

# POINTS WALLET

CLIENT: PERSONAL PROJECT

## What is Points Wallet?

Its an app that organized and store all your credit card rewards in one place that keep an eye on your points. This app eliminates the time getting confused on how to redeem points on their bank sites.

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## What makes Points Wallet unique?

Simple and easy to use app that stores all your points and matched an amount money in one place. Users are able to maximize rewards for the next getaway, cash backs or gift cards. Points wallet also give you a recommendation on where to spend your points.

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## Roles & Responsibilities

- Idea conceptualization
- User Research
- Product user flows and wireframes
- UI/UX interface design

# POINTS WALLET

- 01. PROBLEM AND GOALS
- 02. THE PROCESS
- 03. USER RESEARCH
- 04. IDEATION-SKETCHING IDEAS
- 05. FLOWS
- 06. SCREEN FLOWS
- 07. DETAILED DESIGN



## PROBLEM

As much as how we enjoy thinking about the benefits we get from our credit cards we end up lacking time to figure out how rewards works and also we keep loosing track of our points and some expires.

## GOAL

My goal is to make an app that eliminates the time getting confused on how to redeem points with their bank sites and how they can maximize rewards by easily tracking and monitor any rewards programs.

# POINTS WALLET

# PROCESS

01. PROBLEM AND GOALS

02. THE PROCESS

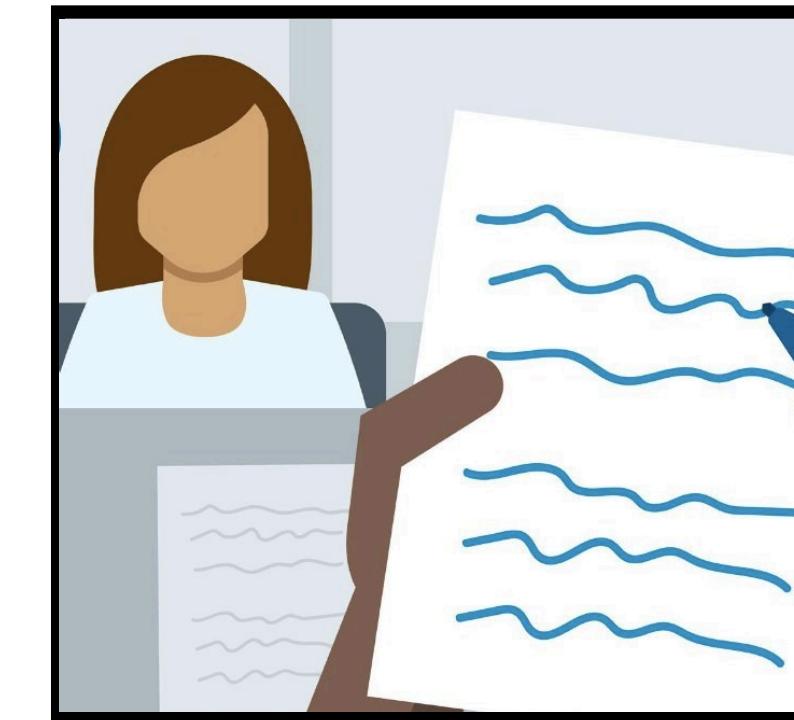
03. USER RESEARCH

04. IDEATION-SKETCHING IDEAS

05. FLOWS

06. SCREEN FLOWS

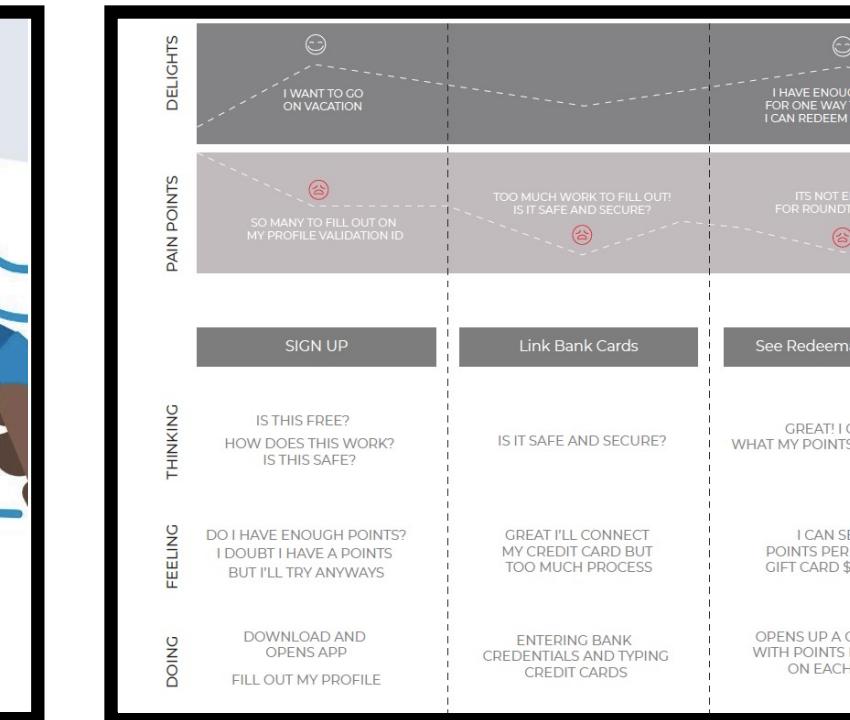
07. DETAILED DESIGN



## INTERVIEW

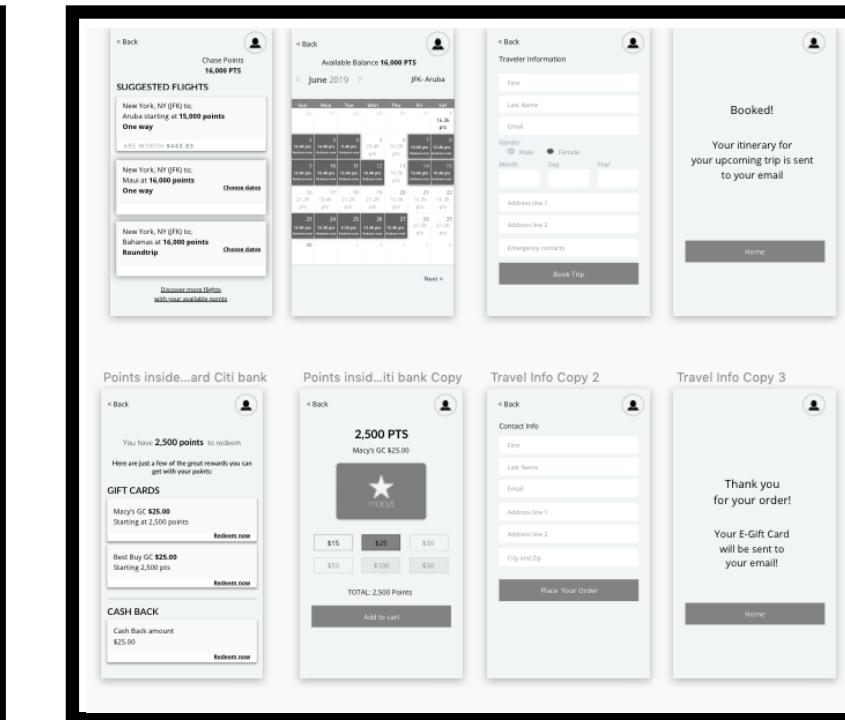
Discovering the frustration of credit card holders and their process of redeeming points experience

Create a prototype to help credit card users to organize and store all rewards program in one place.



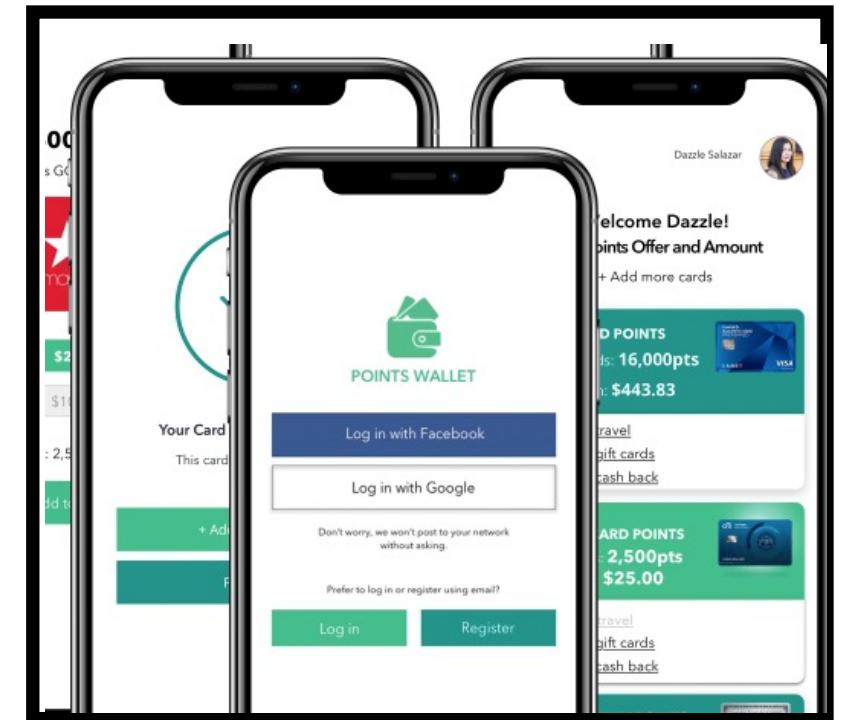
## USER FLOWS

Defining user scenarios by creating story board and user journey flows



## PROTOTYPING

Prototyping and user testing using sketch and envision



## VISUAL DESIGN

Polishing into Visual Design

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**03. USER RESEARCH**

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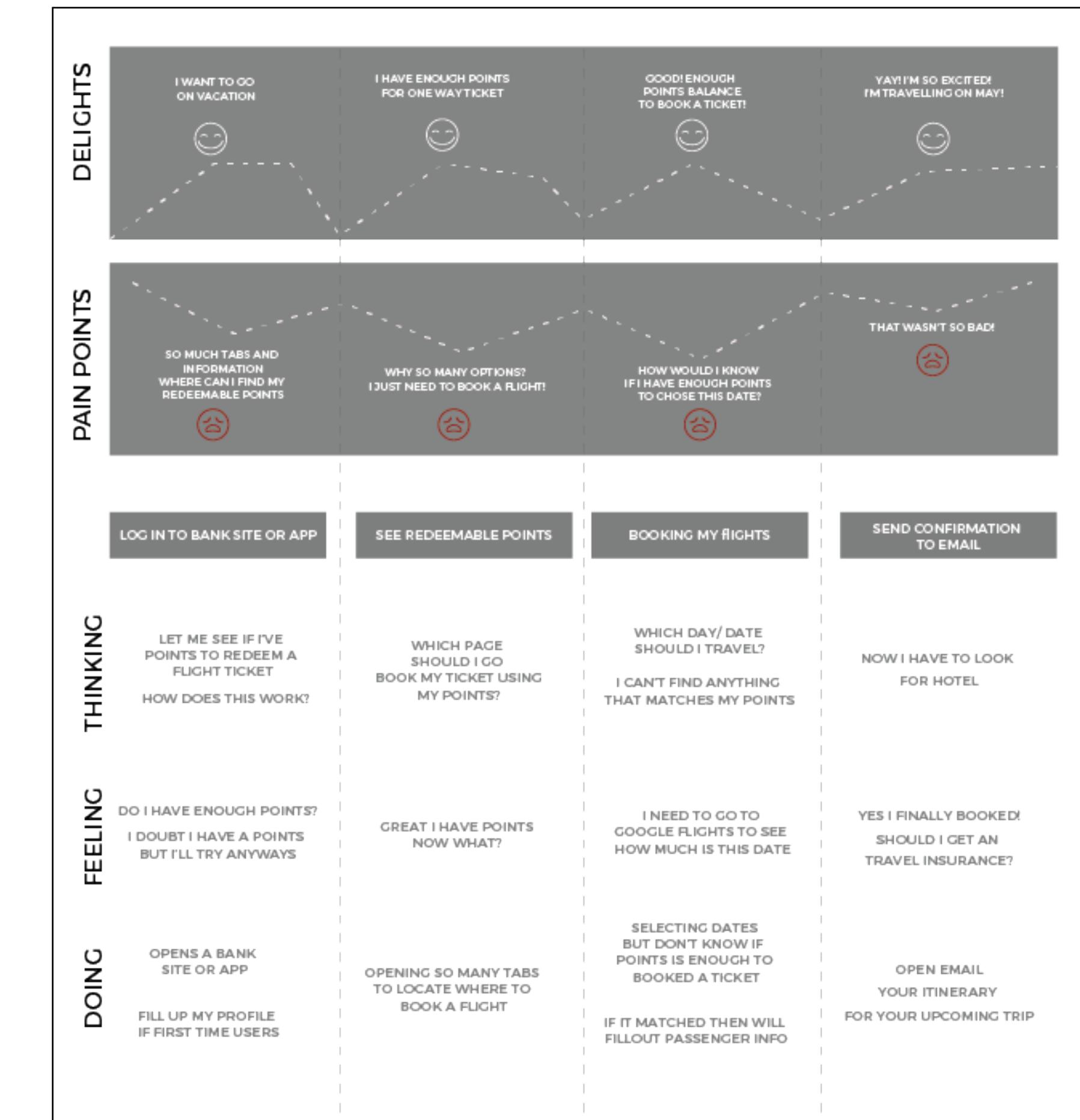
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## AFFINITY DIAGRAMMING

I have created affinity diagram collected from the 10 interviews I've conducted. I've gathered all user insights to create ideas on designing the app



## USER JOURNEY MAP

This is time we're I've Identified the all the touch points in a users interaction with their bank site/apps. I also located the pain points of the user whenever they where trying to redeem a points.

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# IDEATION

Quick exercise to sketch ideas



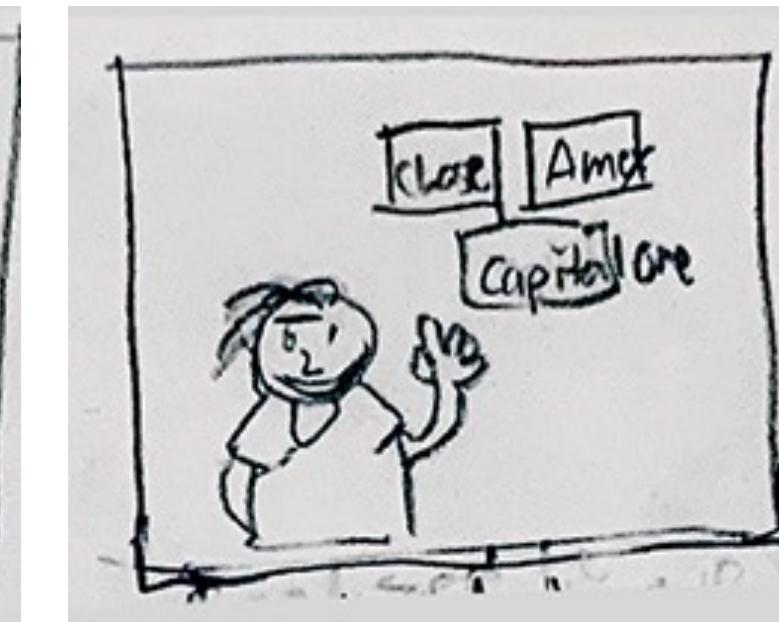
THINKING OF TRAVELING

Joe wants to take a break from work and he's planning to go on a vacation



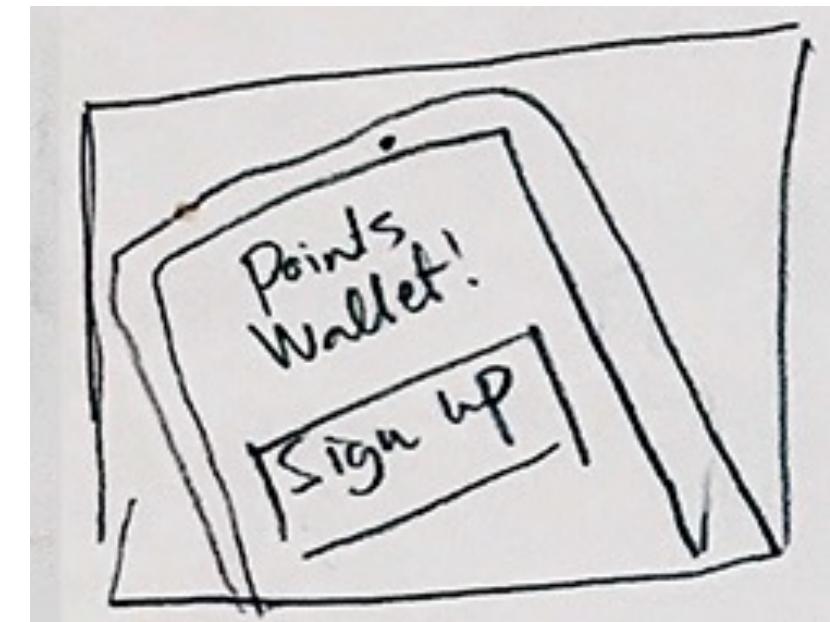
CHECK BANK BALANCE

Checkout if he has enough money to book a flight ticket



LOOKING INTO BANKS SITE

While he got so many credit cards, he wanted to check if has enough points to redeem.



SIGN UP TO  
POINTS WALLET



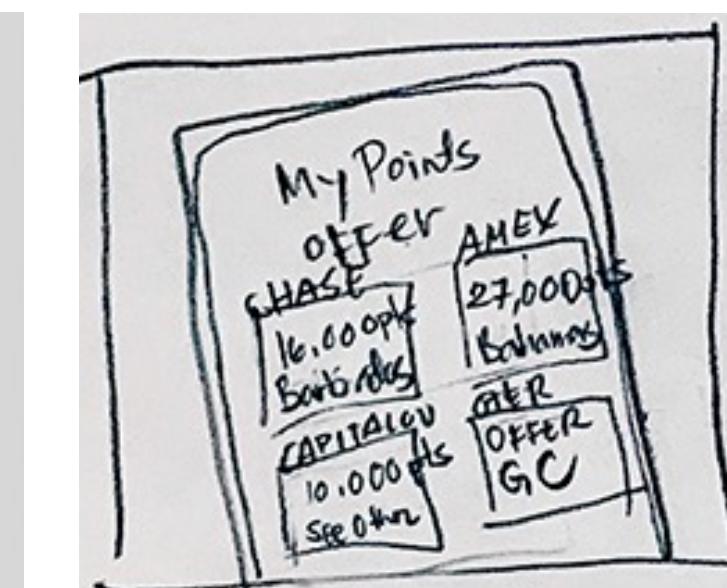
LINK ALL CARDS

Since he's too lazy to check all the credit card sites, he can just link all his credit card to the app



SUCCESSFULLY LINK

All credit card has been linked to the apps



MY POINTS OFFER

Generates all POINTS BALANCE from all the credit card he uploaded.



BOOKING CALENDAR

A calendars that provides information about dates that accepts his points

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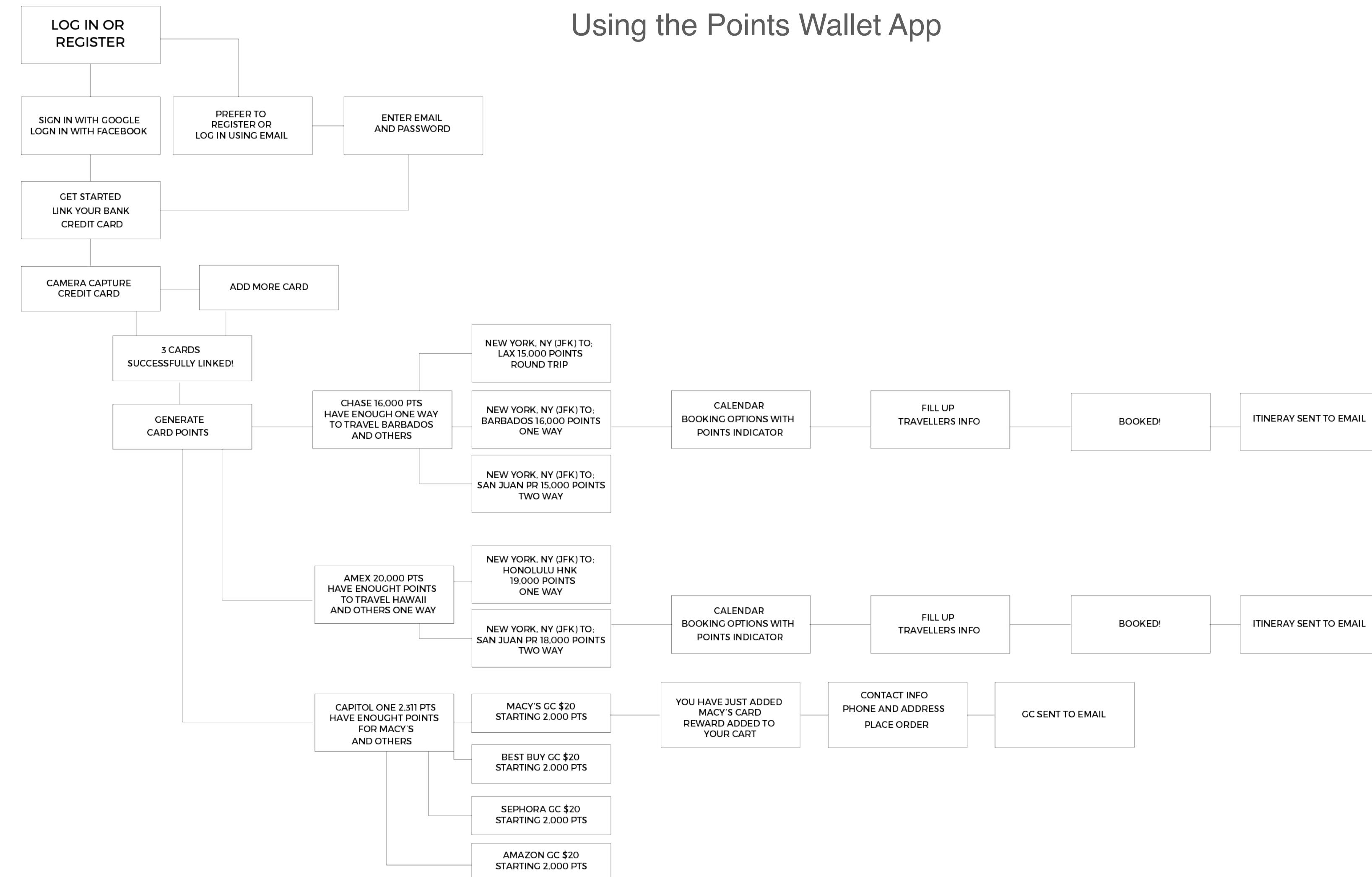
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# USERFLOW

Using the Points Wallet App



# POINTS WALLET

# SCREEN FLOW

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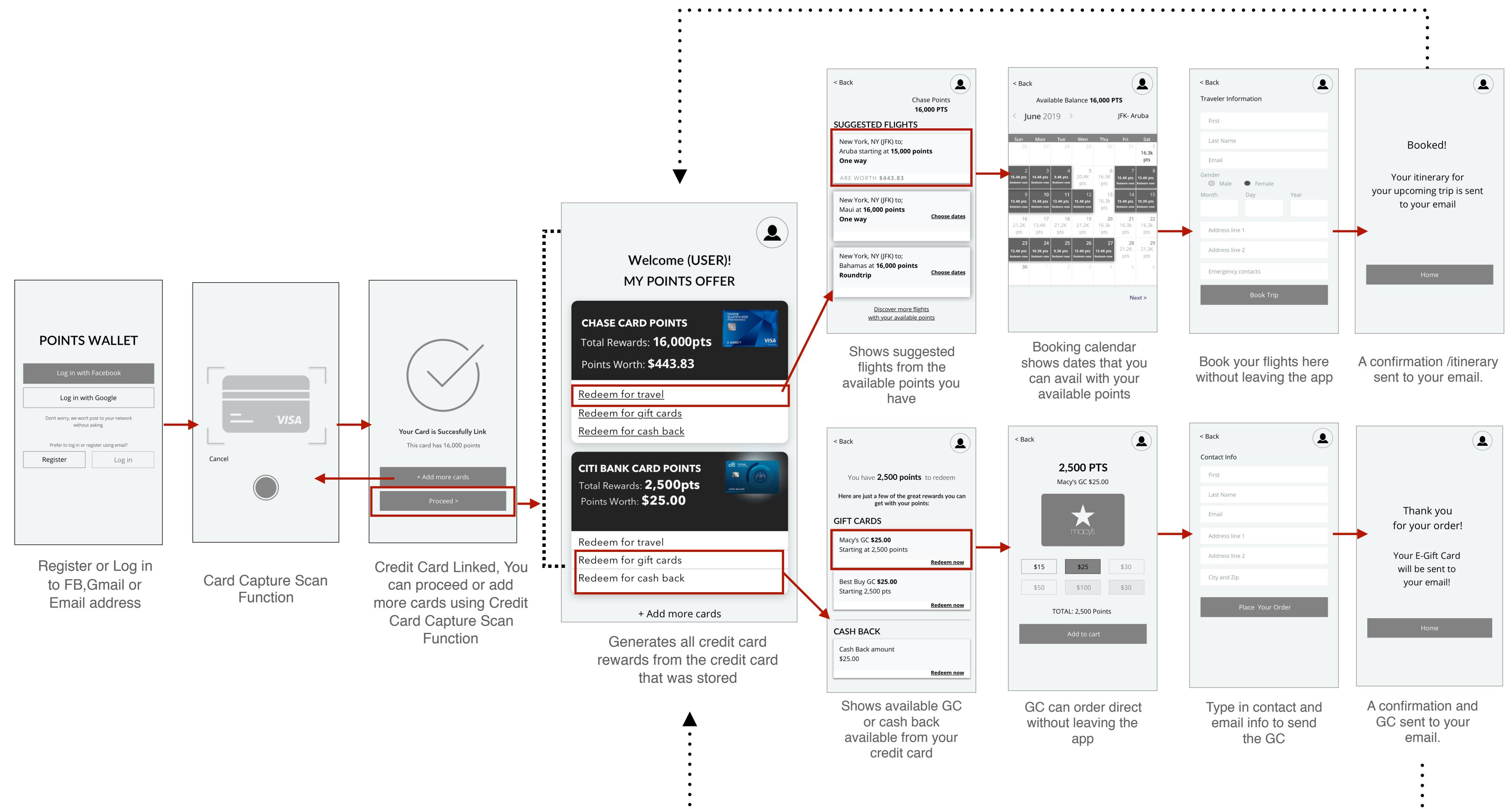
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Mapping out the Experience



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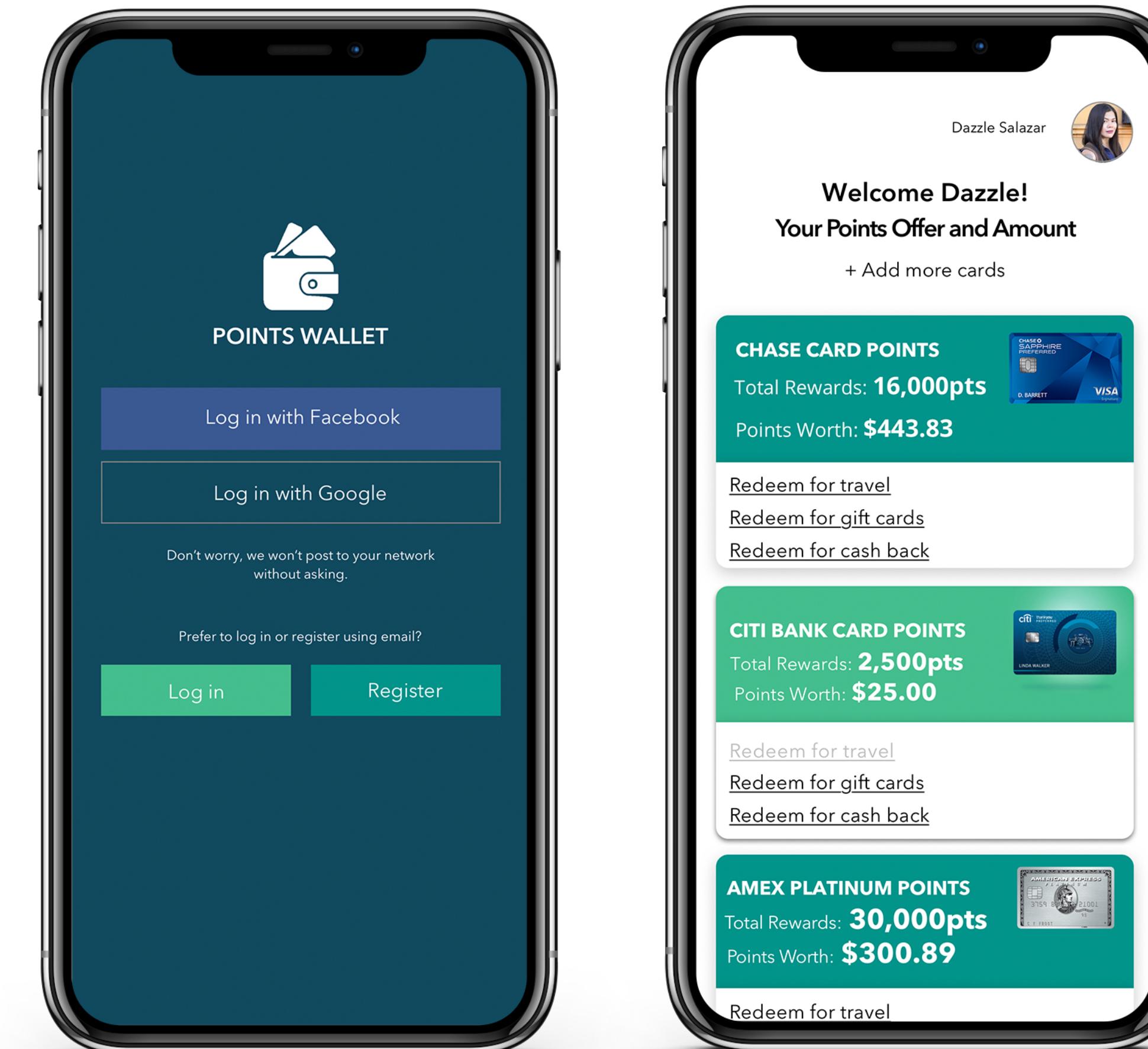
06. SCREEN FLOWS

07. DETAILED DESIGN

Introducing Points Wallet

# DETAILED DESIGN

High fidelity screens established a realistic experience to encourage useful usability testing feedback



Register or Log in Page

Generates all credit card rewards from the credit card that was stored

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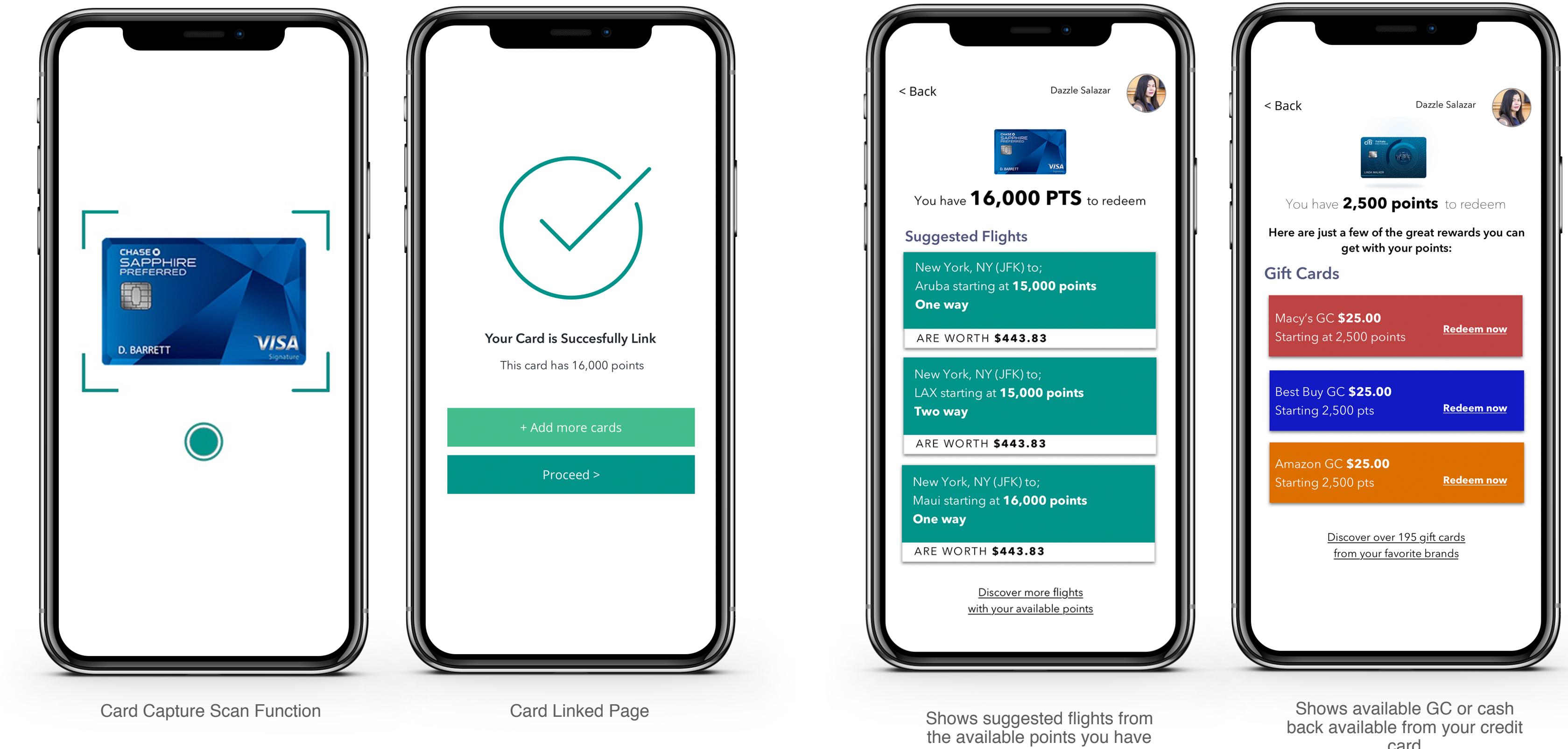
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# DETAILED DESIGN

Introducing Points Wallet



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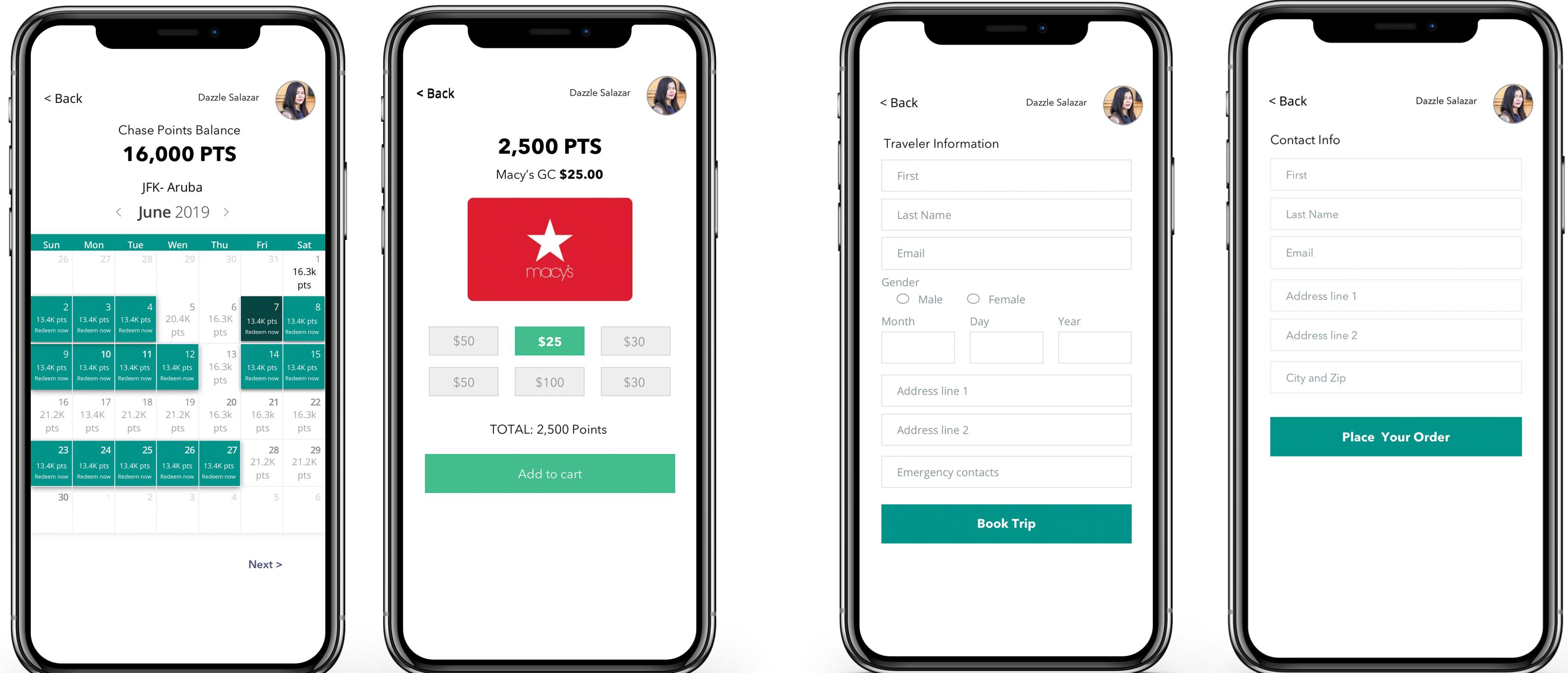
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# DETAILED DESIGN

Introducing Points Wallet



Booking calendar shows dates  
that you can avail with your  
available points

GC can order direct without leaving  
the app

Book your flights here  
without leaving the app

Type in contact and email info to  
send the GC