

# TTTAPP

An app that centralizes all transactions made by  
different online wallets

# ABOUT THE TEAM

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# MOTIVATIONS

the problem is when you use these wallet apps to pay by tapping, there's no single place to see all your payment history. Each app keeps its own record, and sometimes, they don't even update right away. This makes it hard for people to know if their payment went through or not. And if the payment fails, you won't always know unless you check manually. This can be really confusing, especially if you're using more than one wallet app.

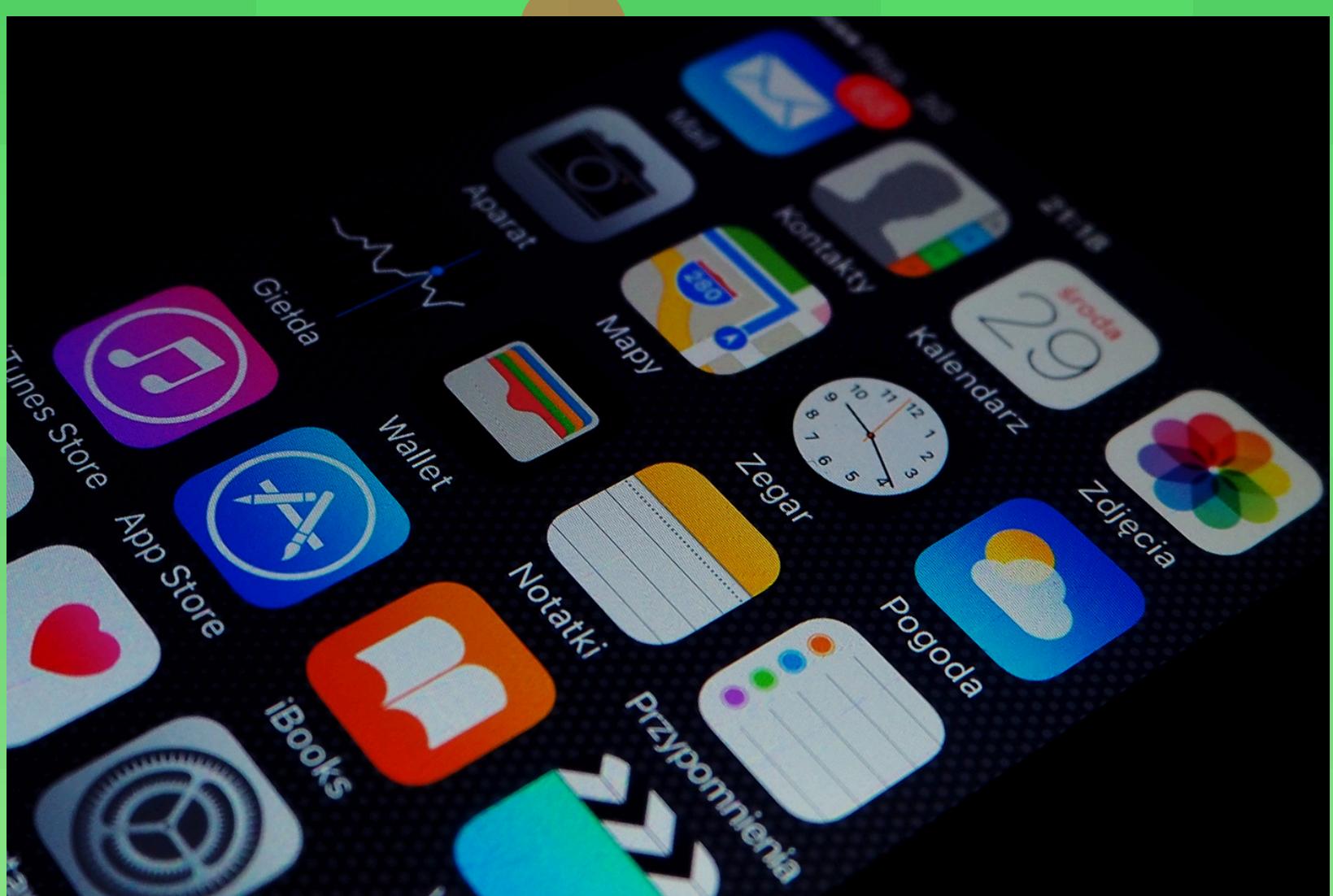


# TOP REQUIREMENTS

Based on research and by conducting a short interview with 5-10 android users who use tap-to-pay features

what they wanted

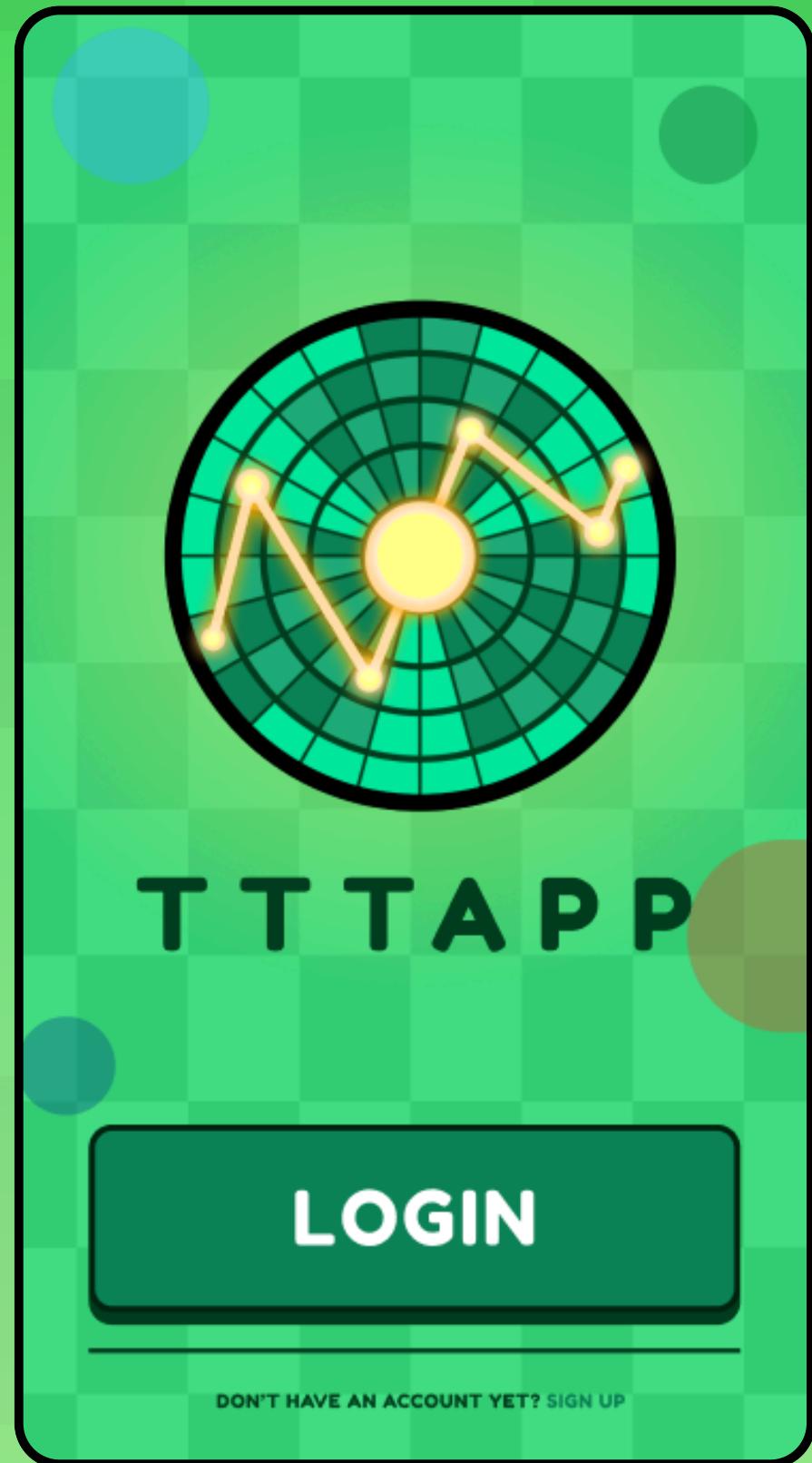
- centralized transaction logging
- appealing design
- real time notification



# SOLUTION

TTTAPP is a simple Android application created by Gatal and Hao of team UNRL with the idea of assisting users who often struggle to track their tap-to-pay transactions using multiple NFC wallet apps.

The application's main goal is to provide a clear and unified history of a user's NFC wallet activity, helping them confirm if payments were successful and avoid confusion caused by checking different apps.

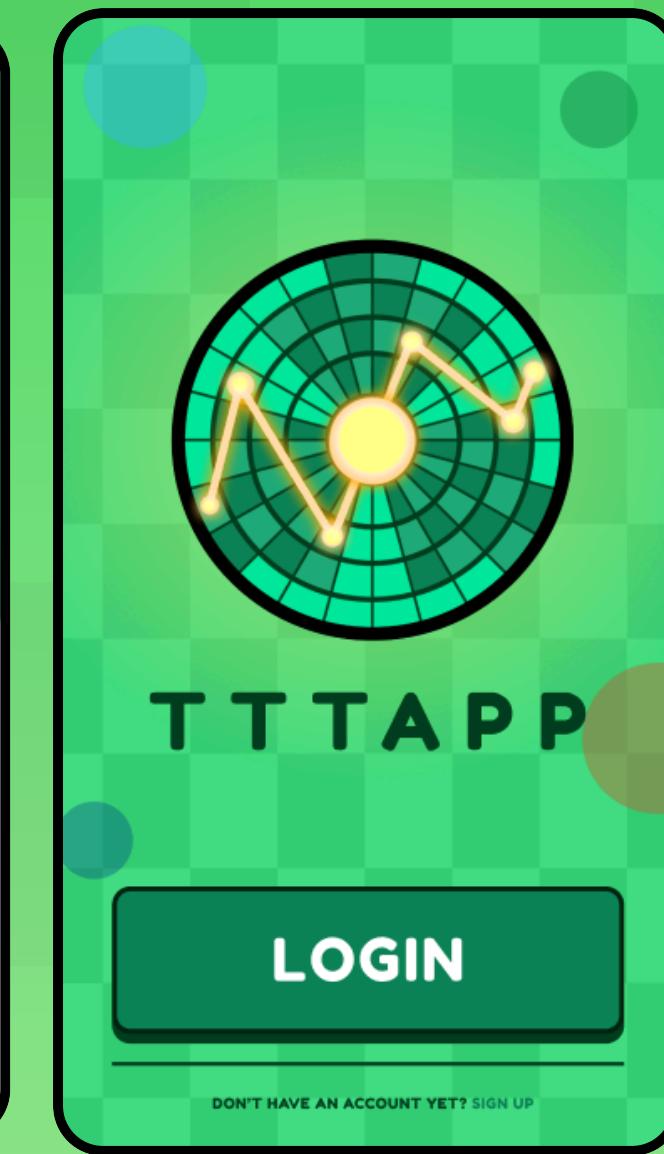
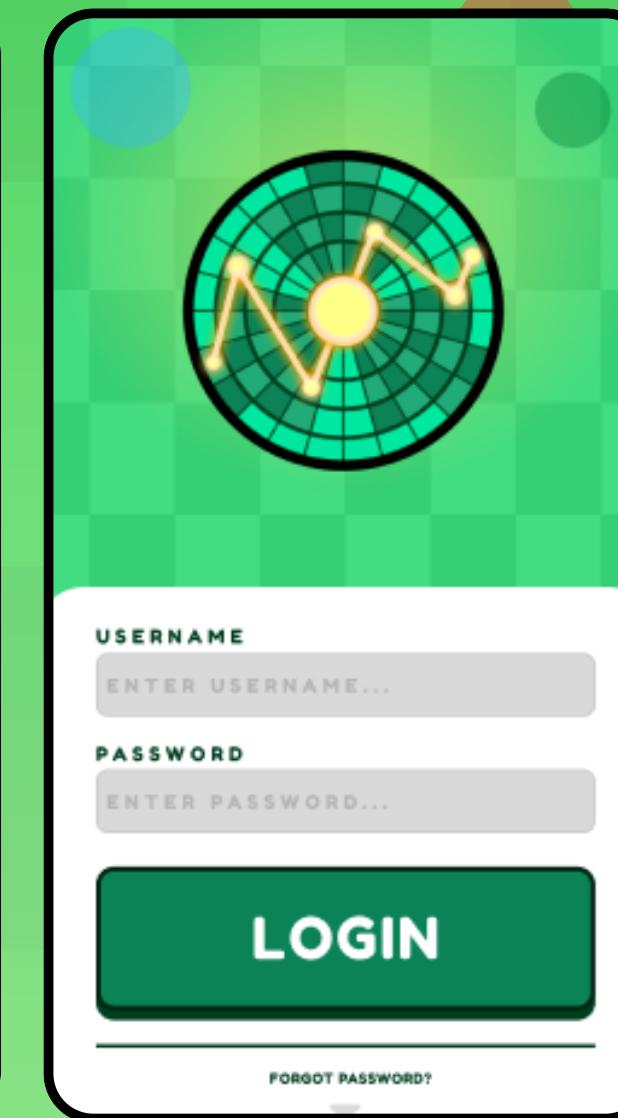
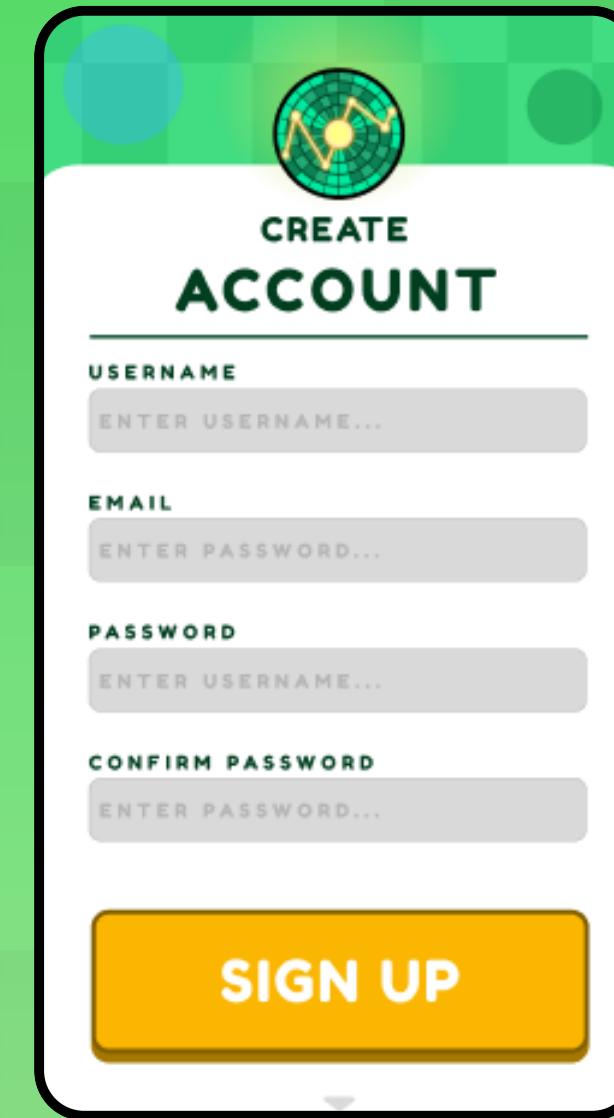
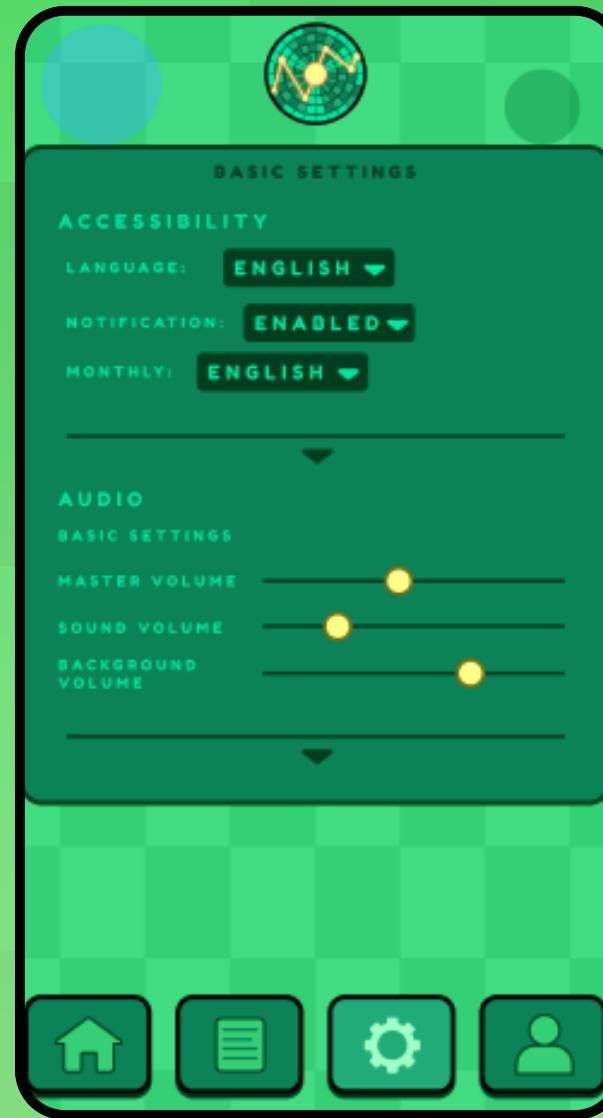
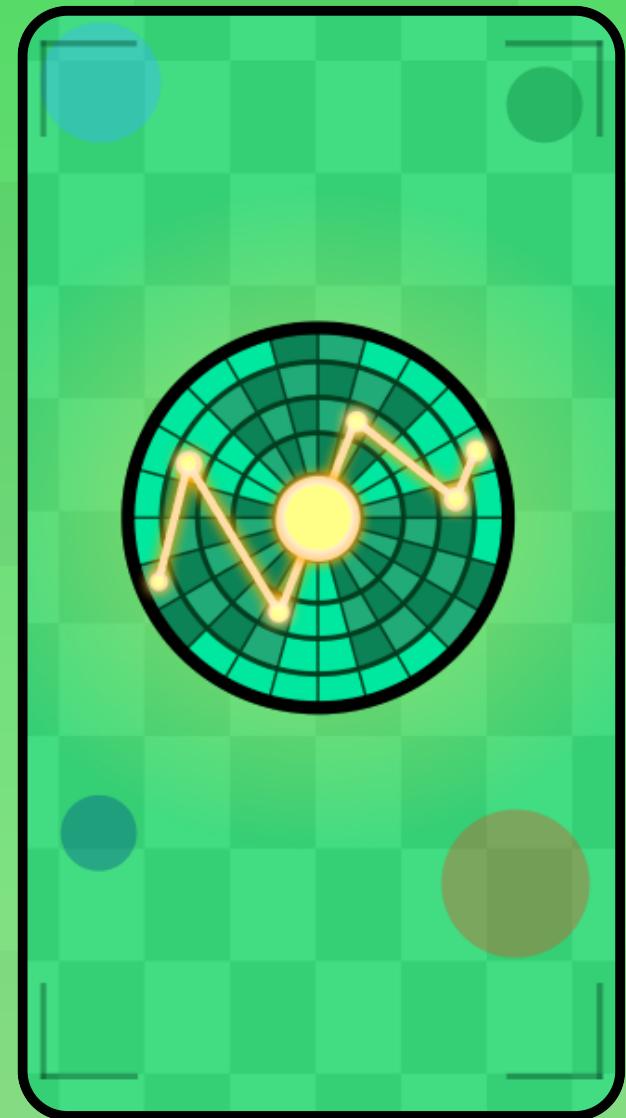


# DESIGN

- A dashboard showing a summary of total spending across all wallets.
- Transaction timeline view that pulls data from GCash, Maya, etc., and standardizes the format.
- Smart categorization of transactions using
- a profile which houses several data analytics and ofcourse linking options



# DESIGN (MINOR)



# EVALUATION

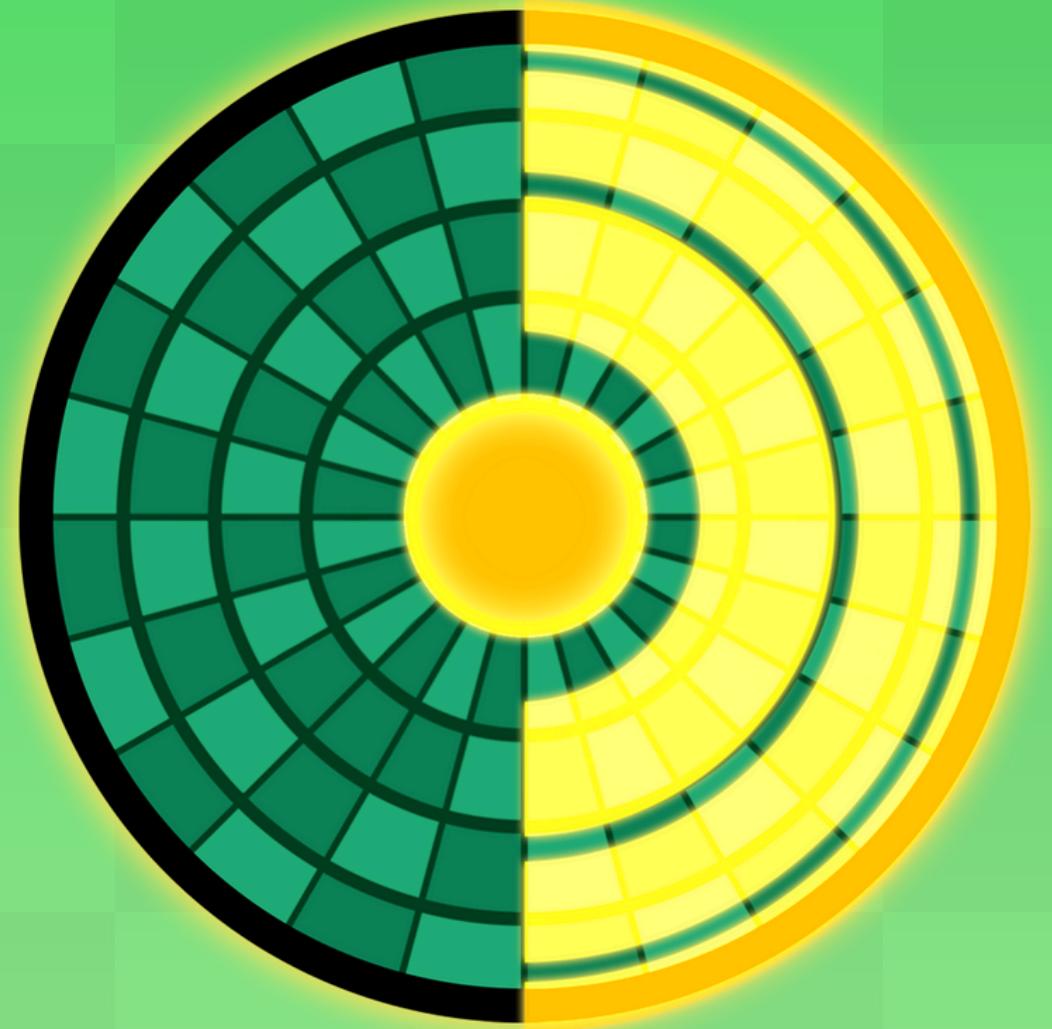
- usability testing was conducted with 5-10 participants who actively use 2–4 wallet apps. Key findings:
- most of the interviewed users found the unified transaction view helpful.
- Most appreciated the designs
- Users wanted more detailed features

Area of Evaluation	5	4	3	2	1
A. Visibility of System Status	✓				
- - The system design provides appropriate feedback like message prompts in response to user actions.	✓				
- The message prompts are clear, <u>visible</u> and understandable.					
<b>Evaluation</b>					
You always know <u>what's</u> happening. If you're playing a song or downloading something. It shows right away <u>in</u> the interface.					
B. Match between the system and the real world	✓				
- Used words, phrases and concepts according to users' language rather than <u>system</u> oriented words and computer jargons.					
C. User control and freedom		✓			
- The system design provides ways of allowing users to easily "get in" and "get out" if they find themselves in unfamiliar parts of the system.					
D. Consistency and Standards	✓				
- The colors, text, labels, buttons and other elements in the design are uniform from start to finish.	✓				
- Text and icons are not too small or too big.					
- Menus and other features of the system are arranged and positioned in a consistent way. (For ex. If your website has navigation buttons on the top under the page title on one page, the users will automatically look there for the same features on other pages.					
E. Error Prevention	✓				
- The system design provides an automatic detection of errors and <u>preventing</u> them <u>to occur</u> in the first place.	✓				
- Idiot proofing mechanisms are applied					
F. Help users recognize, diagnose and recover from errors		✓			
- Error messages and the terms used are recognizable, familiar and understandable for the users.					
G. Recognition rather than recall	✓				
- Objects, icons, actions and options are visible for the user.					
- Objects are labeled well with text and icons that can immediately be spotted by the user and matched with what they want to do.					

H. Flexibility and efficiency of use		✓			
- The system design provides easy to navigate menus.					
- the <u>system</u> <u>does not</u> make <u>wasteful</u> time of system resources.					
I. Aesthetic and minimalist design	✓				
-Graphics and animations used are not difficult to look at and does not <u>clutter</u> (mess) up the screen.					
- Information provided is relevant and needed for the system design.					
J. Help and Documentation	✓				
-the system design provides information that can be easily searched and provides help in a set of concrete steps that can easily be followed.					

# LOGO DESIGN

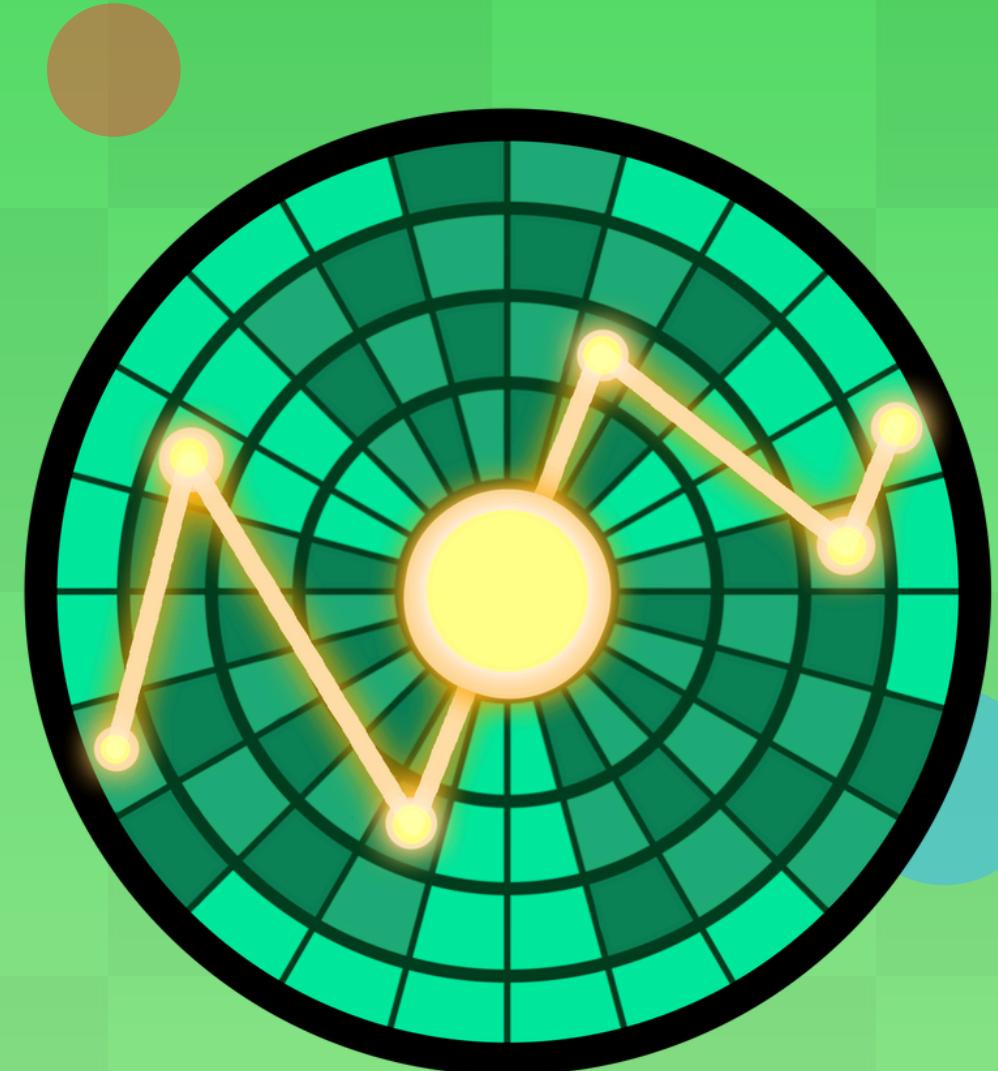
# APP LOGO DRAFTING



Version 1

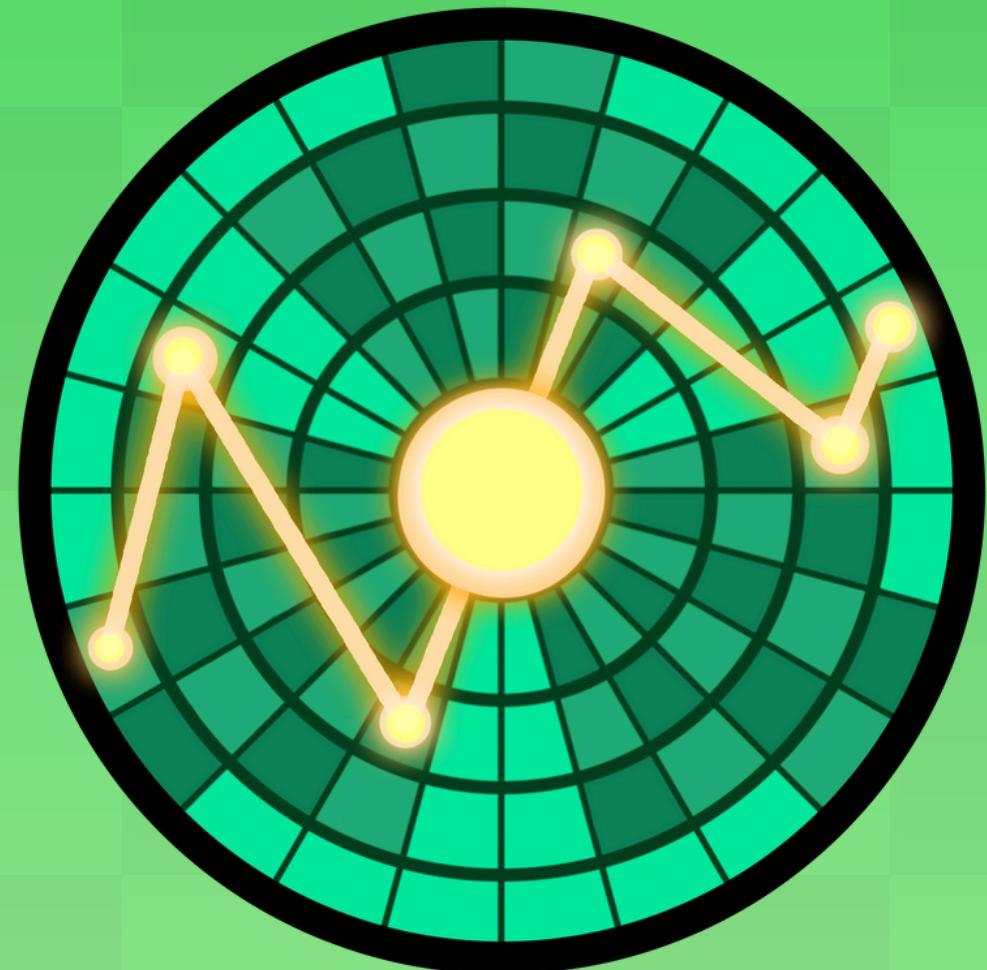


Version 2



Version 3

# SELECTED APP LOGO



Version 3

- The overall shape and background is inspired from the idea of the Internet mainly the words "World Wide Web" hence the techno-web-like design
- The three "T" hints at the first three letters of the application which is all pointed at the center to emphasize the word "Centralized".
- The Background also represents a radar which is a "tracker in some sense"
- The Foreground design represent a graph which could also be seen as another tracker. And by combining both the Foreground and Background it also somewhat represents that this app is a compilation of all trackers (NFC trackers)
- It also uses Gestalt's principle of closure, symmetry, common fate and Similarity
- The green and gold color is inspired from the color of money which the app uses as data

# TEAM LOGO DRAFTING



Version 1



Version 2

# SELECTED TEAM LOGO



Version 1

- It is done using a minimalistic style
- It incorporate more of the interest of the team members that being having an interest in the moon as well as representing the members being a night-owl.
- the team name is inspired from the member's favorite game engine and gaming is one of the passion of the team.
- It also uses Gestalt's principle of closure and proximity

# CONCLUSION

Most of the feedback were overwhelmingly positive while some feedbacks are focused on a few issues such as inconsistency of one design for the navigation bar.

If we had more time, our team would've done two separate evaluations one for the first version of the prototype and another for the updated version. This could have helped us gather more useful feedback and make the prototype more complete. With more resources, we also believe we could've added back-end coding to turn the prototype into a real, working app that could be submitted to app stores around the world. We also had plans to add more features like notifications and online functionality to improve the overall experience.

**THANK YOU FOR  
LISTENING**