FINAL RESULTS AND LEARNING

Summary of Tests Run

As part of the execution strategy, the following key solutions were A/B tested with new users over a 6-week period:

- 1. Explore-before-commit onboarding (optional skip for OTP/bank linking)
- 2. Reduced notification frequency (daily \rightarrow 2x/week)
- 3. "Getting Started" checklist on the dashboard
- 4. Redesigned OTP screen with visual cues and error recovery
- 5. Permission explanation popups for trust-building

Hypothetical Results

Metric	Before	After (Post-Test)	Improvement
OTP Verification Completion	52%	76%	† 24%
Bank Account Linking	21%	47%	↑ 26%
Users Exploring Features Beyond Dashboard	15%	43%	↑ 28%
App Rating (Avg)	3.1/5	4.2/5	↑ +1.1 stars
1st Hour Uninstalls	68%	31%	↓ 30%
Day-7 Retention	~18%	31%	↑ 13% points
Notification-Related Complaints	High (frequent)	Reduced by 60%	Improvement

Key Learnings

- 1. Allowing early exploration without commitment drastically reduced early drop-offs users felt more comfortable and curious.
- 2. A simple checklist on the dashboard had a significant impact on feature discovery. Most users completed 2–3 items within the first session.
- 3. Notification spam was a major uninstall trigger. Reducing frequency and improving content quality brought strong improvement in sentiment.
- 4. Small UX changes (like OTP error messages and permission explainers) built immediate trust and prevented abandonment.

What Didn't Work as Expected

- 1. Despite improvements, some users still didn't link bank accounts, suggesting deeper trust or value communication issues.
- 2. Users on older devices still occasionally reported lag, highlighting the need for better performance testing across device classes.

Next Steps (If This Were Real)

- 1. Continue refining onboarding with better visual security cues
- 2. Introduce contextual nudges after onboarding (e.g., "See how you're spending this week!")
- 3. Partner with engineering to address low-end device performance
- 4. Use push notifications for education/value tips, not just re-engagement