

# Kids' Banking App Design Assignment [20 marks]

**Course:** User Experience Design

**Submission Deadline:** June 21, 2025

**Submission Platform:** BITS elearn-portal only

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## Assignment: Designing a Kids' Banking App

### Scenario:

A company is developing a Kids' Banking App for children aged 6–12 to teach financial literacy in a fun and engaging way. The app will be linked to a parent-controlled bank account or virtual wallet and should encourage kids to learn about saving, earning, and spending money through interactive features and a vibrant interface. The app should be intuitive for kids and provide parents with oversight.

### Features and Use Cases:

- **Registration and Onboarding:** Kids create a profile with a fun avatar after parental approval. Parents set up a virtual wallet or link a bank account.
- **Earning Money:** Kids earn virtual or real money by completing tasks assigned by parents (e.g., cleaning their room) or teachers (e.g., homework).
- **Saving and Goal Setting:** Kids can set a savings goal (e.g., for a toy) and track progress visually.
- **Spending:** Kids can spend money in an app "store" (e.g., buying digital rewards or items with parental approval).
- **Dashboard:** A colorful dashboard showing balance, savings progress, and pending tasks.
- **Parental Controls:** Parents can monitor transactions and approve spending.

### Bonus Objective (Optional):

Suggest one additional feature to make the app more engaging or inclusive (e.g., a donation option, growing the money, interest, accessibility for visually impaired kids, or a simple game). Include it in one of your screens.

### Deliverables:

- **Design wireframes (or prototypes, if preferred) for the Kids' Banking App using any of the following tools:**
  - **Wireframing Tools:** Figma, Sketch, Miro, Pencil, Balsamiq
  - **Prototyping Tools:** Figma, Adobe XD, InVision
- **Export the designs as a PDF and upload to BITS elearn-portal only. Email submissions will not be entertained.**
- **Include the following four screens[at the minimum]:**
  - **Onboarding/Registration Screen (kid view)**
  - **Dashboard**
  - **Savings Goal Setup and Tracking**
  - **Task Management (tasks from parents and teachers)**
- **Optionally, include one additional screen for the bonus feature.**

### UI/UX Design Guidelines:

- **Personas:** Focus on kids aged 6–12 (primary users) and parents (secondary users). Kids prefer fun, colorful interfaces; parents need simple, secure controls.
- **Assumptions:** List key assumptions (e.g., user preferences or technical constraints) on the left side of each wireframe with brief details.
- **Visual Design:**
  - Use vibrant, kid-friendly colors and simple icons.
  - Ensure readability (e.g., large fonts, clear buttons).
  - Maintain visual consistency across screens.
- **Usability Principles:**
  - Keep navigation simple for young users (e.g., large buttons, minimal text).
  - Use positive feedback (e.g., animations for task completion).
  - Ensure parental controls are easy to access.
- **Sample Data:** Use realistic data in Indian Rupees (₹) (e.g., a savings goal of ₹500 for a toy, a parent-assigned chore like “Clean Room” worth ₹50, a teacher-assigned task like “Math Homework” worth ₹30).
- **Good Behavior:** Avoid manipulative design (e.g., nudging kids to spend) and promote healthy financial habits.

#### **Marking Criteria (20 Marks):**

- **Design Quality (8 marks):** Visual appeal, usability, and adherence to UI/UX principles.
- **Functionality (6 marks):** Clear representation of required features and sample data.
- **Creativity (4 marks):** Innovative design choices or bonus feature (if included).
- **Assumptions and Documentation (2 marks):** Clarity and relevance of assumptions.

#### **Notes:**

- Do not copy information or designs from external sources, including other students’ work. Plagiarism will result in penalties for all involved.
- Focus on creating a fun and engaging experience that balances education and entertainment.
- Ensure the app is motivating for kids and functional for parents.

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**Tools:** Choose from Figma, Sketch, Miro, Pencil, balsamiq (for wireframing) or Figma, Adobe XD, InVision (for prototyping)

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**Feel free to innovate within the scope to make the Kids’ Banking App a delightful learning experience!**

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