YLITE.

SOONG ZI RUI CASILYN





0 1 DESIGN CHALLENGE

Brand Story • Challenge • Goal • How We Work

0 2 DESIGN PROCESS

Research • Define • Ideation • Prototype • Test

0 3 REFLECTION

Key Takeaways

DESIGN CHALLENGE

DESIGN CHALLENGE

BRAND STORY

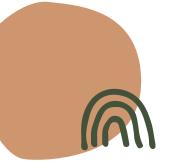
YLITE – Pronounced as 'Elite', aims to be the one-pick buy now pay later app designed for all individuals. **YLITE** targets to provide *elite* services for both online and offline transactions.

CHALLENGE

YLITE is designed to face the challenges of individuals who are unqualified to apply for credit cards and are looking for alternatives to split big ticket purchases into multiple small payments.

GOAL

Our goal is to create an app that provides short-term installment payment plans for all individuals with a tenure of up to 6-months with no hidden cost. As well as providing a secure, trustable and seamless platform for users and merchant partners to navigate through.



HOW YLITE WORKS?

Before each transaction, users have the choice to choose to split the bills into up to 6 equal payments. At the point of purchase, users will make their first payment and the remaining payments in the subsequent months.



02

DESIGN PROCESS

UX DESIGN PROCESS PROTOTYPE • Low-Fidelity — Paper Sketches • Mid-Fidelity — Wireframes **IDEATION** • High-Fidelity — User Interface Design Crazy 8s • Information Architecture: [DESIGN & ITERATION] ► Card Sorting ► Sitemap ▶ User Flow **TEST** Usability Testing • User Feedbacks — Positive & Negative **DEFINE** Analysis Problem Statement • User Personas • User Stories **DEPLOY** • Design Sign Off • Coding & Development **RESEARCH** • User Research **MEASURE** • Interviews & Insights Business Metrics Competitive Analysis Analytics User Feedbacks

USER RESEARCH

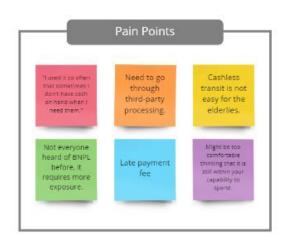
Surveys have been conducted and distributed via social media platforms to gather opinions from individuals, specifically students and working adults.

Survey Questions:

- How often do you use e-payment services?
- What are the advantages of using e-payment services?
- What are the disadvantages of using e-payment services?
- Have you heard of 'Buy Now Pay Later (BNPL)'?
- What are your challenges in using the current BNPL app in the market?
- Do you feel that using instalment buying is a good practice?

Card sorting was done to categorise and summarise the survey responses to have a better understanding of their standpoint for each question.









INTERVIEWS & INSIGHTS

A 15-minute 1-to-1 interview was also conducted with 10 of my target users. The interviews were conducted both online (on Zoom platform) and in-person depending on their convenience. All interviewees have used BNPL services before.

Some Interview Questions Include:

- Do you think BNPL is a good alternative for payments?
- Are you satisfied with the current BNPL app available in the market?
- What are some features you hope for in a BNPL app?
- Would BNPL services be more enticing if the platform offer rewards for each payment completed? (e.g. a loyalty program, milestone rewards)

Insights Concluded:

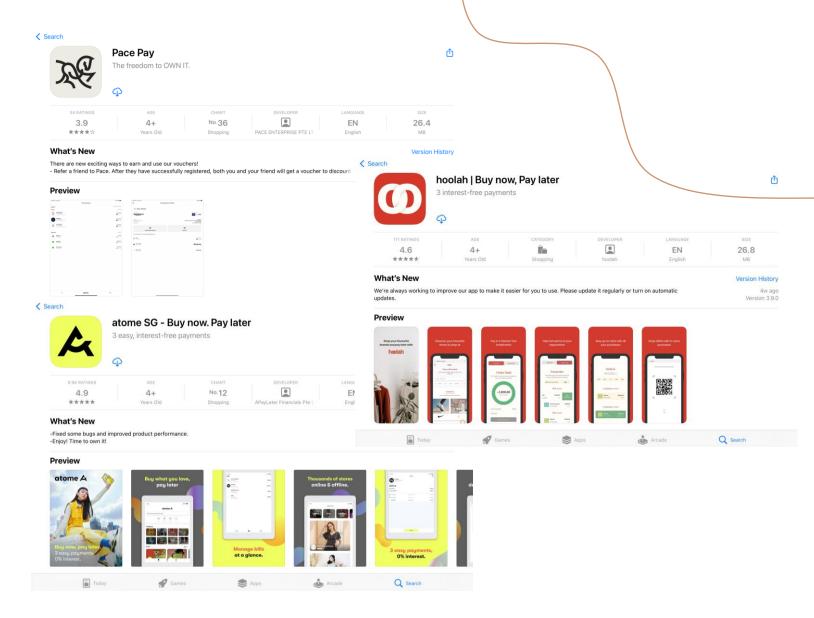
- Students tend to rely more on BNPL services even for small transaction. (e.g. paying for a haircut)
- IT students are concern with the app's security.
- "This is something like a credit card instalment plan with lower risk and commitment."
- Adults with good practice of financial discipline chose not to rely too much on BNLP.

These are some of the BNPL apps available in the market. Most of them offers a tenure of 3-months.

However, the payments to be credited for each month could still be beyond the capability of some individual for big ticket purchases.

Hence with YLITE, we sees it as an opportunity to provide instalment plans that are customizable (capped at 6-months) for each user.

COMPETITIVE ANALYSIS



UX DESIGN PROCESS

PROTOTYPE

- Low-Fidelity Paper Sketches
- Mid-Fidelity Wireframes
- High-Fidelity User Interface Design

IDEATION

- Crazy 8s
- Information Architecture:
 - ► Card Sorting
 - ► Sitemap
 - ► User Flow

DEFINE

- Problem Statement
- User Personas
- User Stories

RESEARCH

- User Research
- Interviews & Insights
- Competitive Analysis

[DESIGN & ITERATION]

TEST

- Usability Testing
- User Feedbacks Positive & Negative
- Analysis

DEPLOY

- Design Sign Off
- Coding & Development

MEASURE

- Business Metrics
- Analytics
- User Feedbacks



HOW MIGHT WE MOTIVATE USERS TO FULFIL THEIR PAYMENT ON TIME EVERY MONTH?





"I used to think that my designs are not good enough to be accepted by clients."

AGE 21

JOB TITLE Freelancer

STATUS Single

LOCATION Singapore

FAVORITE BRANDS

The Paper Bunny Love, Bonito USER PERSONA

Karina Chua

USER PERSONAS

ABOUT

Karina is polytechnic graduate and now a freelance web designer. She is taking a gap-year and have the intention to further her studies next year. She loves following local clothing brands and does shopping as a form of therapy to cope with her stress.

GOALS

- Become a web designer that is trusted by her clients
- Easily explain her design ideas to her clients

MOTIVATIONS

 Looking for BNPL services that provides better instalment plans to lighten her financial burdens each month

FRUSTRATIONS

- Hope to receive more rewards from the amount she spent
- Find it hard to control her overall spending, often stressed about her finance near to the end of the month

PERSONALITY





"Tech Enthusiasts"

AGE

JOB TITLE IT Undergraduate

STATUS Single

LOCATION Singapore

FAVORITE BRANDS





Marshall

USER PERSONA

Nigel Lee

USER PERSONAS

ABOUT

Nigel is a final year computer science undergraduate who prioritize his time studying and doing his personal tech project. He often goes to the gym and spends his free time playing games with his friends online.

GOALS

25

- Become a software engineer that allows him to gain more knowledge on new technologies
- To be able to afford and try out new gadgets that he finds it cool in the market

MOTIVATIONS

- Loves to spend on new tech equipment and gadgets
- Occasionally does impulse purchases on in-game currencies

FRUSTRATIONS

 Unsure if the app is secure enough to perform big ticket transaction

PERSONALITY





"I aim to have a happier and higher quality lifestyle."

AGE 35

JOB TITLE Marketing Manager

STATUS Married

LOCATION Singapore

FAVORITE BRANDS

Crate&Barrel

dyson



HermanMiller

USER PERSONA

Irene Ang

USER PERSONAS

ABOUT

Despite being a marketing manager, Irene loves to explore interior designing which explains her constant changes to her house. She is a mother of 2 and strives to provide the best for her children.

GOALS

- Work hard and build a loving home for her family
- Venture into interior designing in the future

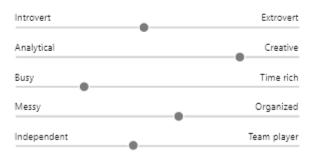
FRUSTRATIONS

 Skeptical to use BNPL services as it is still fresh in the finance industry

MOTIVATIONS

- To create the best learning environment for her kids
- She pampers herself on beauty services to reward herself for her hard work

PERSONALITY



USER STORIES

MUST-HAVES

• • •

As a user, I would like the app to be secure (e.g. connect to SingPass) to prevent unauthorised access to our data.

As a user, I want to have more flexible instalment plans.

As a user, I want to be able to choose the amount for my initial payment.

As a user, I want to be able to pay my bills as and when I can.

As a user, I want the app to be as universal as possible.

+ Add a card



As a mother, I want to have a better reward system (e.g. more discount options) to cut down on family expenses.

As a user, I want to be able to choose my desired payment account before every deduction.

As a user, I want to search for all the merchant partners on the app to find out the platforms where I can use this service.

+ Add a card

COULD-HAVES

As a user, I want to have a finance tracker implement in the app to track my overall expenditure.

As a user, I want to have custom notifications to notify me before the due date for each payment.

+ Add a card

WOULD NOT-HAVES

As a user, I want to be able to shop on the app itself.

As a student, I want to use this service to pay for tuition fees.

+ Add a card

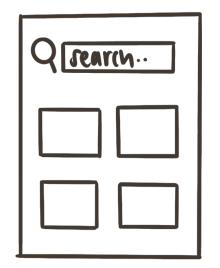


UX DESIGN PROCESS PROTOTYPE • Low-Fidelity — Paper Sketches • Mid-Fidelity — Wireframes **IDEATION** • High-Fidelity — User Interface Design Crazy 8s • Information Architecture: [DESIGN & ITERATION] ► Card Sorting ► Sitemap ▶ User Flow **TEST** Usability Testing • User Feedbacks — Positive & Negative **DEFINE** Analysis Problem Statement • User Personas • User Stories **DEPLOY** • Design Sign Off Coding & Development **RESEARCH** • User Research **MEASURE** • Interviews & Insights Business Metrics • Competitive Analysis Analytics User Feedbacks

CRAZY 8S







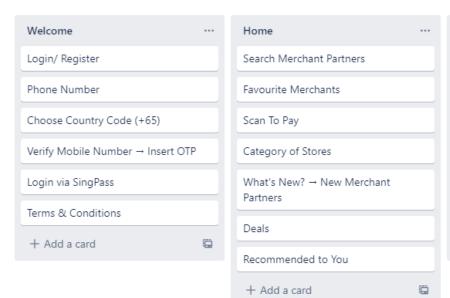


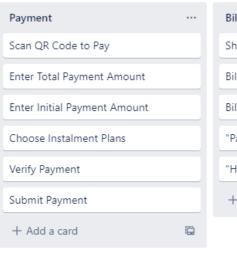
TOTAL
1010 POINTS
180 POINTS
to next tier!

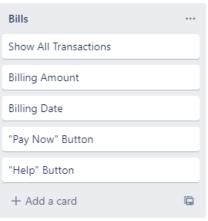






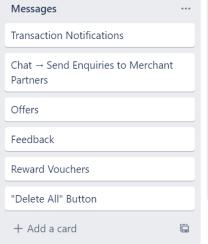


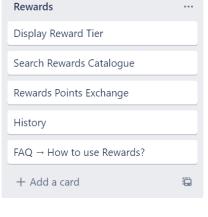


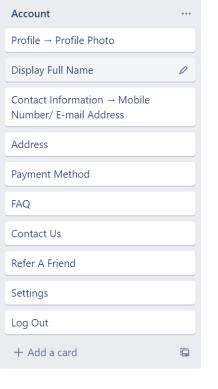




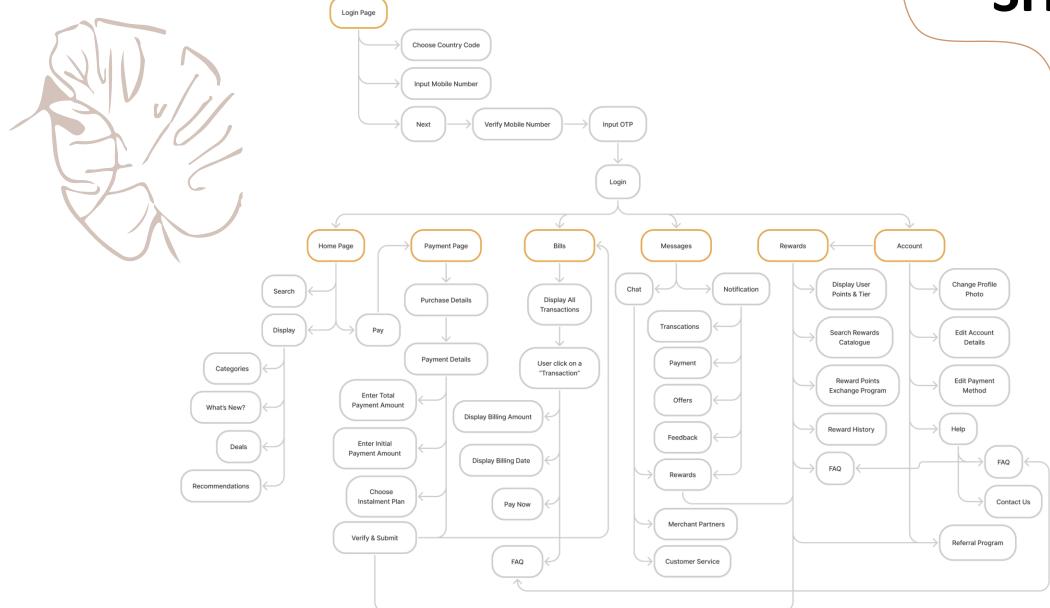






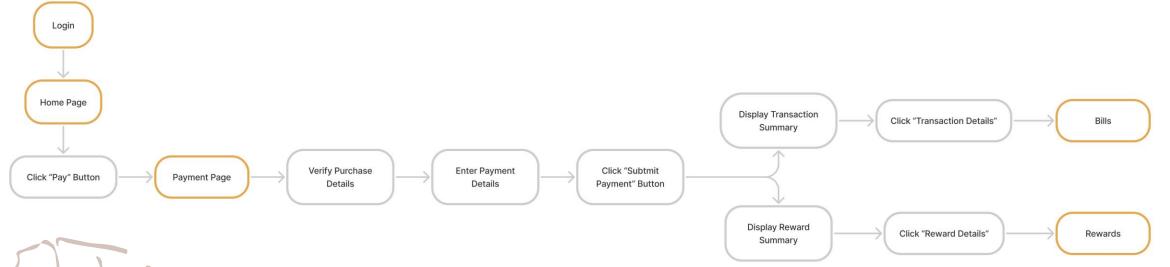


SITEMAP



USER FLOW

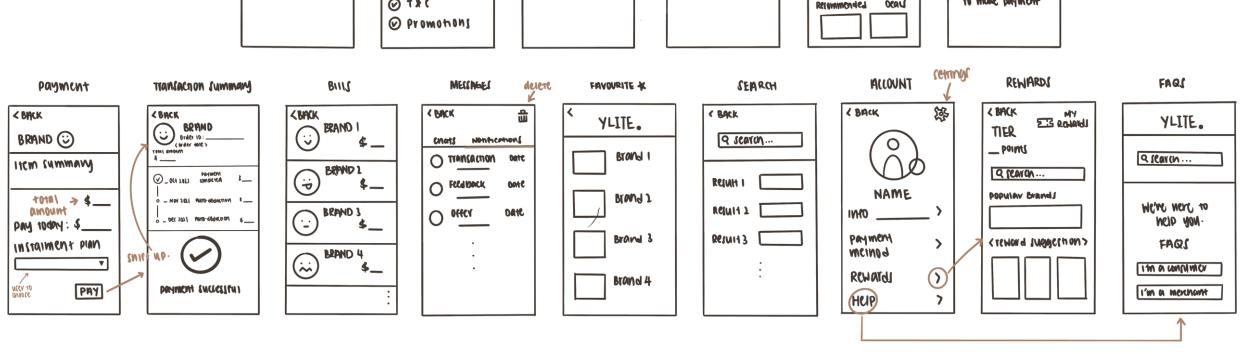
From the sitemap, I have identified and designed a path that allows user to make a transaction and then direct them to YLITE's reward program page to view the rewards given by the transaction.

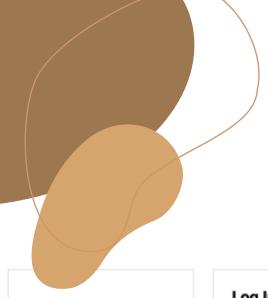




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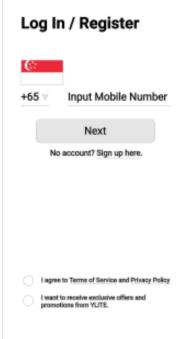
LOW-FIDELITY PROTOTYPE favourne HOME PAGE SCAN QR CODE LOADING PAGE VERIFYING OTP PAGE LOGIN PAGE JIGH W PAGE LOGIN/ REGISTEY < BACK 4 BACK < BACK YLITE. scan ar code - (OUNTM) COde venty mobile no. Brand 1090 k f109 d Icaian A 4-MAIL VENTICATION LOSE MAS YLITE. PAY EMON DROWN Next YLITE. +65 Brand's events & NO ACCOUNT? SIGN UP HETC. RESEND (60s) LNortonique Next CATCOOM SPEI AB WOLLSON SINGPASS LOGIN WHININ THE FRAME to make payment O TRI DEAL O Promotions





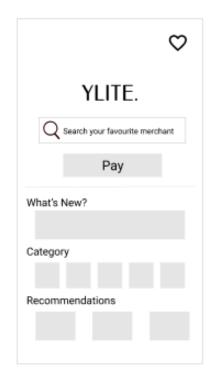
MID-FIDELITY PROTOTYPE







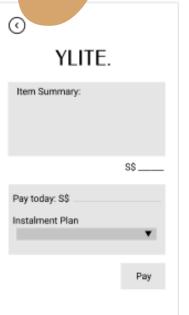


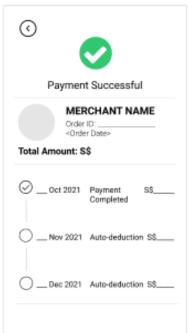


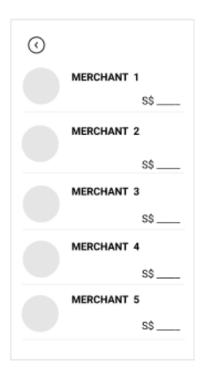


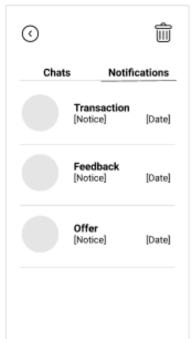
© YLITE

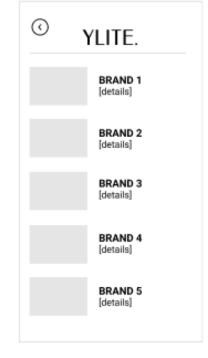
MID-FIDELITY PROTOTYPE

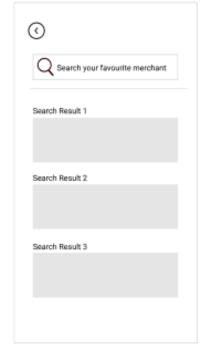




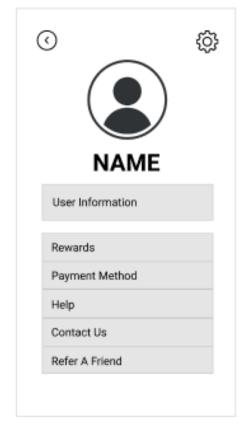


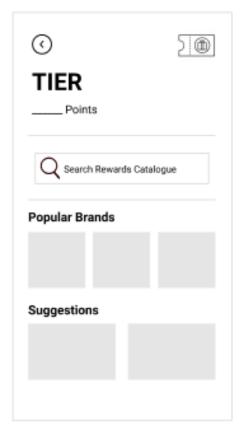


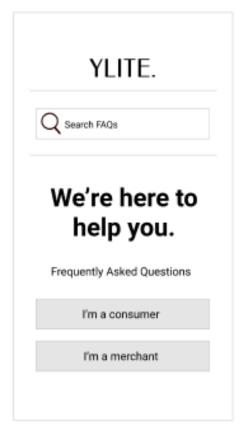




MID-FIDELITY PROTOTYPE







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USABILITY TESTING

- To determine if YLITE intuitive to use without guidance
- To identify potential complications in the app
- To gather feedback about the app in terms of aesthetics and functionality



Positive ©

- Simple and minimalist design
- Pretty intuitive, easy for new users to grasp
- Provides basic functionalities of BNPL apps
- Instalment plans are broken down and shown clearly
- Visually pleasing

Negative 😊

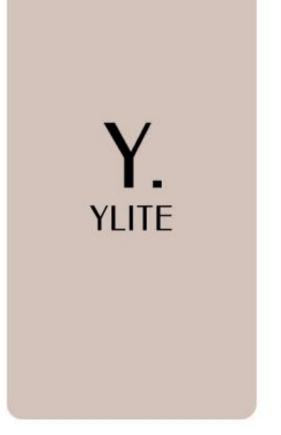
- Does not provide a loyalty programme yet
- Can include an overview page that shows the overall amount spend in the account
- ullet Unsure if the app is secure yet ightarrow can include more details on data and privacy protection
- ullet Unable to perform refund through the app itself o have to do it externally by contacting merchant partner

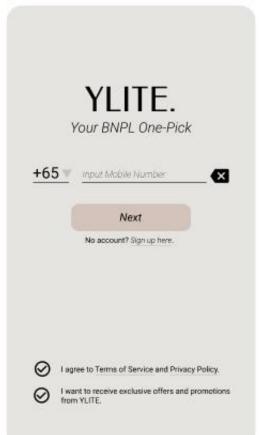
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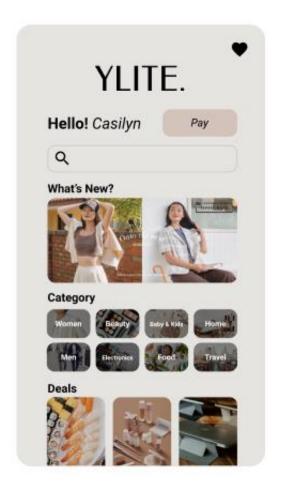




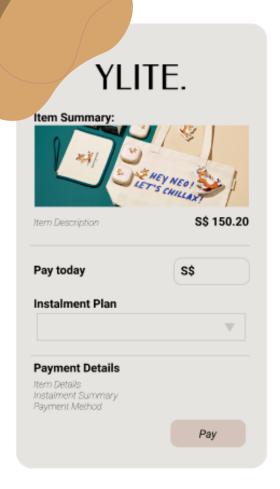
HIGH-FIDELITY PROTOTYPE

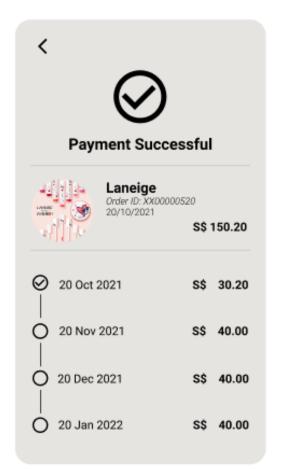


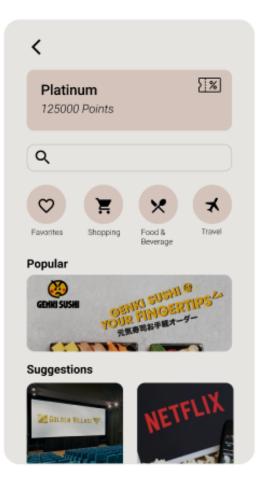


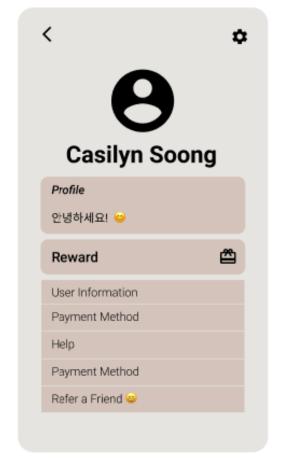


HIGH-FIDELITY PROTOTYPE











REFLECTION



REFLECTION

01

I learnt that anyone could try out and do UX Design if they are interested, it is not only for the ones who are more creative and artistically talented.

02

I used to complicate Web Development with UX and UI Design, now I understand that they are related to one another but consists of different development process.

03

Overall, this course provides a great opportunity for me to experience the workflow of UX Design, and to determine if I would want to pursue UX Design as a career in the future.

THANK YOU

