IE-418
UX Design of Mobile Application

How Might We?

Personal Finance Application

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1. HMW enable users to easily track their spending?
2. HMW present financial data in a way that is easy to understand and actionable?
3. HMW help users set realistic saving goals based on their income and spending behavior?
4. HMW encourage users to set and stick to financial goals?
5. HMW we reward the users for achieving their goals?
6. HMW adapt the app to users with varying levels of financial literacy, ensuring simplicity and clarity for all?
7. HMW design a notification system to remind users about their goals?
8. HMW design a system to nudge the users who go offtrack from their goals and make them take their goals seriously?
9. HMW build a feature where users can share their achievements with others (family/friends) ?
10. HMW ensure remain engaged with the app and visit it daily to register their expenses?
11. HMW ensure that users feel secure sharing their financial data?
12. HMW we gamify financial habits to make saving and budgeting fun?
13. HMW teach users financial literacy within the app?