Sri Lanka Institute of Information Technology

Visual Analytics and User Experience Design (IT4031)

2023

Assignment 01 – Designs

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User Interface Design Introduction

After extensive user requirement surveys and extensive research on UI design techniques and user-friendly, user experience-oriented, and user-centered designs we were able to come up with designs for the Mobile Banking Application.

The designs are an improvement to the currently available user interfaces where those designs have been studied and their pain point have been identified and the following designs have been created by addressing the main pain points.

The below designs have also been created by taking the user requirements and user feedback obtained via the survey.

UI Reference
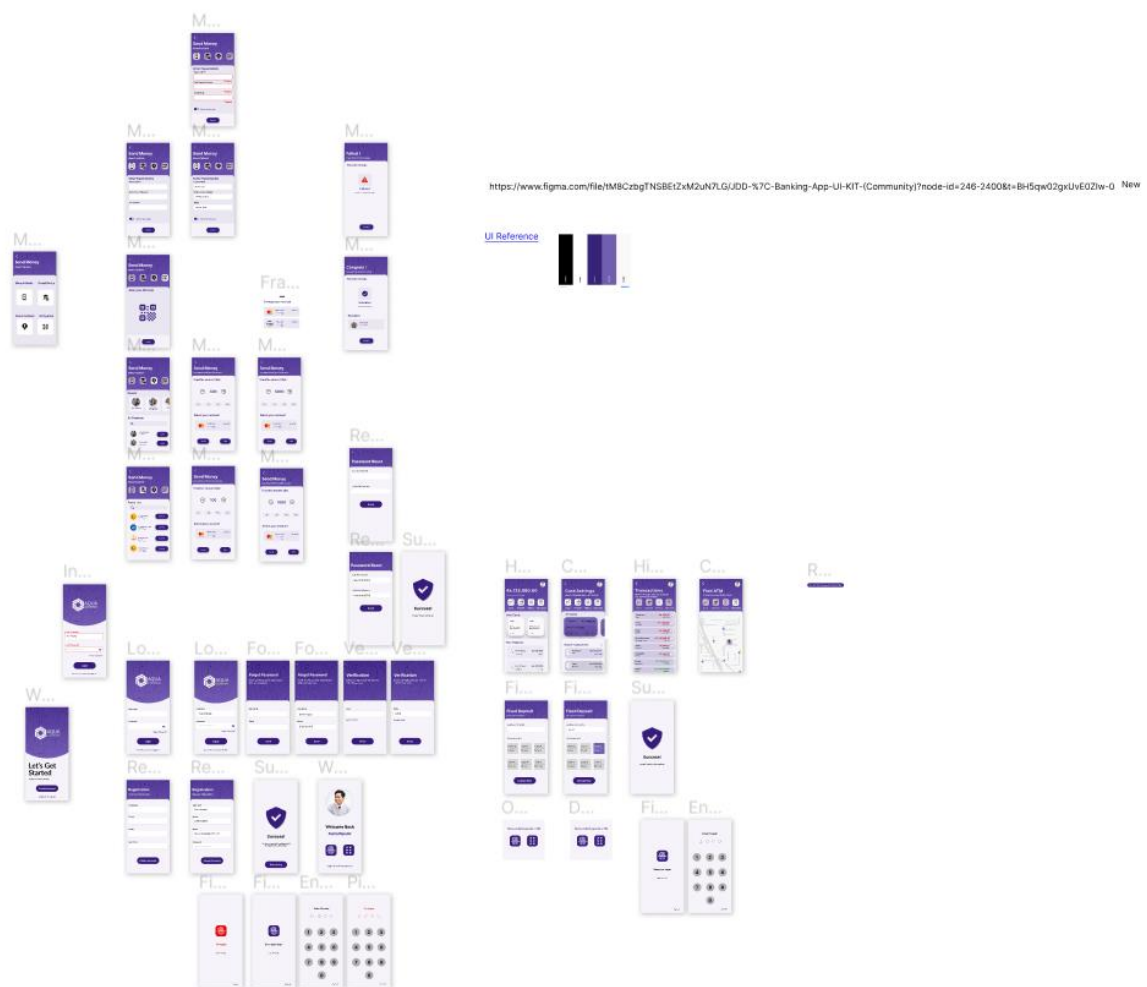
Designs

When someone opens our app, the first landing page will be the welcome page as shown below.
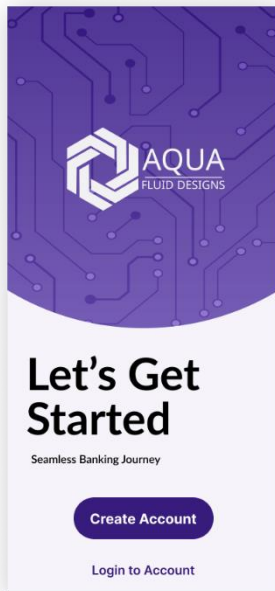
If the user hasn't created an account, then they can opt for that option which will take them through the account creation process as shown below.
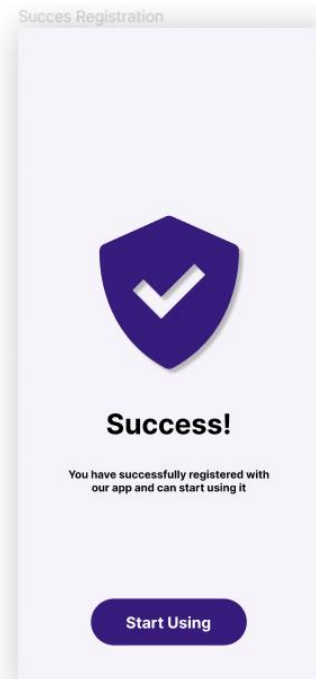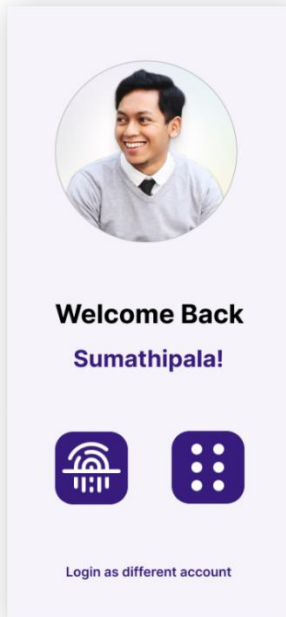
Once that is completed and when the user opens the app next time, they will be redirected to the welcome back page as shown below. Thus, from here they can quickly access their account by using their fingerprint or code.


Once in the app, they will first land on the home page as shown below, which shows some critical details. They will be able to glance at their bank balance and other useful information as shown as well.
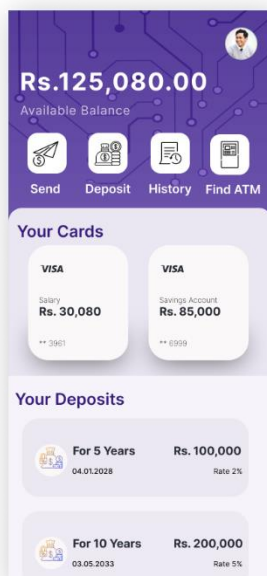
Users will be able to send money using the money transfer page as shown below. First, they have to select the transfer mode.
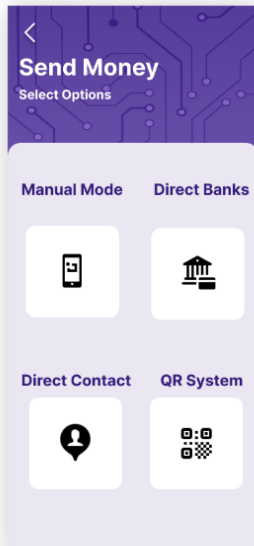

1. **Manual**: Have to enter the payee name, bank account number, and bank name

2. **Direct banks**: The user can save the payee details when sending money via manual mode and to send money using those templates user can use the Direct banks option.

3. **Direct Contacts**: Sending money to saved contacts

4. **QR**: Scan the QR and pay
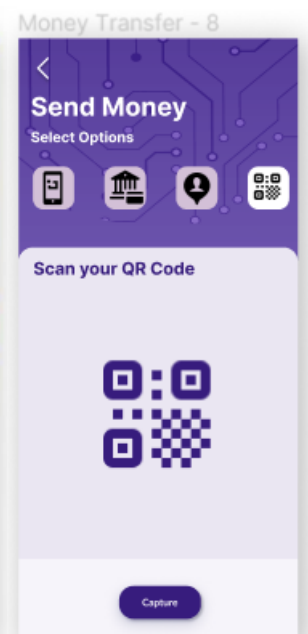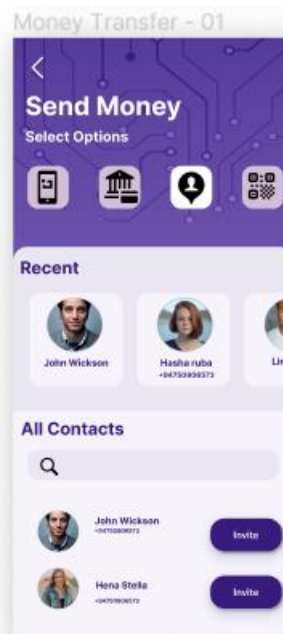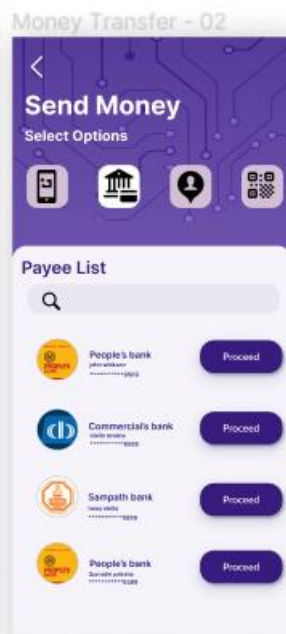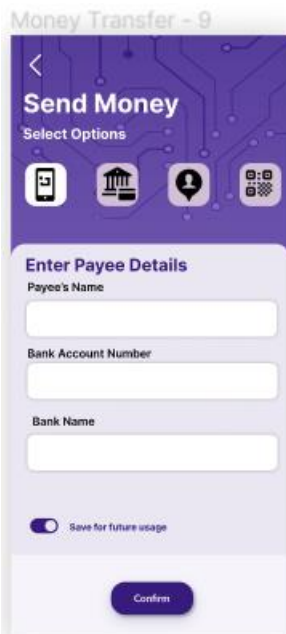
Once the transfer mode is selected and necessary details are filled in then the user must select the account to send the money from.
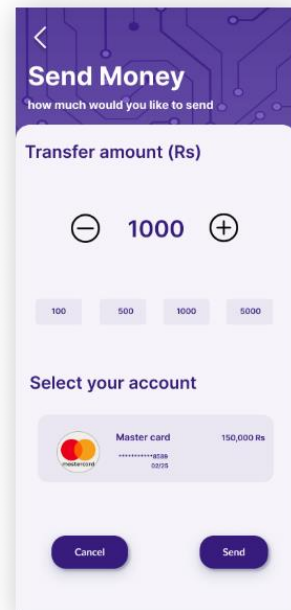
On that page when you hit send the app will prompt for fingerprint or pin auth for additional security. Finally, the transfer status page where the app would indicate if the transfer succeeded or failed.
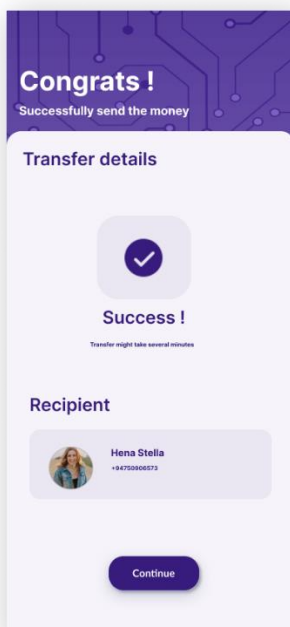
Furthermore, a user can opt for a fixed deposit via the below-shown method. They can select the amount and the time duration to set the fixed deposit and if everything is in order it will show as successful.
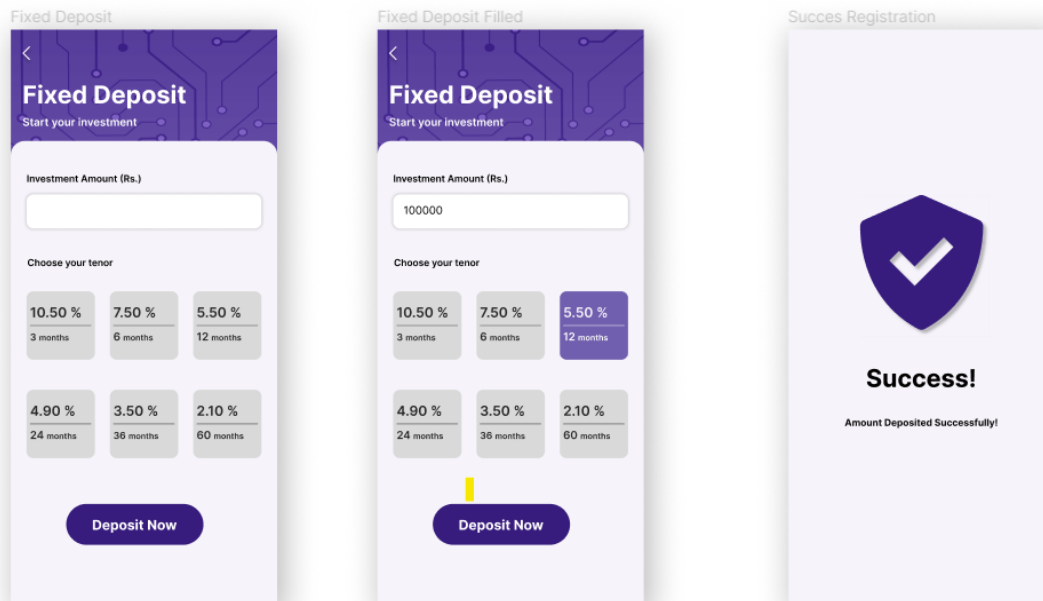

Shown below are the UI's related to finding an ATM nearby and checking your card details. As shown on the map, by using your location it will pop up nearby locations to you once open the particular option.

Meanwhile, if you want to check all the transactions done by a particular card, you can view those by clicking on the desired card as well. Though, at a glance, you will be able to view the balance of each card and the latest transaction done.

The following two are the UIs that are presented to the user for authentication. These authentication windows would be presented when the user is trying to perform an in-app operation.
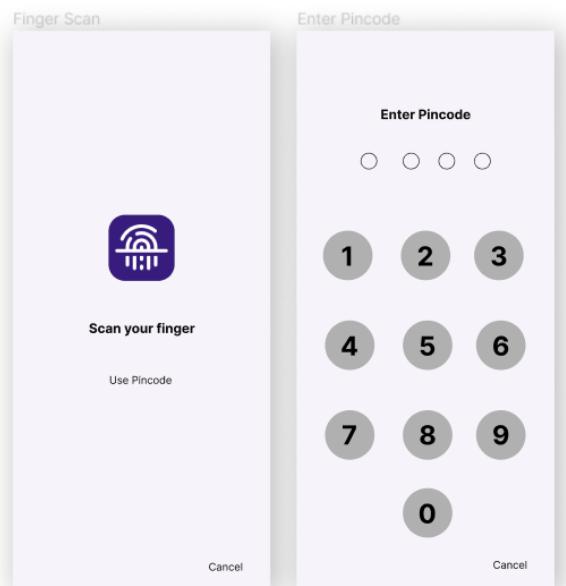
Prototype

Using the designs, a prototype of the designed application was created. The prototype acts as the original app where the user can test how the application would work in real life.
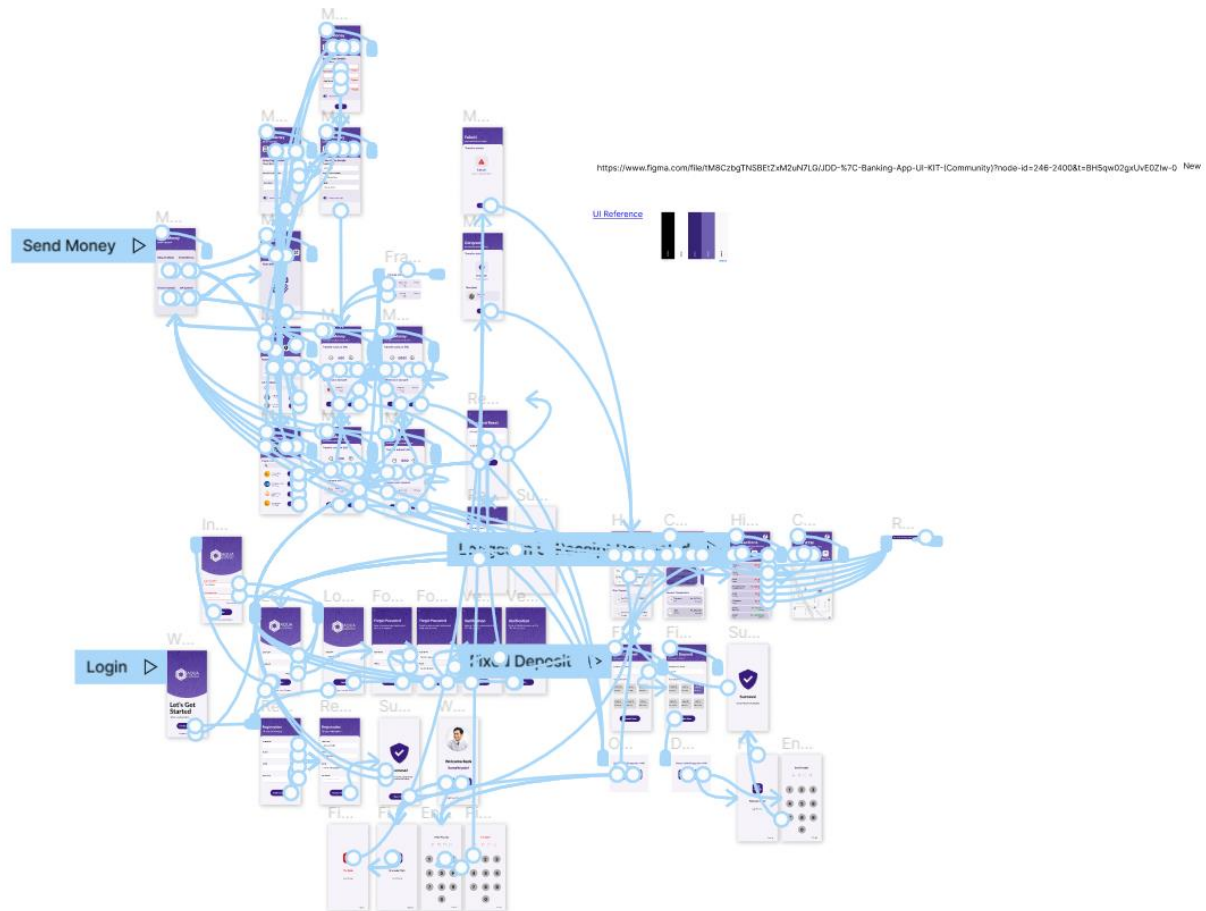
Figma Link to UI Designs

Click this to view the UI designs on Figma

Figma Link to Prototypes

Click this to view the prototype on Figma.