Final Feature Design Challenge
IAT 344

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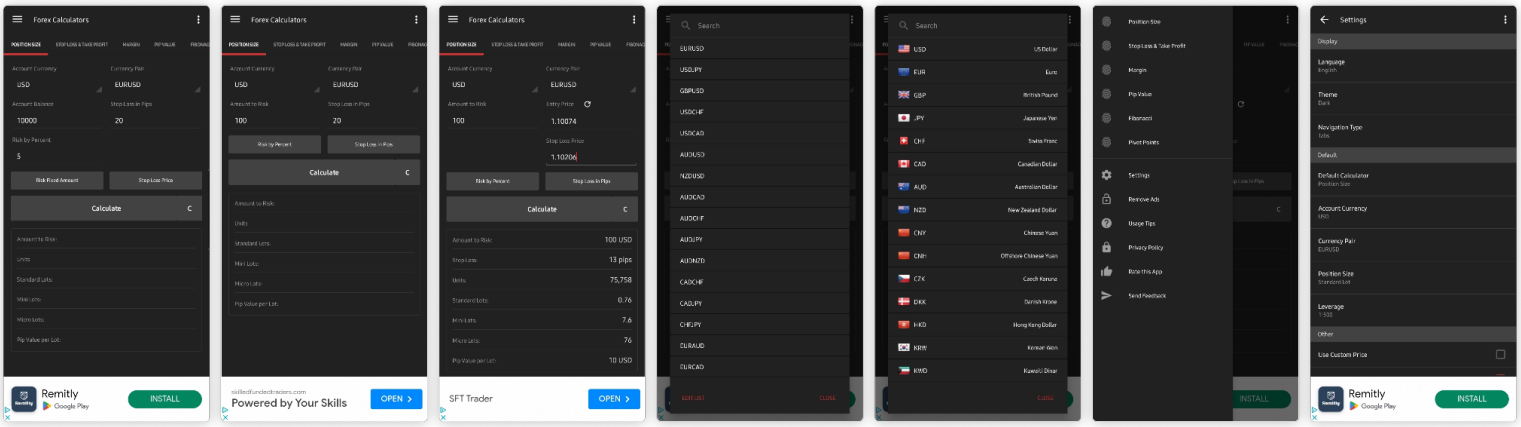
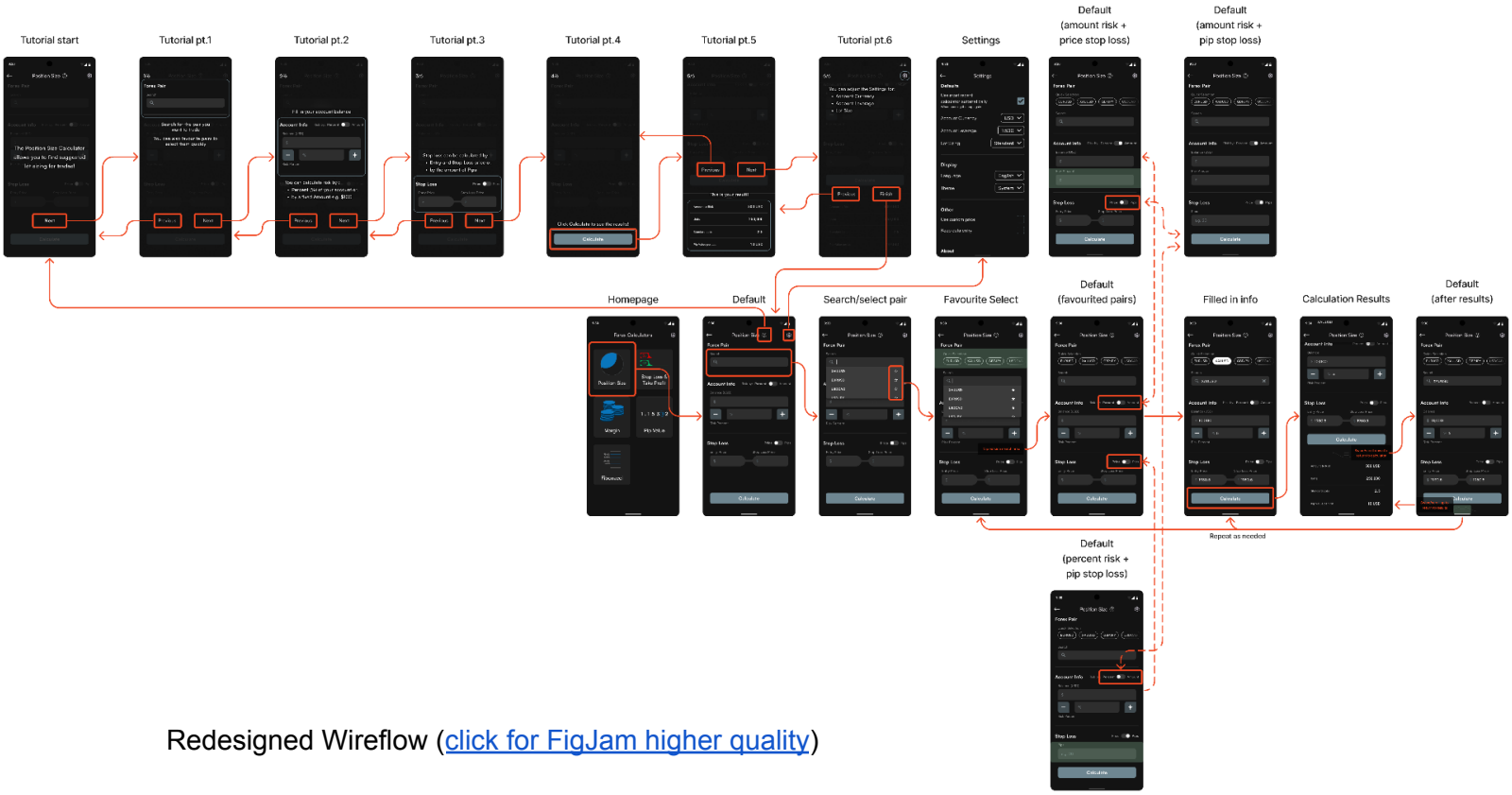
The app I am designing for is called “Forex Calculators” on the Google Play Store. There are multiple calculators related to forex trading, but I chose to focus on the Position Size Calculator for this challenge. The app is relatively simple and users put in numbers related to their desired trade such as their account balance, the currency pair they are trading, the desired risk, and the stop loss. However, some issues with the app are mainly based around visual affordances. For example, there are two buttons above the main “Calculate” button and these are more like toggles or switches. So, for the redesign, I chose to separate the different input sections, make it clearer for the user to scan info at a glance, and added in a quick help guide.



Current app visuals



Redesigned Wireflow (click for FigJam higher quality)

Rationale

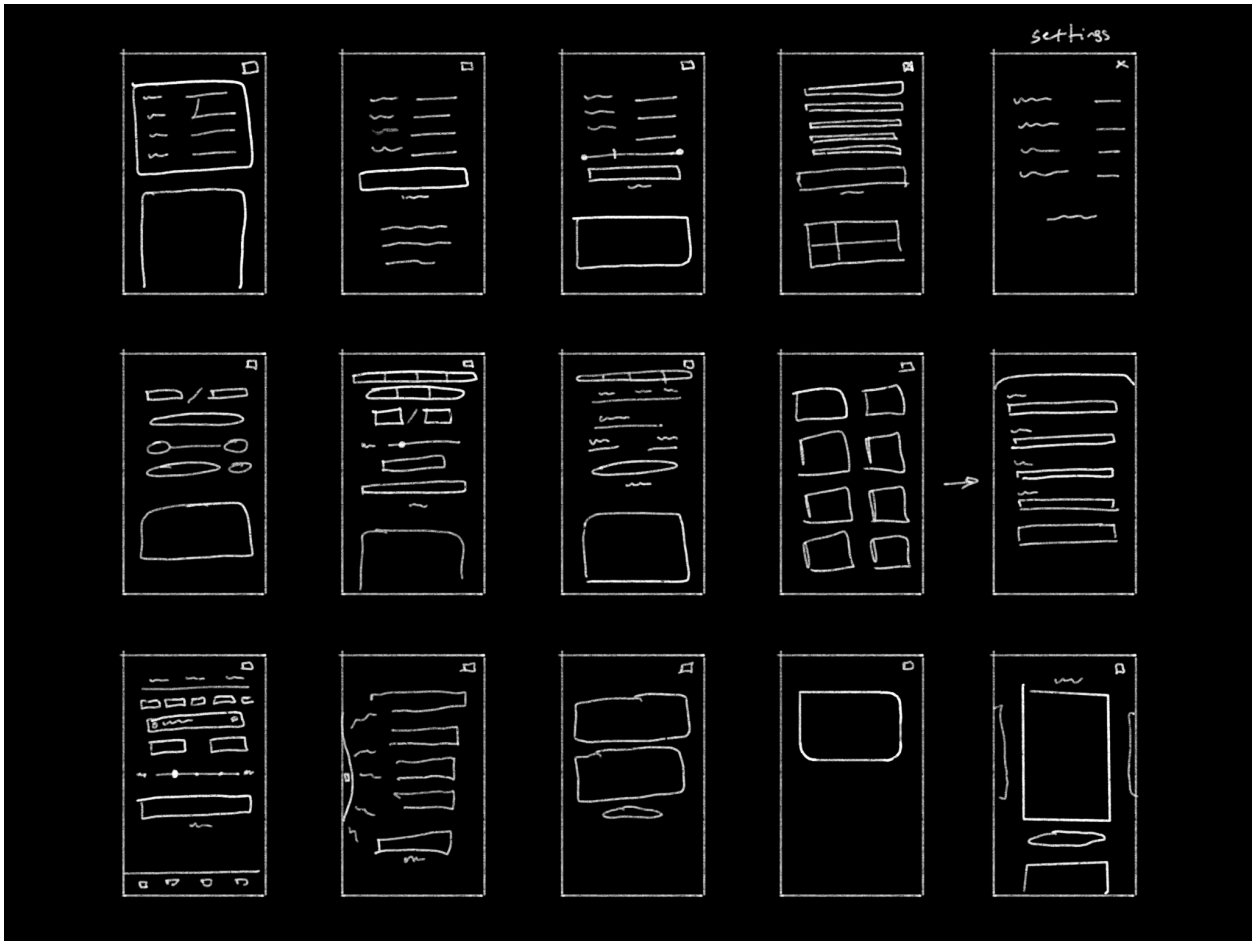
When the user opens the app for the first time, they are greeted with a selection of the available calculators. Because I have chosen to focus on the Position Size calculator, the wireflow will only show this flow path. After clicking on the button, users will then see the redesigned screen. It is relatively minimalistic and only the information they need to see is shown. Users can search for a trading pair with the search bar. Additionally, for ease of use they can favourite commonly traded pairs to quickly select them in the future. Once a user has selected their trading pair, they can then move on to entering info about the account and how much they would like to risk. The toggle enables them to switch between two different risk options: a percentage of their account; or a fixed amount of money. The percentage risk has buttons for users to adjust how much they would like to change, as opposed to opening the keyboard, this enables them to make smaller adjustments (such as increasing by 1%) more quickly. The stop loss also has the function to change the type of data entry for each user's preference. They can use the entry price (where they are taking their position) and the stop loss (where they will exit their position, most likely in a loss). The other option is to use the amount of pips their stop loss is worth. These toggles are for user preference and replaces the buttons in the original UI. I chose toggles, it makes it easier to understand that the calculator will switch between the two options. Once a user has finished entering all the info, they can then press Calculate to see the results. This scrolls the page upwards, and users can simply scroll back to edit the fields if needed.
I also added in a help button along the top to give a quick overview of the calculator should users desire this guidance. Additionally, there are also the settings which allow the user to select their preferences for the calculator and adjust it to their account specifics.

I based my redesign off the Material 3 Design System with some adjustments. The chips are used for quick selection and fade off on the sides so that users know that they can scroll horizontally through them. The search bar (not in prototype) drops down and is sorted according to the user's behaviour with most commonly searched trading pairs appearing near the top. The star function on the side adds it to the quick selection. To make the design of the fields slightly different, some of the corners are sharpened to indicate that it is related to other fields nearby. This is seen in the account info section and also when searching (shown in the wireflow) to show that the search and results are connected.

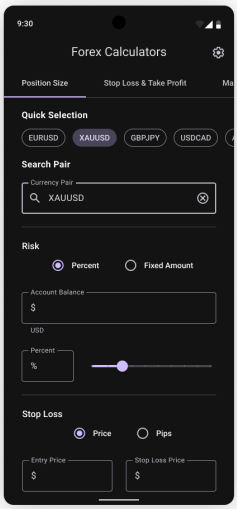
Skill Boosters

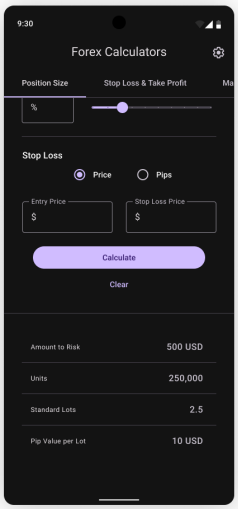
Interactive Prototype
Click for interactive prototype
I chose to do an interactive prototype because I think that it's quite interesting to see static designs come to life. This app and UI is also relatively simple, so it is done in Figma. Some of the details to consider while I was making this was how the user would move through the app, and what would make it easiest for them. I also had to make some considerations for how users would interact with the interface and possible errors or unintended things the user may do, so the prototype has steps linked backwards and forwards to reduce errors to the best of my ability.

Design Iterations / Mock-up

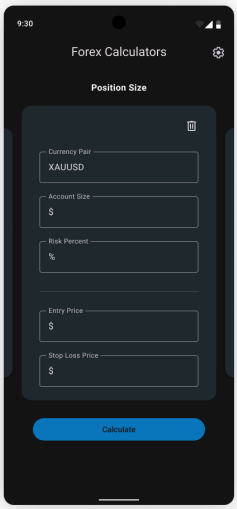


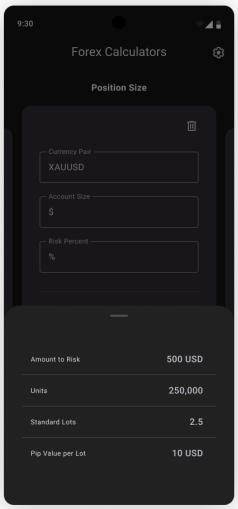
Sketches



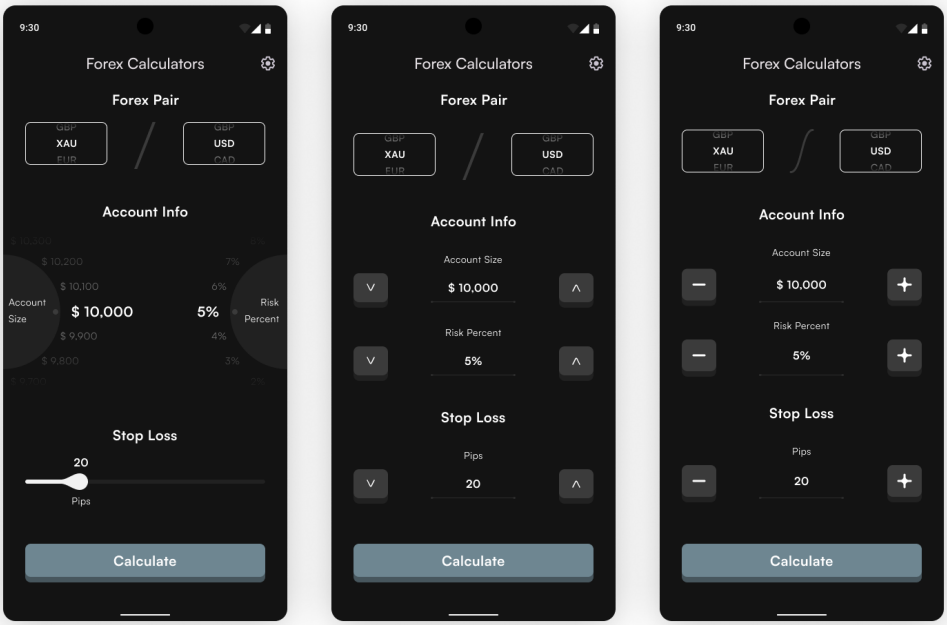


Design 1

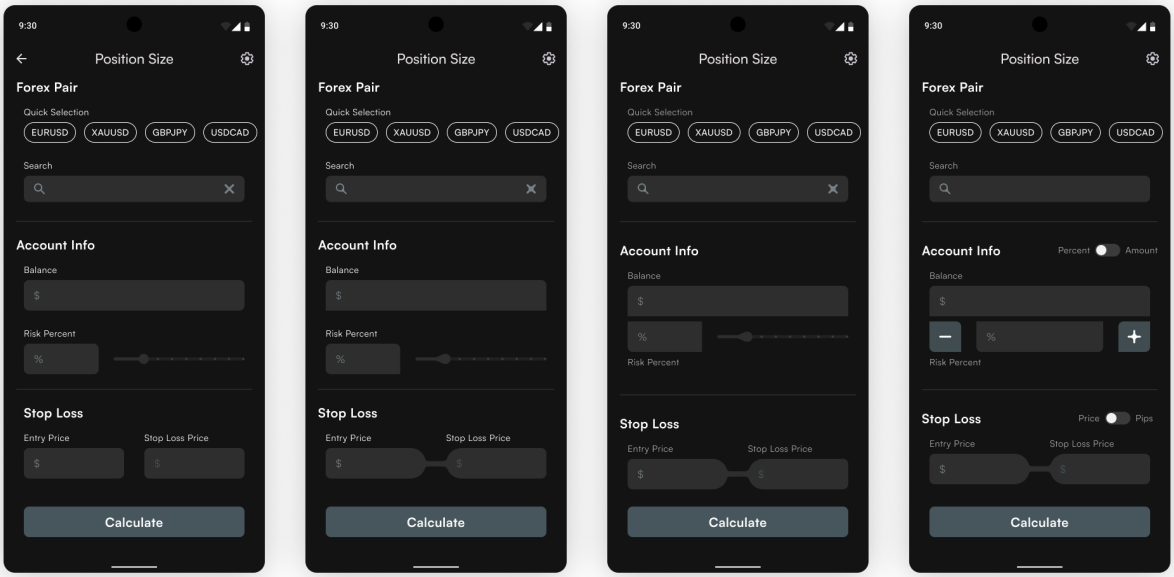




Design 2



Design 3



Final Design Iterations

These show my UI skills and are related to some concepts of patterns from lecture 5. During the process of creating a mockup, I went through concept sketches and some design iterations. Design 1 is using components from Material Design 3. The second design uses the concept of cards to swipe between the different types of calculators. The third design is a more conceptual version, using wheels and buttons to change the inputs. The final design also went through a few iterations before I landed on the final design.