

Human-Computer Interaction (HCI) Assignment: Expense Tracking and Budget Management App

Objective: Design a user-friendly app to help individuals track their expenses, set budgets, and visualize spending habits efficiently.

Tasks:

1. Define Functional and UI Requirements:

- Functional Requirements:
 - User authentication and profile creation.
 - Expense tracking: ability to add, categorize, and edit expenses.
 - Budget setting: option to set monthly or category-specific budgets.
 - Visualization: display spending habits through graphs and charts.
- UI Requirements:
 - Intuitive user interface with easy navigation.
 - Clear categorization of expenses.
 - Visual representations of budget vs. actual spending.

2. User Analysis:

- Conduct surveys or interviews to understand user needs, habits, and pain points related to expense tracking and budget management.
- Identify target demographics, including age, occupation, and tech-savviness, to tailor the app's features and interface.

3. Find out Interaction Model/Task Model.

4. Create a Mockup UI System.

5. Evaluation using NASA TLX Usability Questionnaire:

- Use a minimum of 10 participants to evaluate the app's usability.
- Administer the NASA Task Load Index (TLX) questionnaire to assess cognitive workload.
- Gather feedback on ease of use, efficiency, learnability, and satisfaction.
- Analyze results to identify areas for improvement in the app's design and functionality.

By following these steps, we aim to create an expense tracking and budget management app that meets users' needs effectively while providing an enjoyable user experience.