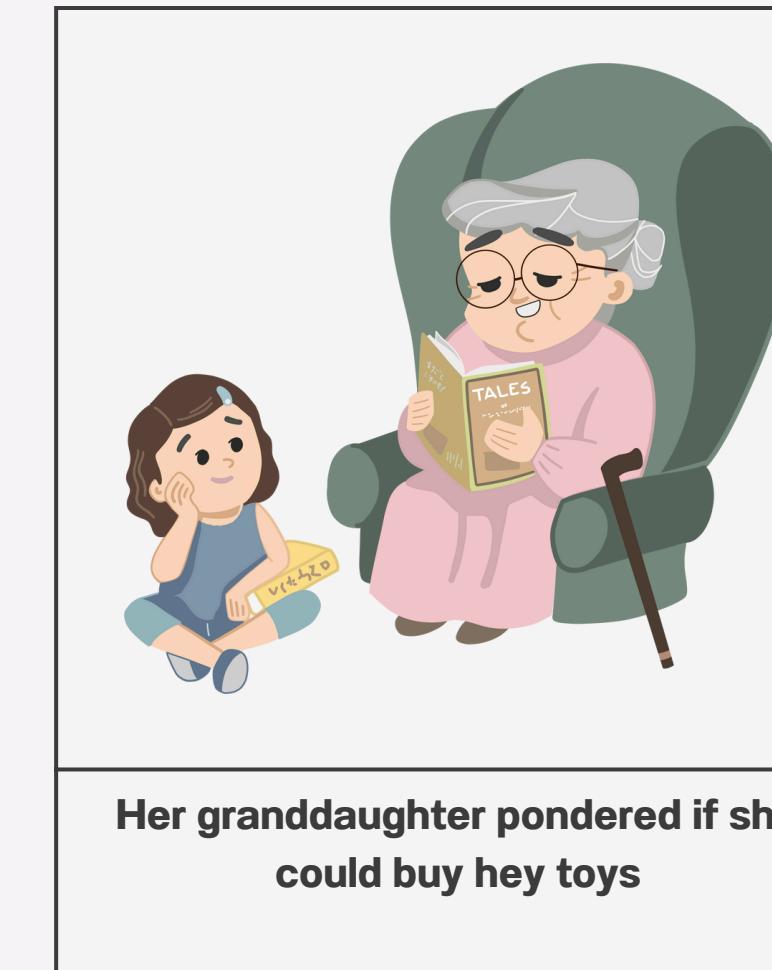




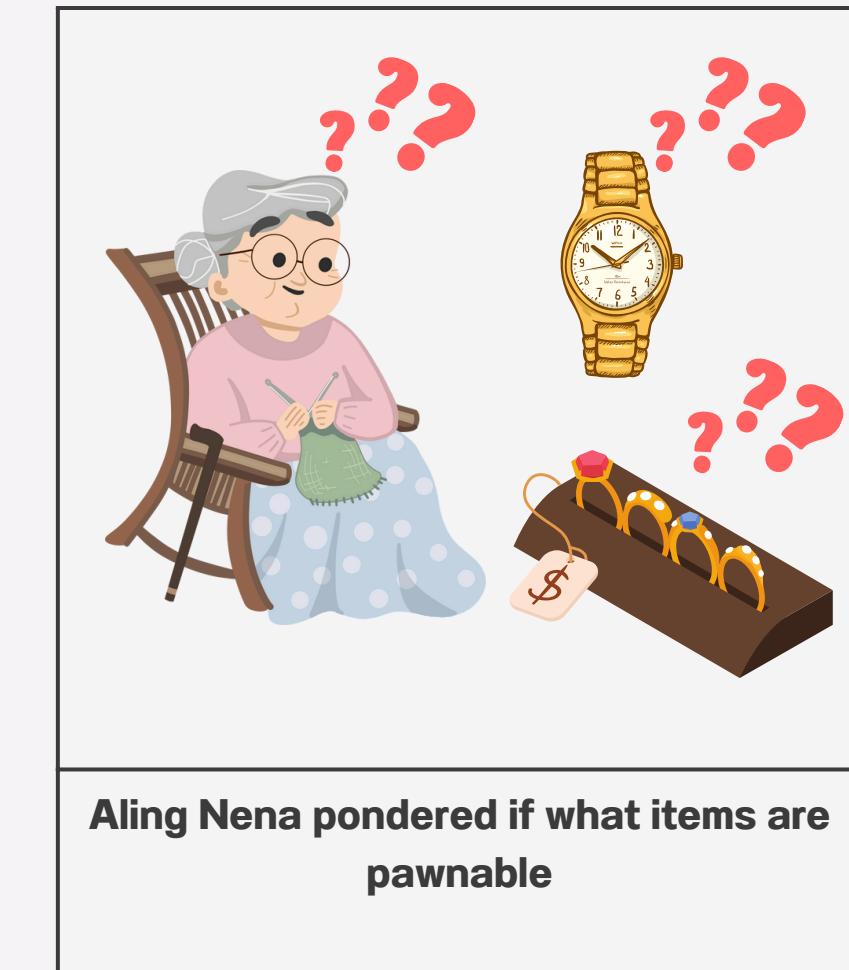
# Pawnquest



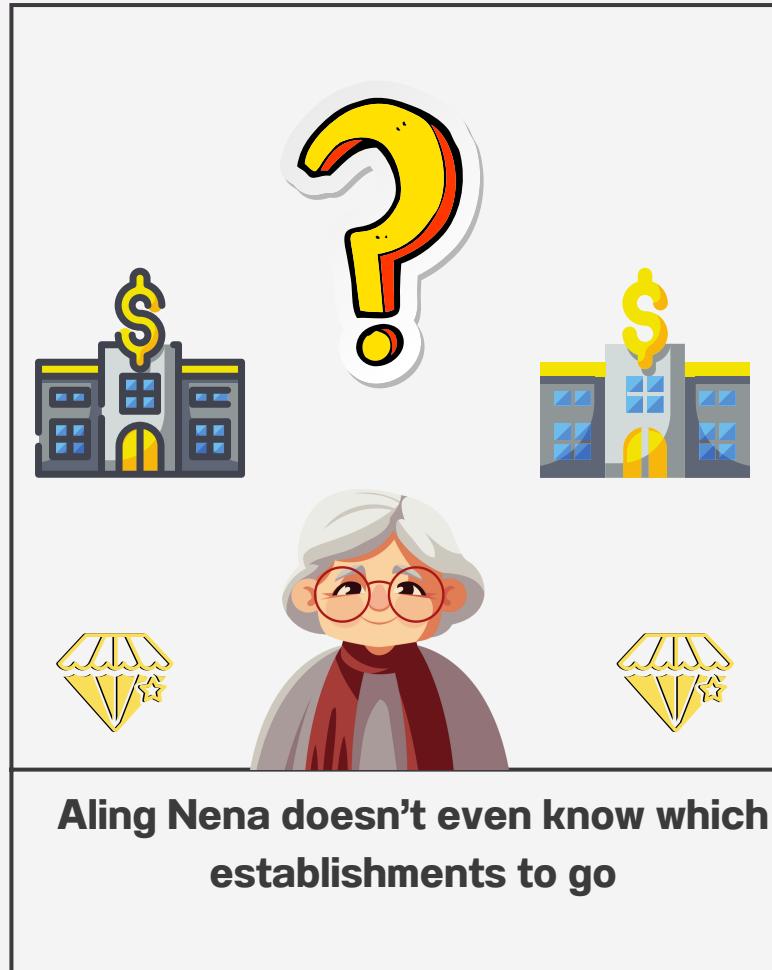
**Aling Nena carrying her old and valuable watch**



**Her granddaughter pondered if she could buy her toys**



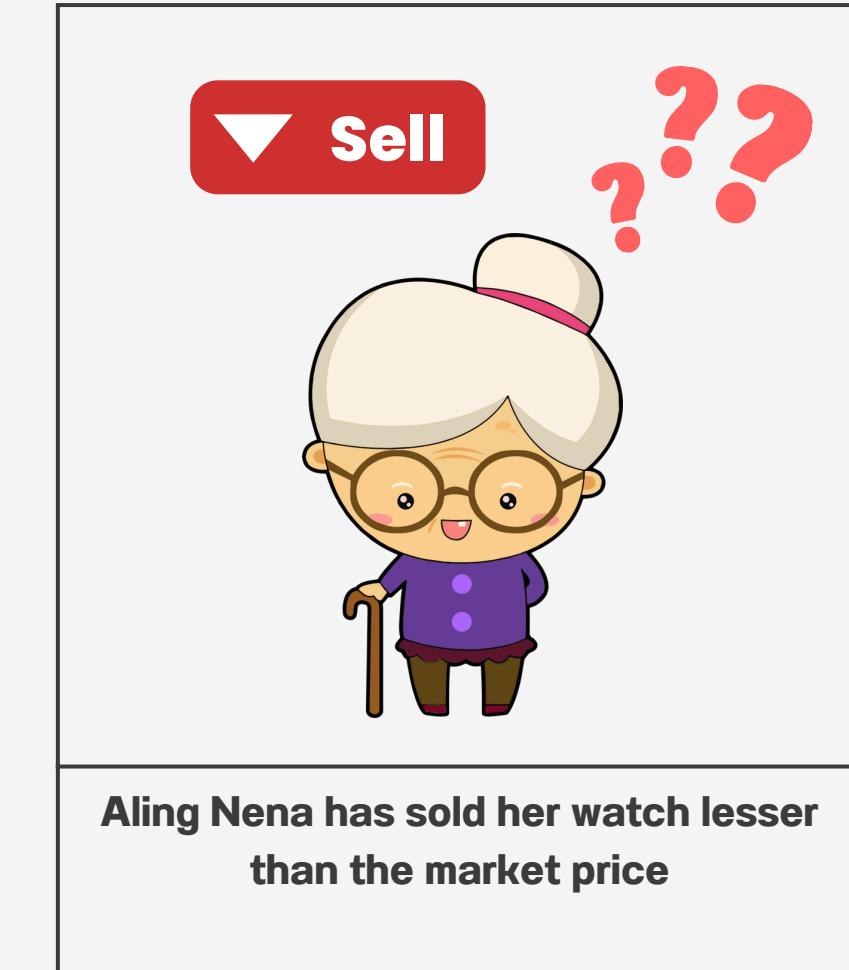
**Aling Nena pondered if what items are pawnable**



**Aling Nena doesn't even know which establishments to go**



**Aling Nena thinking really hard if how much is the market price of her watch**



**Aling Nena has sold her watch lesser than the market price**

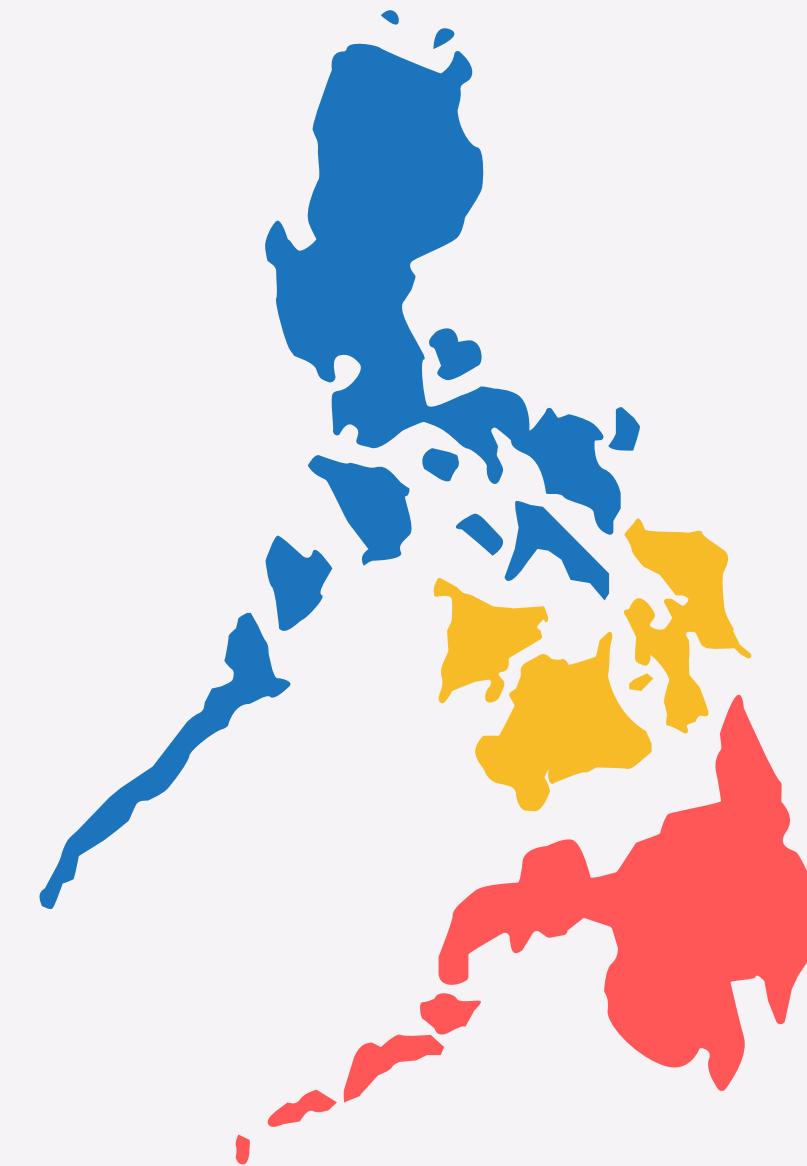
# WHAT FILIPINOS SAY?

Quote:

“May offer nga sila, pero  
niliitan nga ng sobra”

“Wala ko kabalo kung diin  
pwede mag bakal o baligya”

“Di kabalo mu desisyon kay  
karaan ang technology”



# PROBLEM



INTERMEDIATION

# SOLUTION





**17,421**

**PAWNSHOPS OPERATING IN  
THE ENTIRE COUNTRY**



**300**

**PER DAY, NO STRATEGIC DECISION-MAKING  
PROCESS AND POOR TECHNOLOGY.**



# PROBLEM



INTERMEDIATION

# SOLUTION



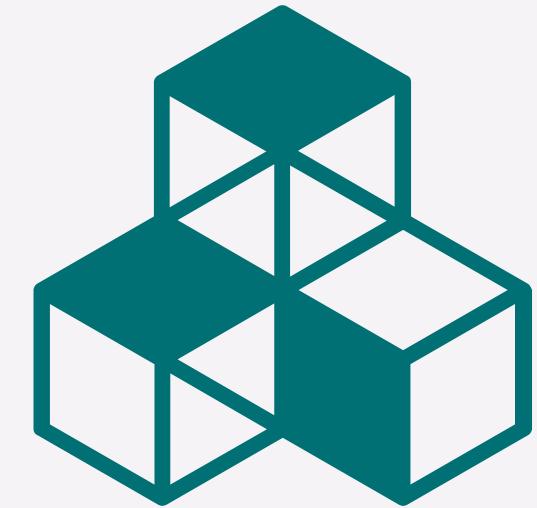
FACILITATION

# SUSTAINABLE DEVELOPMENT GOALS

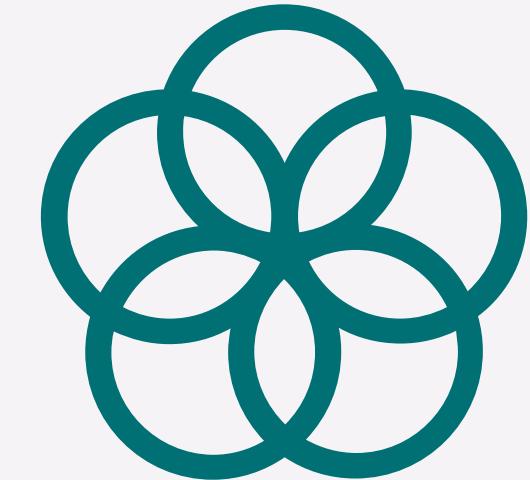
**11** SUSTAINABLE CITIES  
AND COMMUNITIES



**9** INDUSTRY, INNOVATION  
AND INFRASTRUCTURE



**17** PARTNERSHIPS  
FOR THE GOALS





# BUILDING THE PROTOTYPE

Comon x Cordero x Villadores



# PROTOTYPE

## **PAWNQUEST (C/C/V)**

Our prototype, PawnQuest, is a user-centered pawnshop management system designed to enhance operational efficiency and user experience. It features a modern, intuitive interface with a consistent design theme incorporating different shades green. Key components include a central dashboard, organized inventory management, streamlined transaction processing, enhanced customer engagement features, and tools for regulatory compliance and reporting. The prototype aims to demonstrate potential improvements in efficiency and user satisfaction for pawnshop operations.

DEMO

# DATA ANALYSIS

## System Usability Scale

**85%**

*SUS Score*

Really Good  
Decent Level of usability

## Heuristics Evaluation

**9/10**

*10 Heuristics*

Hit all characteristics

## Participant Survey and Feedback

**4.63**

*Mean*

Highly Acceptable  
Successful

# CONCLUSION

**Developed an app that resonates  
with the Filipinos**

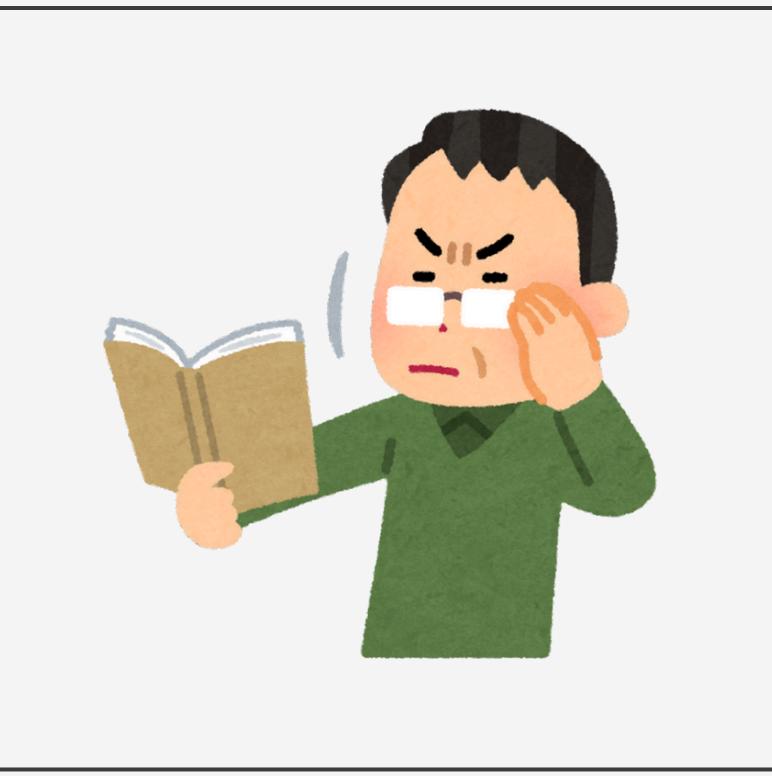
**Excellent results from evaluation  
of UI/UX**

**Huge potential for Pawnquest in  
the Philippines**

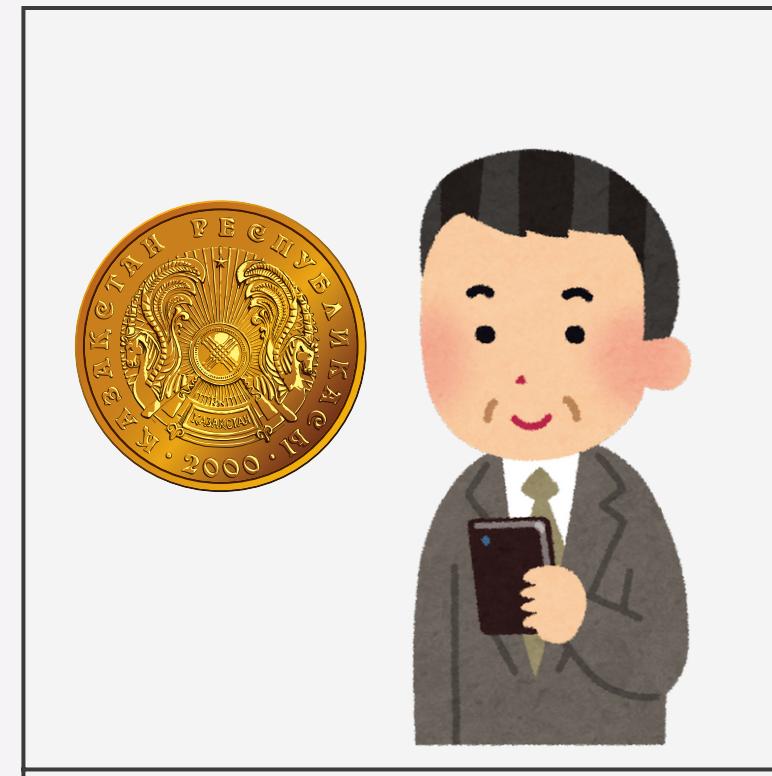


# Pawnquest

**PAWN SMART, PAWN EASY, PAWNQUEST MAKES IT EFFORTLESS!**



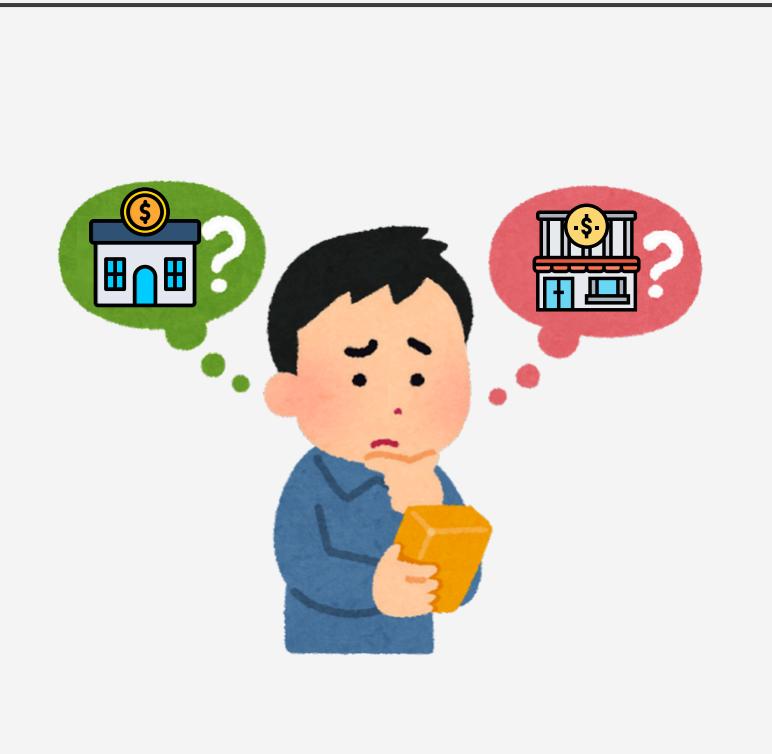
**George has a gold coin but doesn't know how much it cost now**



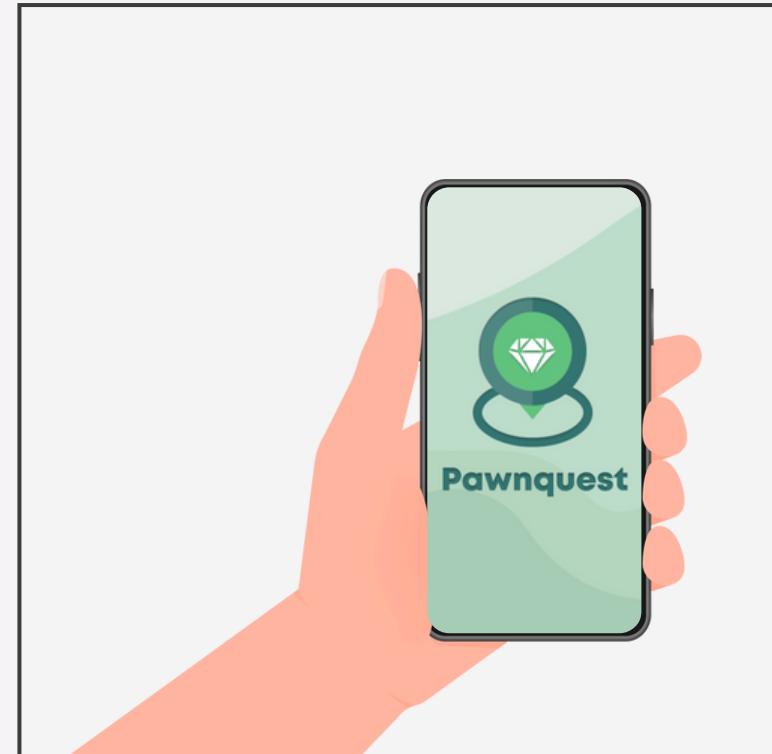
**So George checks online if how much is a gold coin**



**George spent hours researching the correct price of the gold coin**



**He wants the best price for his gold coin but doesn't know which pawnshop to go**



**George then uses Pawnquest to easily find the pawnshop that meets his need**



**George found the pawnshop that gave the highest price for the gold coin**

# MEET THE TEAM



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# Pawnquest

**PAWN SMART, PAWN EASY, PAWNQUEST MAKES IT EFFORTLESS!**