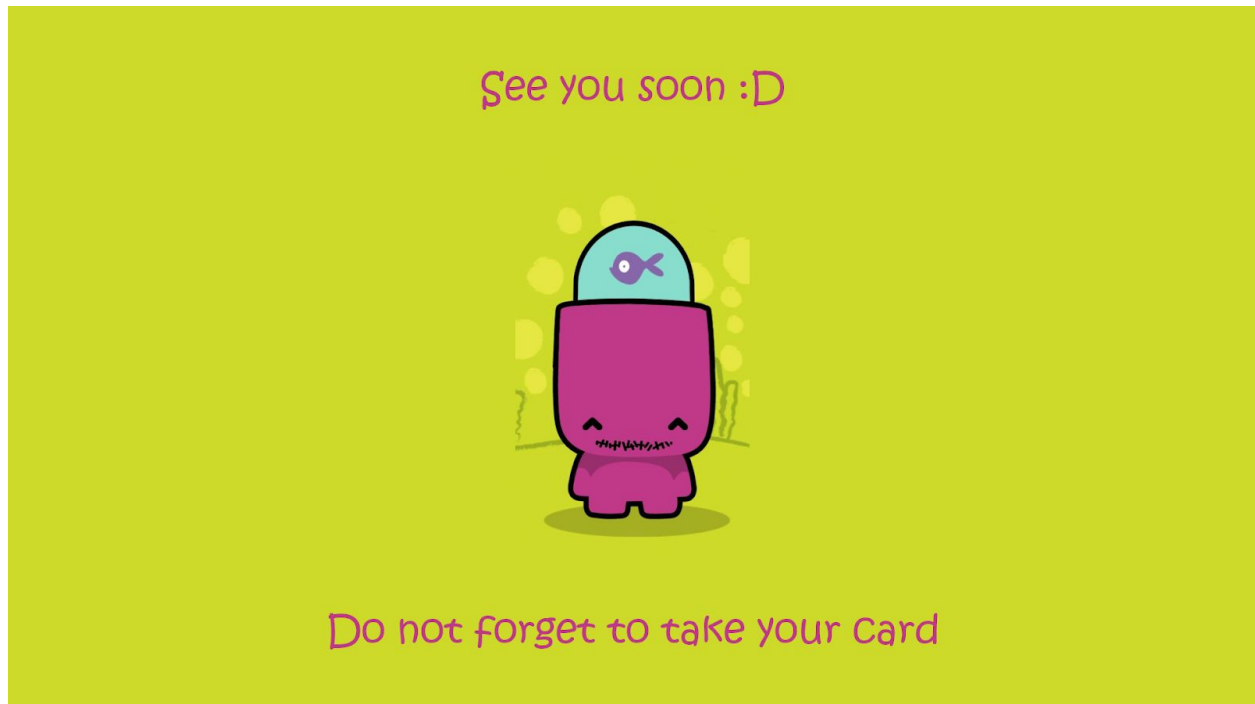


Thanks for choosing me!  
I'll come along on your Money Adventure!

Hope you like the new colour settings!

Don't forget to save more every month to unlock more avatars and coins!

Get Started



### **Feedback:**

We showed our project to Shubha ma'am who gave us some valuable feedback:

- 1) She said that our UI is very good and appealing to kids with the lively and bright colours.
- 2) She asked to add an extra layer of security, such as a biometric scanner.
- 3) Ma'am also said she likes the feature of parents receiving the messages very good since parents can retain their peace of mind.

### **Experimental Evaluation:**

- 1) Participants: Kids aged 10-15 and their guardians.
- 2) Hypothesis: The colour schemes and the big touch screen buttons helps interaction with the kids easier, keeping their interest in completing the transaction.
- 3) Independent variables: The assignment of pins, any biometric used, the balance maintained.
- 4) Dependent variables: The colour scheme since we let the kids choose it, the balance to withdraw, the coins given as saving initiators, the scratch cards given as withdrawal gifts.
- 5) Experimental design: The learning in this case is within-groups since there is transfer of learning involved as this is aimed towards teaching kids how to efficiently use ATM machines.