As with my previous UI concepts, I chose to prioritize simplicity for my ATM design. Before discussing my design further, I want to clarify assumptions that were made in my thought process. These assumptions include the following: there is no credit card input and therefore no PIN input, there is no user authentication, withdrawals/deposits have preset values instead of taking custom user input, and the user starts off with $500 in their balance. With the assumptions out of the way, I hope this betters your understanding that my ATM design is meant to be a very high-level view of what an ideal ATM system would be in terms of base functionality. Functionality in my Processing program is minimal, but present. I still wanted to focus on designing a concept that possessed a level of intractability to better communicate my idea to someone trying to wrap their head around it.

To start, the concept begins with a simplified login page. This page has four primary functions. First, it informs the user of the current time in the top left corner for convenience. Second, it welcomes the user to the ATM system with the bank name. For my design, I chose to give free product placement for my bank. Third, the screen provides a clear and pronounced login button that feeds into the intuitiveness of the design. Fourth, there is a help button in the bottom left in case the user needs a hand working with the system.

The menu screen is the primary hub for all the rest of the functions. As per the previous view, the menu also provides the current time, bank logo, and help button. These features are present across all views. The system then welcomes the user personally by using their name. The balance button takes you to, you guessed it, the balance view, which simply shows the user’s current balance in their bank account. The user can then click back and decide to withdraw or deposit. Both withdraw and deposit views are similar, so I will group their explanation here: this view allows the user to add or remove from their balance by selecting one of the preset values ($20, $40, $80, and $100). Once this is complete, the user then has technically “inserted” or “removed” physical money into or from their bank account. The user can then decide to perform other functions, or if they are done using the ATM, can choose to logout with the convenient logout button in the bottom-right corner.

Some notes if you choose to run my program for yourself. The program sends you to new functions by means of redrawing the view for those functions, and therefore needs time to process the user’s mouse click, recognizing where and what to draw next, and then actually drawing it. Because of this processing time, please allow the view to sit for 1-2 seconds before clicking anything. I hope this makes trying out the program a bit easier!

All these features come together to deliver a design that is simple, functional, and with a sense of style (I think the grey background with the blue buttons is both readable and slick).