

19CSE100 Problem Solving and Algorithmic Thinking

Problem Definition and Comprehension

Lecture 3

- ATM for kids



Dig deeper into the problem

- Why ATM for Kids?
- Height of machine ?
- Design of the interface ?
- Functionalities of ATM
- Security aspect



Your
Answer?

Why ATM for Kids? – Kids Perspective

- Why would a 5 to 12-year-old need to access the ATM?
 - money for bus fare, school lunch, snacks, gifts, etc.
 - deposit allowance and earned wages or gifts (from a newspaper route, gift from grandparents, etc.)

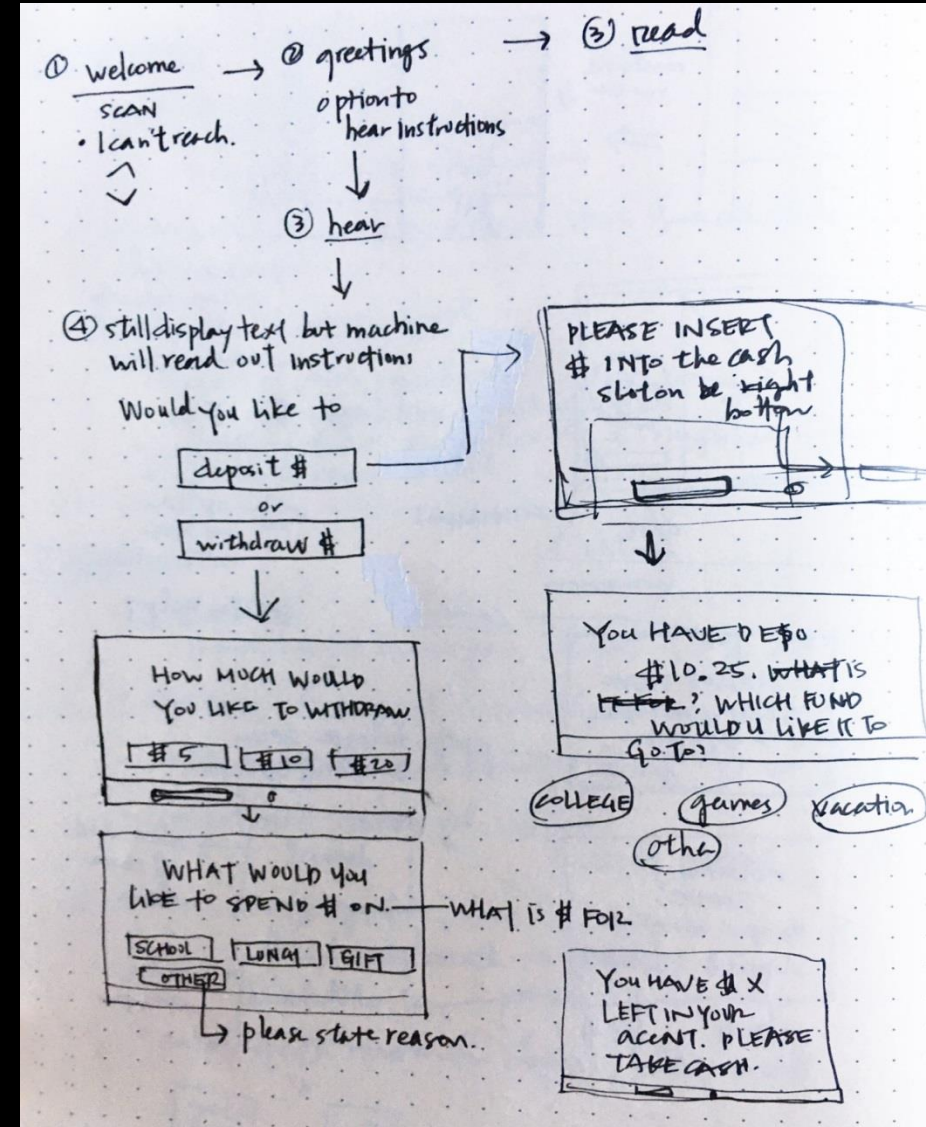
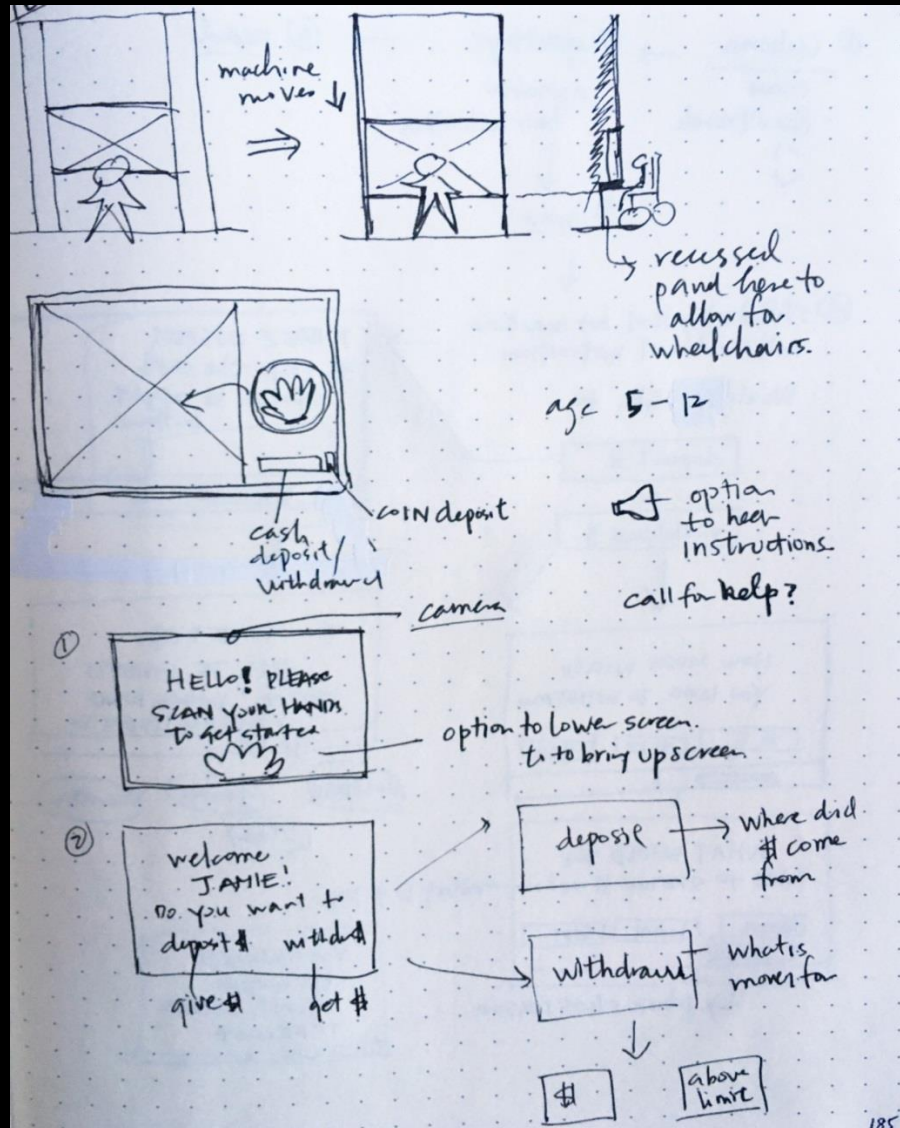
Why ATM for Kids? – Parents's Perspective

- Why would parents of 5 to 12-year olds want their children to be able to have their own account and access their own money?
 - There are teachable moments in earning and spending one's own money.
 - Perhaps the level of thought needed to make financial transactions, at however small a scale, can lead to a sense of self-reliance.
- Perhaps asking children to make these financial decisions can teach them, at an early age, about financial liquidity.

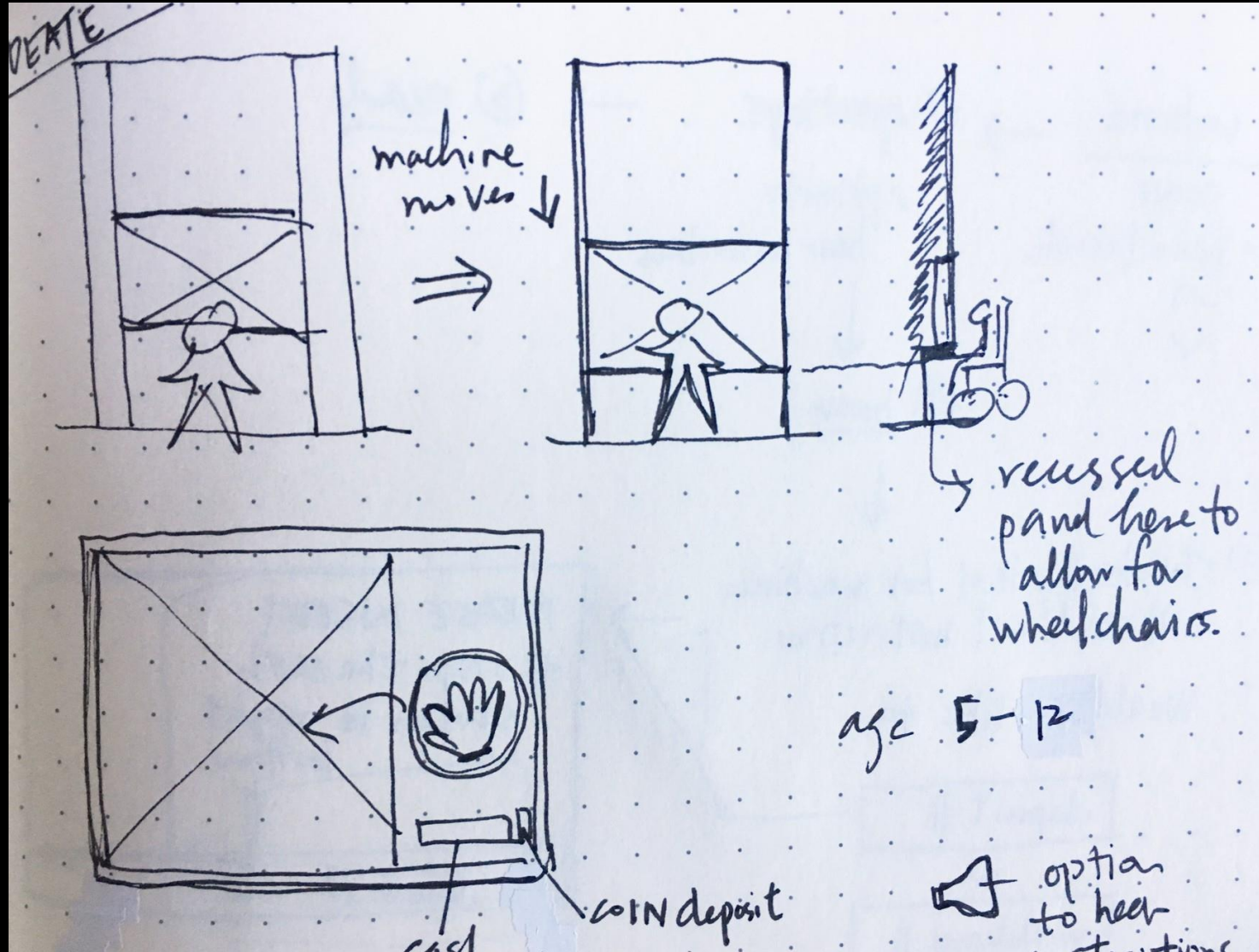
Constraints.... !

- What are the necessary constraints that must be taken into account when designing an ATM that caters to a 5 to 12-year-old child?
 - varying heights of children ages 5 to 12
 - ability or lack of ability to digest information in a somewhat technical language (deposits, withdrawal, over draft, etc.)
 - ability to remember to take out a debit card after withdrawal
 - ability to remember a PIN

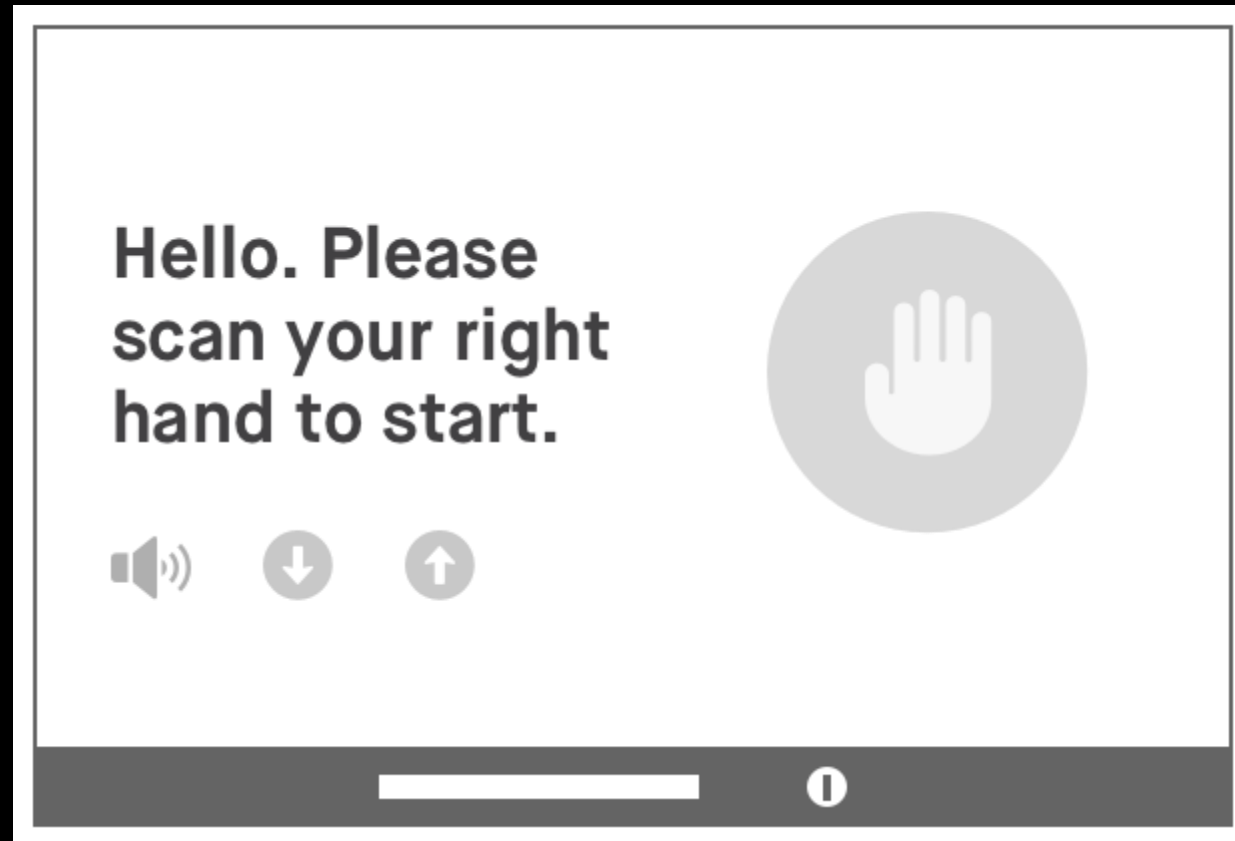
Ideate...!



Close up of height-adjustment



Prototyping... Welcome Screen



Instead of deposit or withdraw, I thought “put in” and “take out” would make more sense for the user.



If the user selects “put in” money, a prompt for the amount of money would come next. Cash and coins can be inserted in the panel below the interface.

How much would you like to put in?

— — — . — — —

backspace

confirm

↶


**Please insert
money below.**





Designate which category the money goes into

Jackie, which area would you like the \$XX to go to?


college	food	gifts
clothing	games	other











Great job Jackie!

You added \$5
You had \$40
You now have \$45

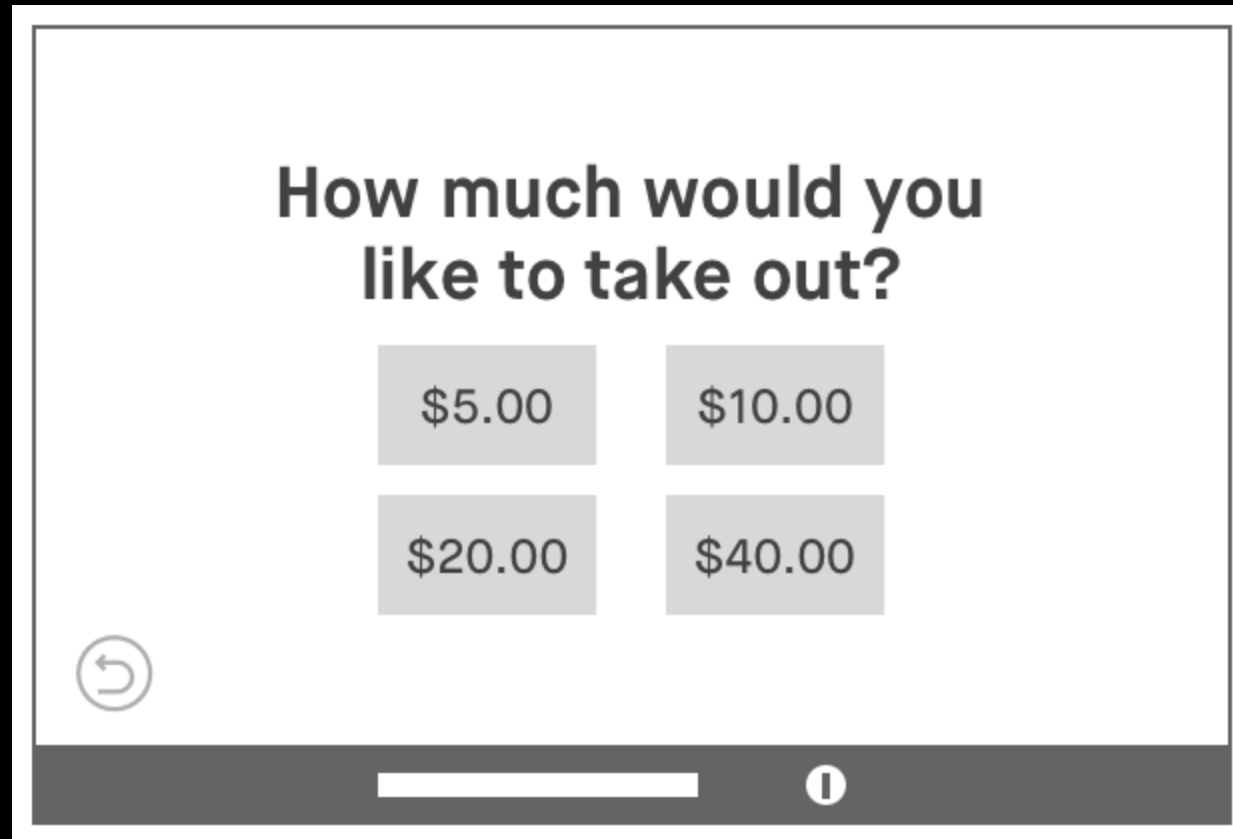


 college	 food	 gifts	another transaction
 clothing	 games	 other	

finish

Withdrawal work flow (can be determined by the parents during account set-up)



A screenshot of a mobile application interface for selecting a withdrawal amount. The screen has a white background with a dark gray header and footer. The header contains the text "How much would you like to take out?" in bold black font. Below the header, there are four gray buttons arranged in a 2x2 grid, each containing a dollar amount: "\$5.00", "\$10.00", "\$20.00", and "\$40.00". In the bottom left corner, there is a circular icon with a curved arrow pointing left. In the bottom right corner, there is a circular icon with a vertical bar. The footer is a dark gray bar with a white horizontal line in the center and a white circular icon with a vertical bar on the right.

How much would you like to take out?

\$5.00 \$10.00

\$20.00 \$40.00

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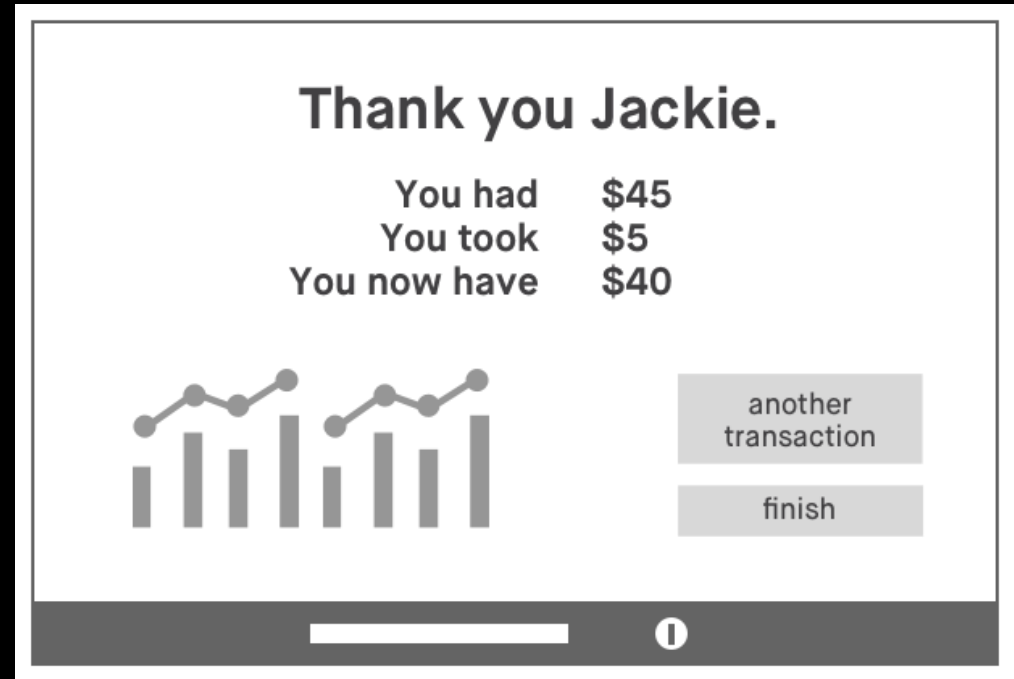
Accountability...!

Jackie, what will you spend \$XX on?

school	food	gifts
clothing	donation	other

⏮

_____ ⓘ



Other Circumstances...

- For example, what happens if the child is under duress?
- What if a school bully is making the child withdraw money.
- Should there be a panic button?
 - What does it do?
 - How do we prevent the abuse of this panic button?

Auditory Option....

- Even if there is an auditory option,
 - how will the buttons be communicated?
 - Is it through voice commands instead of a visual interface?
 - If so, would you really want others to hear the account summary?
 - How can you keep the transaction private without bystanders hearing how much is in the account?

Refer:

<https://medium.com/@khuangster/atm-for-kids-a-design-thinking-exercise-aedfa1745457>

Takehome assignment Desert Survival

Your flight crashed in a desert and the above 10 items were saved before the flight caught fire. Prioritize them and explain your priority list.



ITEM
Torch
Pen Knife
Plastic Raincoat (large size)
Bandage Kit with Gauze
.45 Calibre Pistol (loaded)
Parachute (white and red)
1 litre of water per person
1 Pair of Sunglasses per Person
1 Coat per Person
Cosmetic Mirror