

Oz Fair.

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Assessment Task 3

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## AGENDA







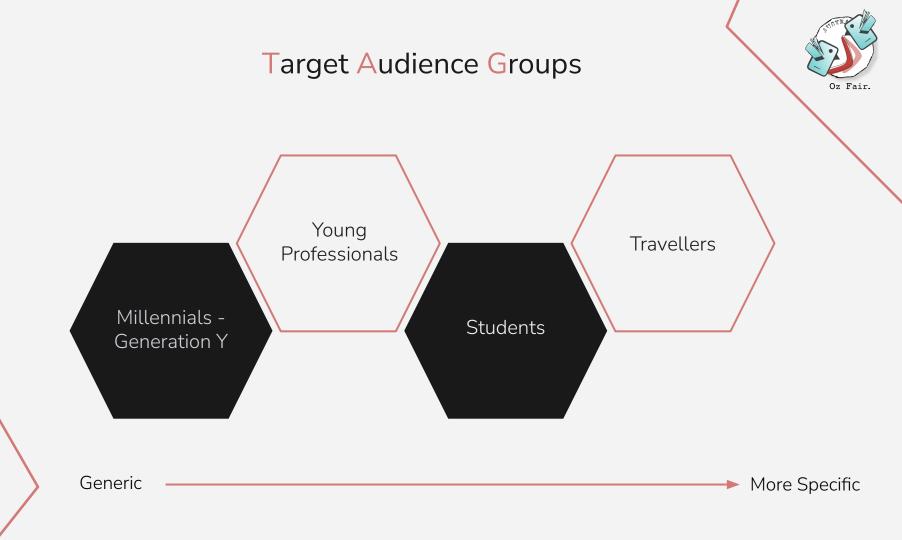






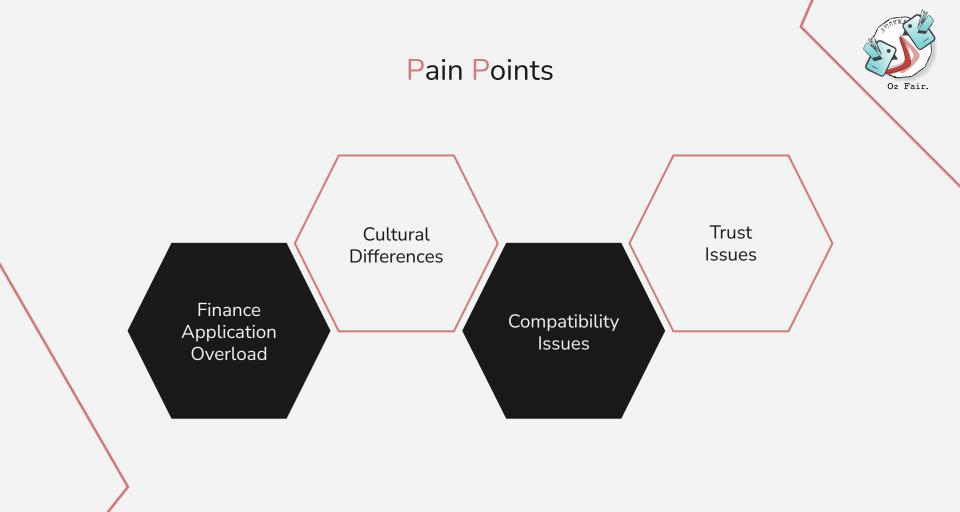
Target Audience





Problem Scope











#### Sector: Mobile Application Market for Finance & Banking (iOS)

- Mobile banking market size volume (in \$bn) has multiplied by more than ten between 2015 (0.6) and 2021 (6.8)
- Leading competitors and 'neobanks' are:
   NuBank, Revolut, Splitwise

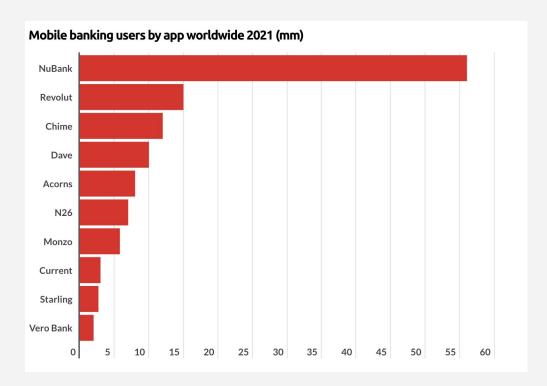
#### Market Comparison





**NuBank** 

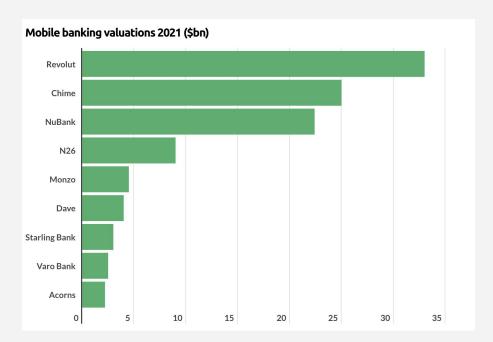
Largest Neobank in the world with more than 56 Mio. users, manly in South and Middle America



Source: https://www.businessofapps.com/data/mobile-banking-app-market/







Revolut

The highest valued neobank in 2021, with the most specific and outstanding key functionalities.

Source: https://www.businessofapps.com/data/mobile-banking-app-market/

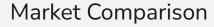
### Market Comparison





#### **Splitwise**

Highest ranked free application for shared expenses in the Finance section of the App Store & millions active users worldwide







#### Revolut

- Global Transfers with low exchange costs
- Easy, instant, and free payments to other
   Revolut users
- Trading
  Functionalities(e.g. cryptocurrency)



#### NuBank

- Ordinary online banking functionalities (transfers, savings, and withdrawals)
- Trustworthiness and independence



#### **Splitwise**

- Create groups or private friendships for splitting expenses
- Add expenses, IOUs, or informal debts in any currency

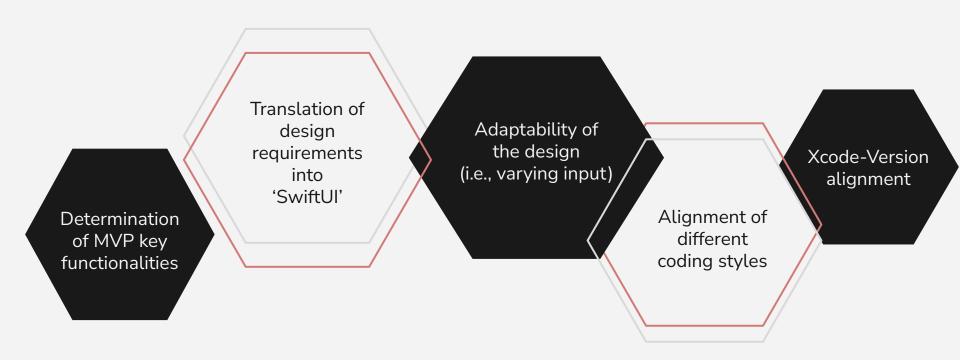






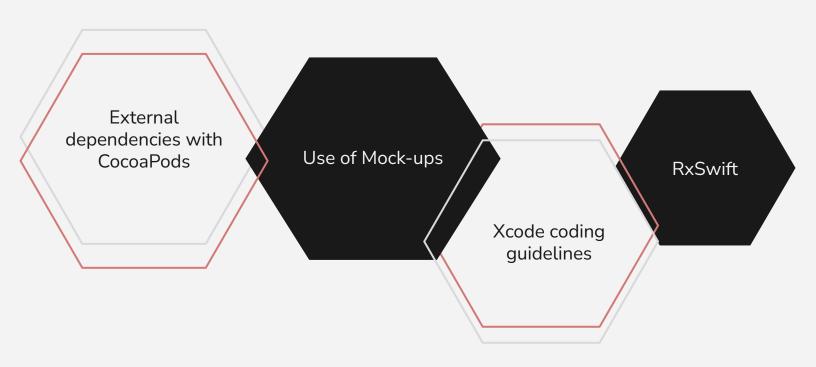
## Design & Coding Challenges





#### Frameworks & Services







# Iterative Product Design Cycle (MVP)



# 1. Requirements & Planning

- Gathering assignment requirements
- Define team responsibilities
- Schedule milestones

#### 2. Design

- Step1: MVP description
- Step2: Low-fidelity Figma design
- Step3: High-fidelity Figma design

## 4. Testing Evaluation

- Code testing within simulator
- UI Testing with independent users

evaluation process

3. Implementation

evaluation

process

- Sequenced code implementation for MVP key functionalities
- Code and Design refinement

Reflection on MVP (scheduled)

### Next Steps



