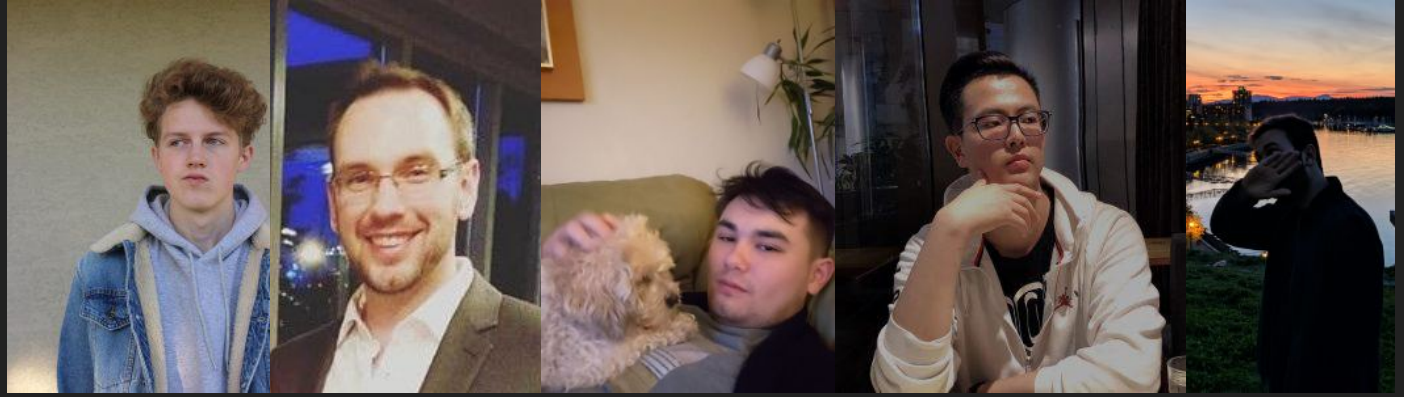


Final Presentation

SENG 310 - Human Computer Interaction

Gamers United

Cameron Drummond, Cameron Lindsay, Kelvin Leung, Shuhao (Paul) Zhang, Omar Kawach

Project overview (goals and motivation)

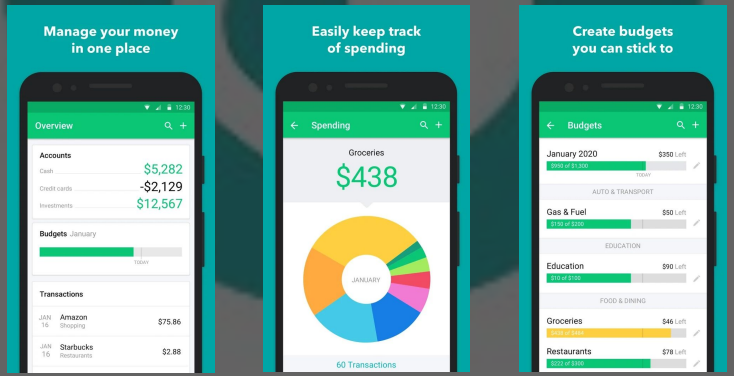
- Goals
  - Gain insight on how individuals manage their financial account.
  - Gain insight on individuals' receptivity to using mobile software to aid in their financial management.

- Motivation
  - Help individuals manage their finances
  - Help individuals with their financial literacy
  - To design a UI that is intuitively understood by users
  - To improve upon current financial management applications

Brief related work

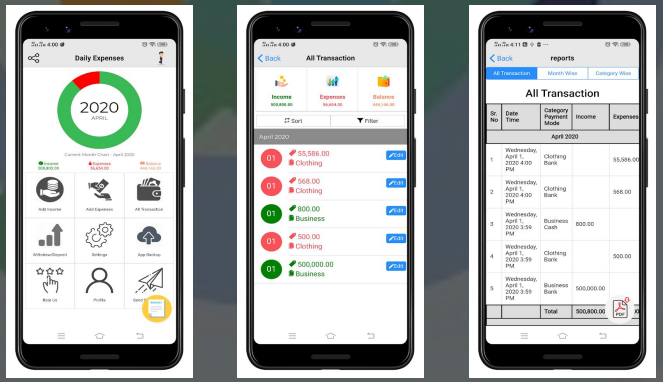
Mint

A financial app to manage budget, bills, and finances.



Expense Manager

An income and expenses manager



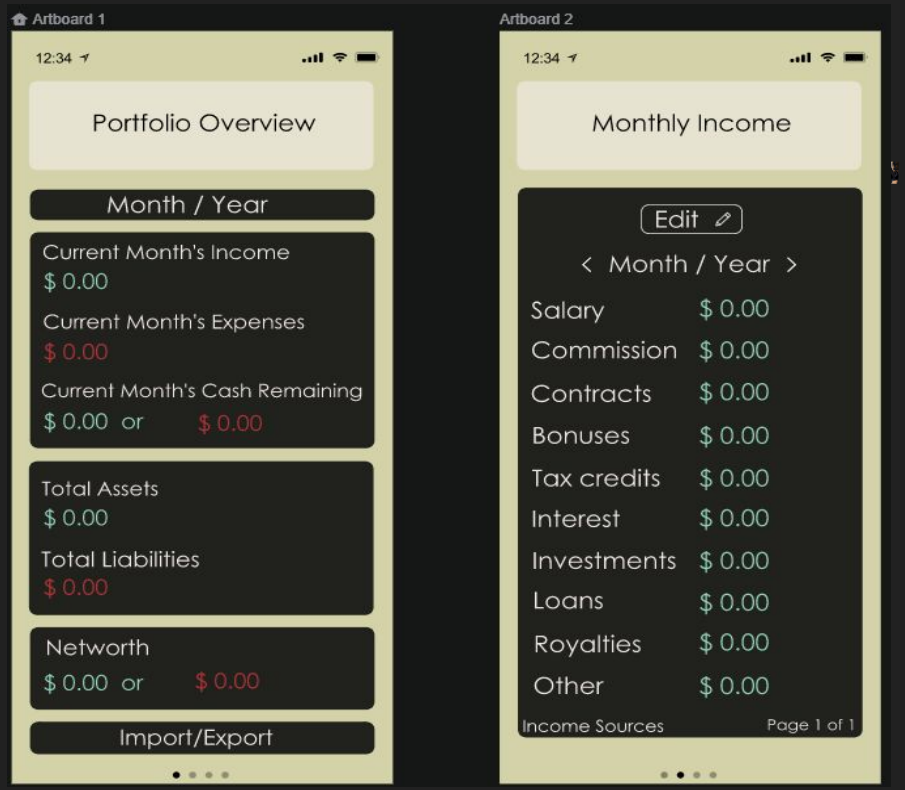
Key user research findings

1. **Absolutely Must Include:**
   a. Look up financial definitions
   b. Set reminders for recurring tasks
   c. Export financial data as a spreadsheet

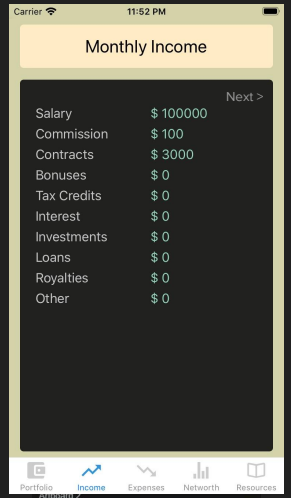
2. **Should Include:**
   a. Multiuser support
   b. UI colour customization

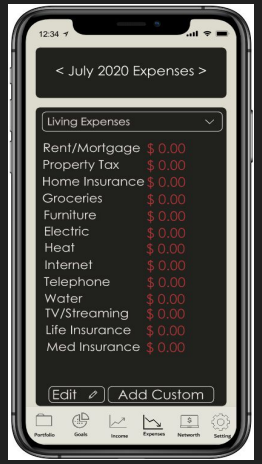
3. **Could Include:**
   a. Invest through application
   b. Follow stock changes

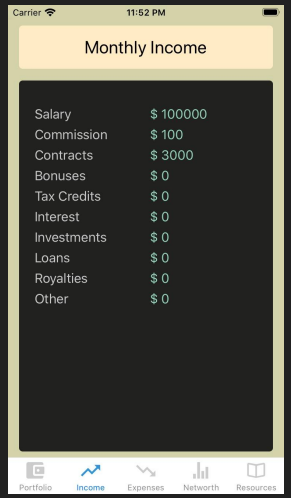
4. **Exclude:**
   a. Advertisements



Prototype evolution







Second Iteration

Before: Users navigated expenses/income pages by clicking ‘next’

After: Individual pages are categorized into a dropdown menu for direct navigation

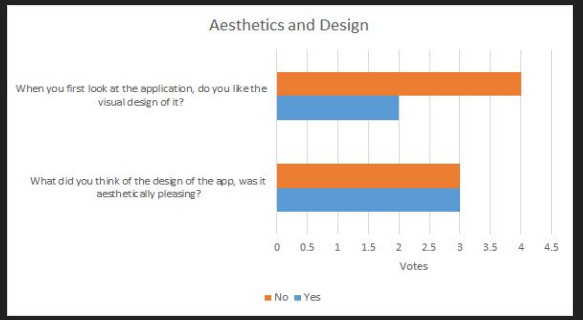
First Iteration

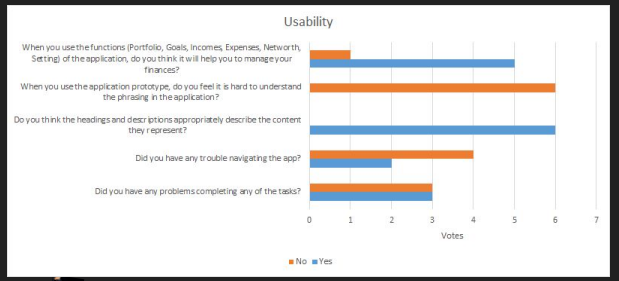
Before: Four dots at the bottom of application indicated screen being viewed

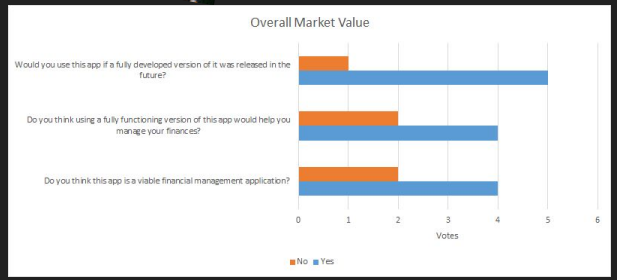
After: Navigational buttons were implemented for direct navigation

Key final user evaluation results

- Participants claimed aesthetic was too ‘plain’ or ‘dark’
- Easy to understand, but participants had issues navigating dates
- Would likely use it when released, but only if issues are resolved
- Overall favorable rating of **4.2/5**

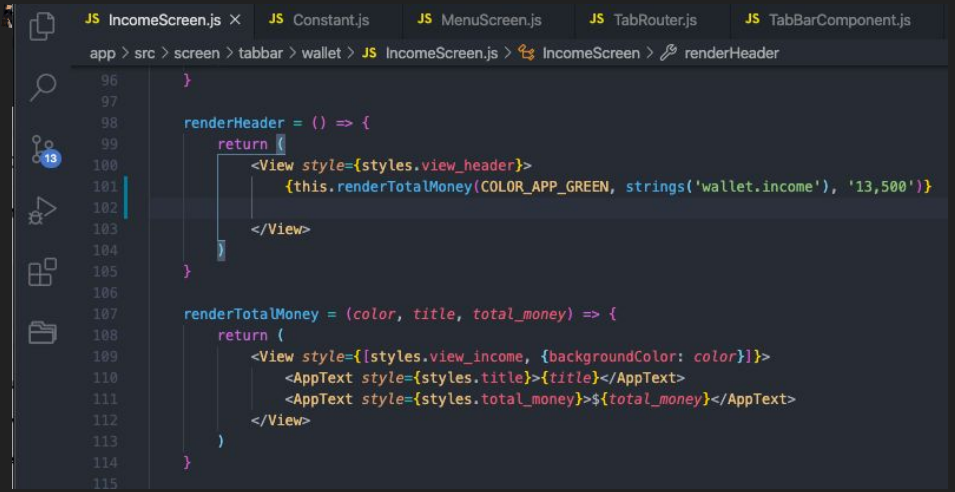


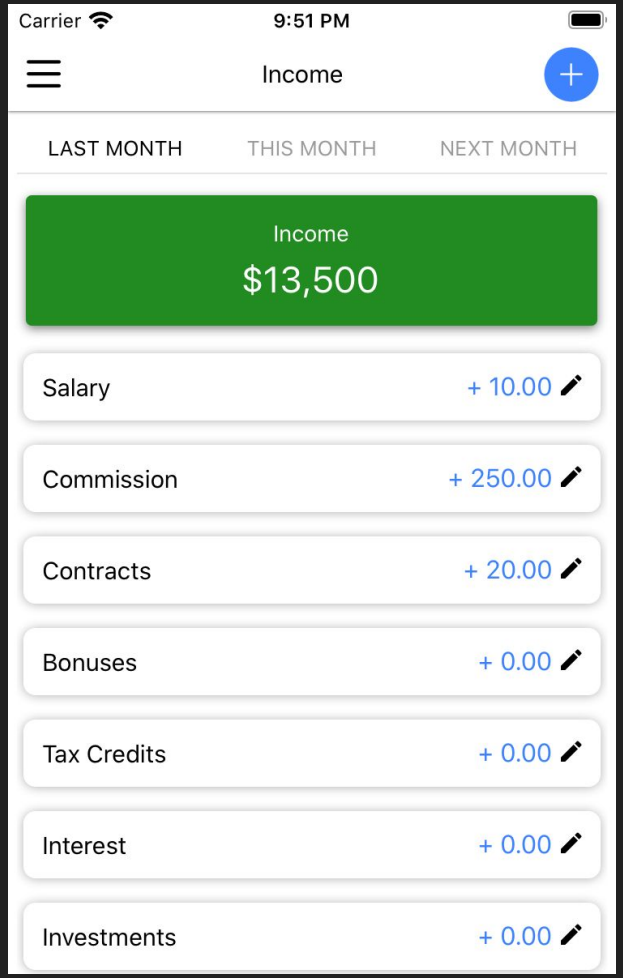




Future work

- Some of us are currently developing the app using React Native framework

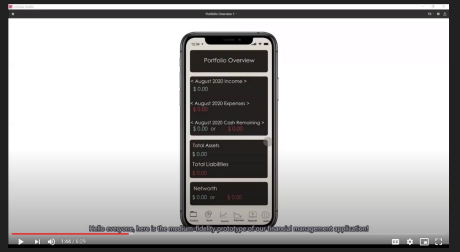




Conclusion: highlighting contributions of group members

During these tasks, we will not provide any further instructions to the user, asking them to complete the task on their own. Ethnographic methodologies will be utilized here, including the observation and documentation of user approaches to each task. To remove the potential awkwardness of thinking aloud during each task, we will ask the user what their thought process is behind performing an action and the function of specific design elements utilized in their completion of the task. Should the users have any questions or be unable to complete the task without assistance, we will document the issue and intervene if necessary. Following the completion of each task, we'll request a user comment or criticize the implementation. Documented feedback and recommendations taken during the evaluations will be compared to previous heuristic evaluations conducted by the researchers.

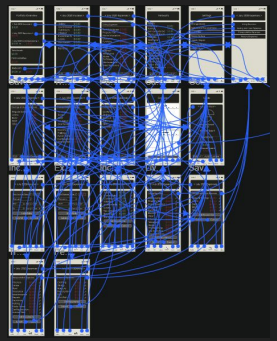
A potential issue arises should the user not have InVision readily accessible on their local device. This would render our ability to provide the user with a copy of our medium fidelity mockup for testing and evaluation. To resolve this likely issue, we will allow the user to navigate the medium fidelity mockup through the researchers computer via Zooms remote access features. As mentioned previously, limitations with InVision require us to link to a new page over implementing an overlay or window over the initially viewed page. As this is a medium fidelity prototype, no functional aspects will have been implemented and values inputted by the user will not appear or be used in tasks. To our knowledge, there is no known strategy to resolve these issues other than letting users know of these limitations and lack of backend development prior to evaluation. While thoroughly tested by the researchers during development, if there are any technical errors in our medium fidelity prototype (for example buttons that have undesired outcomes), we will document these errors and apply appropriate fixes. We will also look into strategies that will reduce or eliminate these errors in the later development stages of the application.



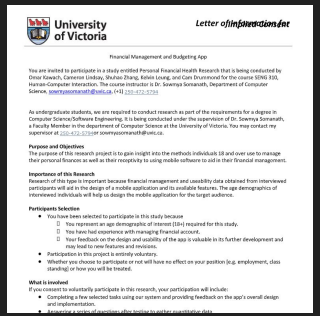
Cameron L: ~~Made us sound good~~ Editor

Omar: Low and Medium fidelity prototype Artboards

Paul: Videos presentations



Cam D: Interactivity of prototypes



University of Victoria

Letter of Information and Consent

Financial Management and Budgeting App

You are invited to participate in a study entitled Personal Financial Health Research that is being conducted by Omar Kowach, Cameron Lindsay, Shuhao Zhang, Kelvin Leung, and Cam Drummond for the course SENG 310, Human-Computer Interaction. The course instructor is Dr. Sowmya Somanath, Department of Computer Science, sowmyasomanath@uvic.ca, (+1) 250-472-5734

As undergraduate students, we are required to conduct research as part of the requirements for a degree in Computer Science/Software Engineering. It is being conducted under the supervision of Dr. Sowmya Somanath, a Faculty Member in the department of Computer Science at the University of Victoria. You may contact my supervisor at 250-472-5734 or sowmyasomanath@uvic.ca.

Purpose and Objectives

The purpose of this research project is to gain insight into the methods individuals 18 and over use to manage their personal finances as well as their receptivity to using mobile software to aid in their financial management.

Importance of this Research

Research of this type is important because financial management and useability data obtained from interviewed participants will aid in the design of a mobile application and its available features. The age demographics of interviewed individuals will help us design this mobile application for the target audience.

Participants Selection

- You have been selected to participate in this study because
  - You represent an age demographic of interest (18+) required for this study.
  - You have had experience with managing financial account.
  - Your feedback on the design and usability of the app is valuable in its further development and may lead to new features and revisions.
- Participation in this project is entirely voluntary.
- Whether you choose to participate or not will have no effect on your position [e.g. employment, class standing] or how you will be treated.

What is involved

If you consent to voluntarily participate in this research, your participation will include:

- Completing a few selected tasks using our system and providing feedback on the app's overall design and implementation.
- Answering a series of questions after testing to gather quantitative data.

Kelvin: Consent Forms, Overall Support

Questions?