PIGGY-PON

Presented By: KZH

PIGGY-PON

Contents

WHY?

The Motivation

What problem did we have to solve?

Many students struggle with saving money consistently. Traditional piggybanks offer no timestamps, goal-making, or progress tracking—making saving feel dull or easy to forget. We created Piggy-Pon, a web-based tool that turns saving into a smart, engaging experience.

HOW?

How did we identify the problem?

To identify the problem:

- Mini User Interviews – We talked to classmates and friends. Most said they wanted to save but didn't feel motivated or didn't know where to start.
- Existing Tool Analysis – Budgeting apps were too complicated or adult-focused.
- Observation & Self-reflection – Many of us weren't tracking our allowance, and saving felt inconsistent or boring.

METHOD

We ran a beta test using Google Forms to gather usability insights from real users. The survey is split into 2 sections: General Functionality & Usability and User Experience. We then convert it by exporting the G-Forms results in Excel that will be interpreted using a Likert Scale where a rank score of 1-3 will confirm that a problem is apparent.

Always	5
Often	4
Sometimes	3
Seldom	2
Never	1

RESULTS

Accessibility	3.69
Error Handling	3.40
Functionality	4.77
Installation	4.87
Other	3.75
Support	4.21
Usability	4.30

Based on the results, Error Handling and Accessibility is having the most negative impact due to bugs

PUTTING IT ALL TOGETHER

Building the Prototype

PUTTING IT ALL TOGETHER

Brief Description:

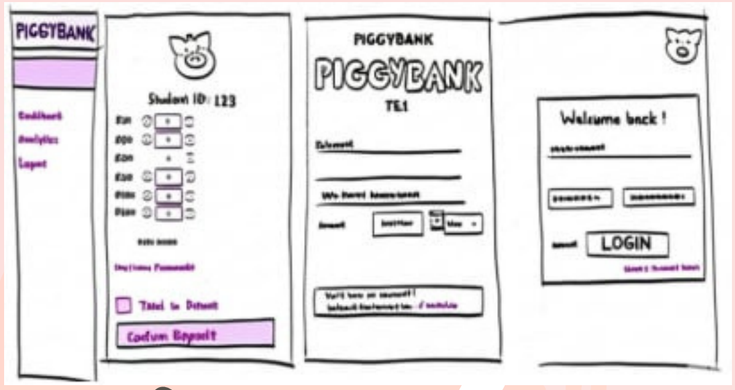
The Piggy-Pon prototype was designed by drawing on paper to visualize a functional web-based savings tracker. Though not yet programmed, it allowed us and the users to see the app's core features, flow, and interface design in a realistic, handy.

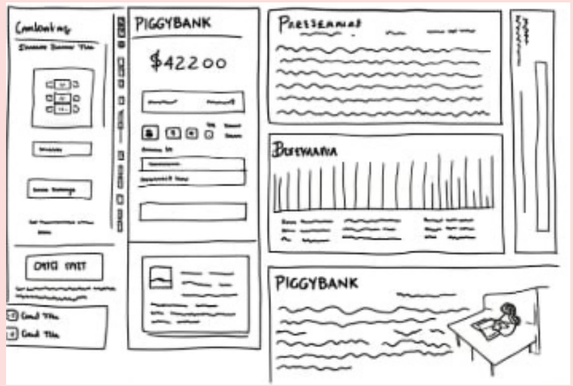
Prototype Objective:

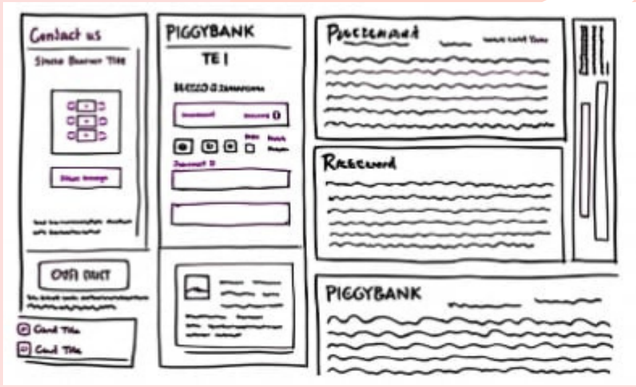
To evaluate the usability, clarity, and motivational impact of Piggy-Pon's interface before actual development. It aimed to test how easily users could log savings, set goals, and view their progress without needing full code implementation.

PUTTING IT ALL TOGETHER

PROTOTYPE DESIGN

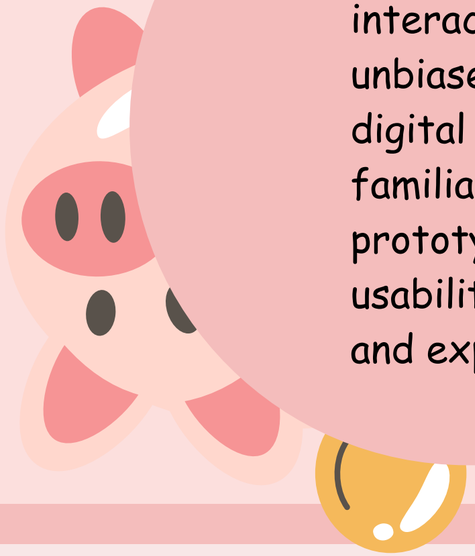






PUTTING IT ALL TOGETHER

PROTOTYPE DESIGN



The prototype is designed to be simple, visually clear, and easy on the eyes. It is created in physical paper form, allowing participants to interact with a tangible version of the interface. This format enables unbiased evaluation, as users can focus on the layout and flow without digital distractions. The navigation is intentionally structured for easy familiarization and memorization, supporting quick learning. The prototype will be evaluated using Heuristic Evaluation, ensuring that core usability principles are properly assessed through participant feedback and expert review.

We then created the Frontend of the App

FEATURES

- Dashboard with total savings, active goals, and quick-add button
- Goal Setting screen with target amount, duration, and name
- Add Savings Interface
- Progress Visualization using bars and charts
- Login/Signup Screens to simulate account flow

EVALUATION PLAN

Prepare

The team will prepare the prototype, print materials, task scenarios, and a feedback survey. A schedule will be set based on participant availability, ensuring a smooth testing session.

Launch

During the evaluation, participants will interact with the physical prototype by performing given tasks. The paper format minimizes digital distractions and helps reduce bias by keeping users focused on layout and flow.

Evaluate

Team members will observe and guide participants through each task, taking notes on time, behavior, and confusion points. A Heuristic Evaluation will also be conducted to assess design consistency, clarity, and feedback.

Discussion

After all sessions, the team will review the collected results, compare participant responses, and identify recurring usability themes. Feedback will be categorized into strengths and problem areas.

Conclusion

The team will share final insights and determine what features require refinement. Suggestions like improving icon labels, adding onboarding steps, or simplifying flow will guide the next design iteration.

METHODS OF EVALUATION

Heuristic Evaluation

- Conducted using Nielsen's 10 Usability Heuristics
- Evaluators will inspect the interface to check for issues related to feedback, error prevention, consistency, and user control
- Helps catch early usability flaws before user testing

User Testing with Task Scenarios

- Participants will be given specific tasks (e.g., "Add ₱50 savings" or "Set a goal for ₱200") using the paper prototype
- Observers will note task success, time, confusion points, and navigation flow
- Focus on learnability, memorability, and user satisfaction

Post-Test Survey (Likert + Open Feedback)

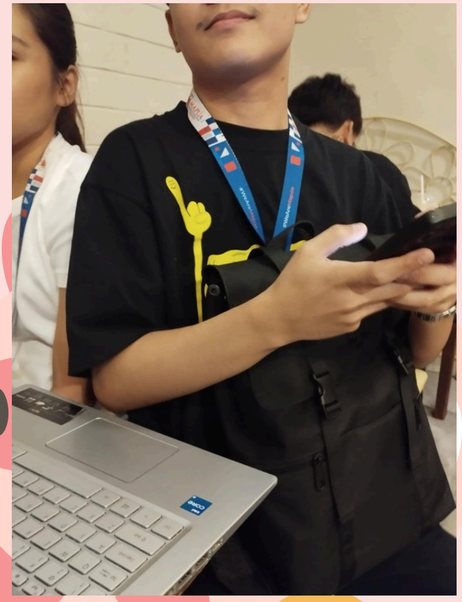
- After testing, participants will fill out a brief survey
- Includes a 5-point Likert scale for evaluating ease of use, clarity, and visual appeal
- Open-ended questions will collect qualitative feedback on what users liked or found confusing

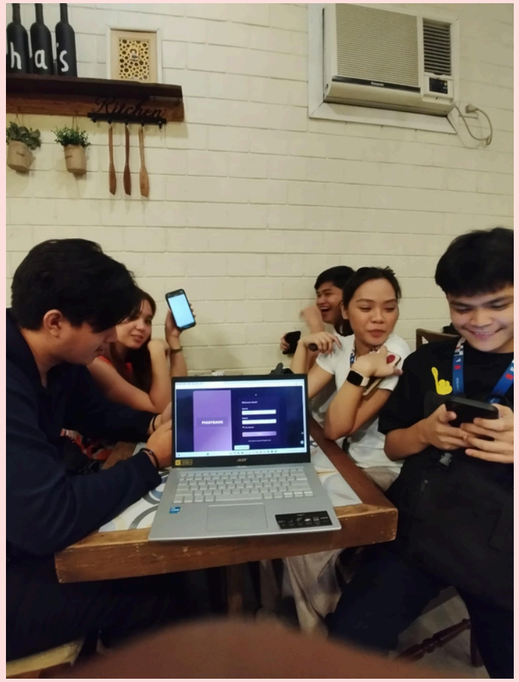
Success Time Benchmarking

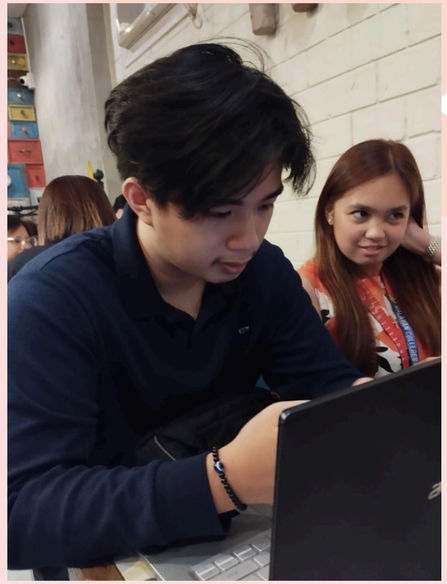
- Each task will be timed to compare against predefined success thresholds
- Helps determine which actions feel intuitive and which need streamlining

TESTING WITH PARTICIPANTS

PROTOTYPE DESIGN







USABILITY PARTICIPANTS

Add Savings and View Balance	≤ 30 seconds	22 seconds	100%	Users found the input field intuitive and appreciated real-time balance update.
Set a Goal and Monitor Progress	≤ 1 minute	47 seconds	90%	Minor confusion on goal types; UI labels could be more descriptive.
View Savings History	≤ 45 seconds	35 seconds	100%	Smooth transition; historical data was well-organized and readable.

OBSERVATIONS

- Most participants completed tasks with little help, though a few paused to double-check steps.
- Navigation was generally clear, but some users hesitated before selecting the right option.
- Icons were mostly understood, though a few users asked for clarification on unfamiliar symbols.
- Non-tech users managed well overall, needing brief reassurance on certain tasks.
- Task times were within limits, but some actions took slightly longer on the first attempt.

HEURISTICS EVALUATION

Overall, the Piggy-Pon prototype adhered to most of Nielsen’s usability heuristics, with a clear layout, consistent visual design, and intuitive navigation. However, there were still a few criteria that need refinement.

One key area that stood out was "Help Users Recognize, Diagnose, and Recover from Errors." Since the prototype was paper-based and non-interactive, there were limited visual cues for errors or invalid inputs. Some users were unsure how the system would respond to mistakes like entering the wrong amount or accidentally deleting a goal.

Improving this aspect in future versions—such as adding clear prompts, confirmations, or undo options—would make the interface more supportive and forgiving.

RESULTS

Accessibility	4.47
Error Handling	4.47
Functionality	4.77
Installation	4.87
Other	4.73
Support	4.33
Usability	4.49

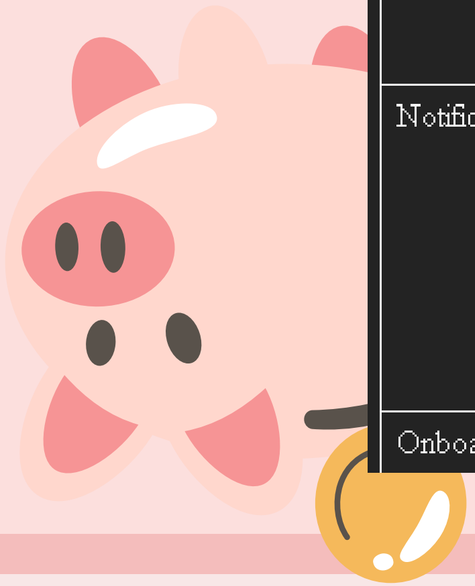
With an overall average of **4.59**, users are satisfied with Piggy-Pon. But there are still comments and suggestions for improvement.

With suggestions like:

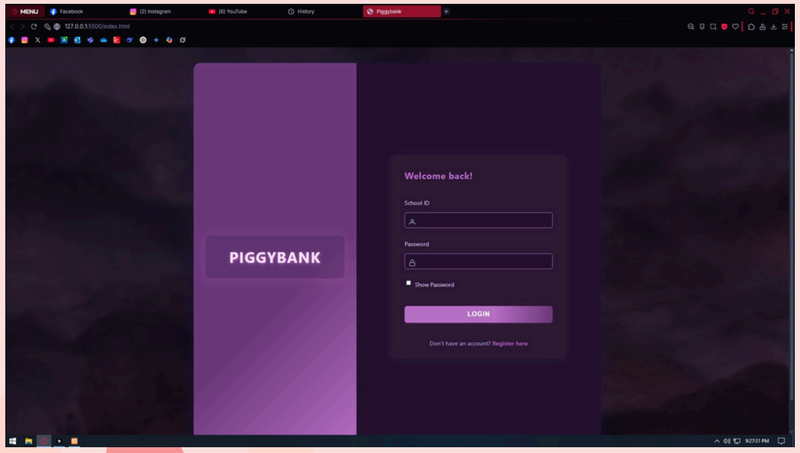
- Improve Visual Design
- Integrate Reminders and Notifications
- Gamified Progress Tracker
- Help Center

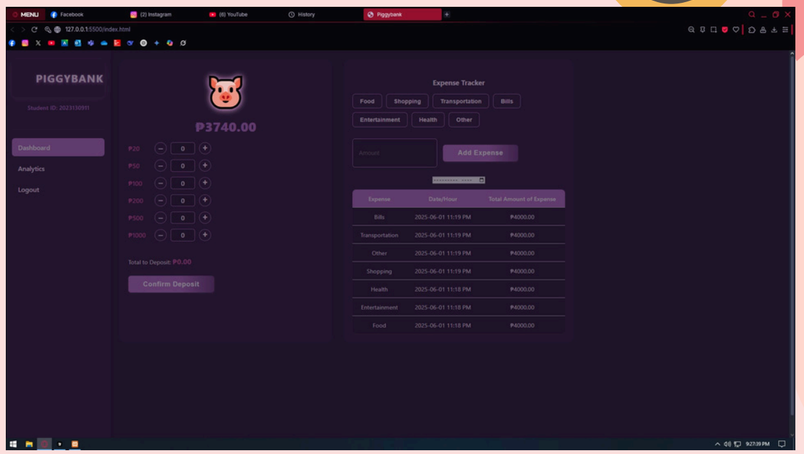
FEEDBACKS

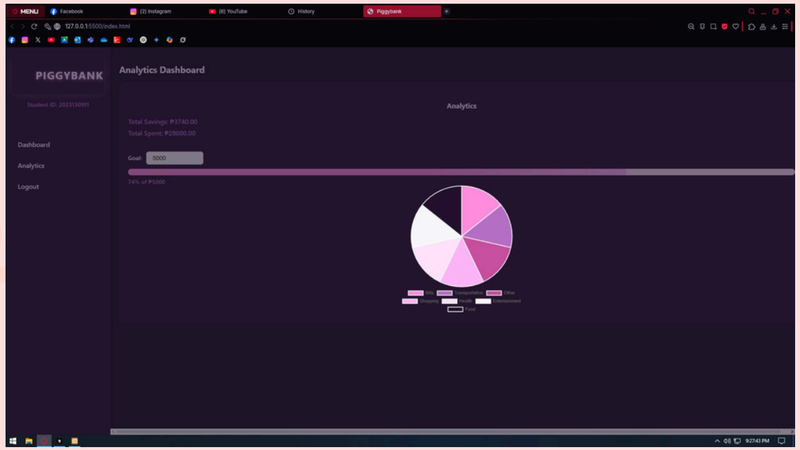
Theme	Participant Statement
Visual Design & Usability	“It’s modern. I understood everything instantly.”
Goal Tracking	“The progress bar helps me feel accomplished. Maybe add goal reminders?”
Notification System	“Getting reminders to save is a cool feature. I'd like it to be customizable.”
Onboarding Aid	“A short tutorial would’ve helped the first time I used it.”



LATEST PROTOTYPE







CONCLUSION

Piggy-Pon taught us that applying HCI goes beyond making a working app—it's about solving real problems in a way that feels natural and motivating.

Our prototype proved that even without full functionality, users could confidently track savings, set goals, and enjoy the experience.

We learned that thoughtful design, continuous feedback, and user empathy turn even a simple concept—like a piggybank—into something empowering.

Piggy-Pon isn't perfect yet, but it has purpose.

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2nd Year - CS

THANK YOU