

Trackspense

Your way of tracking expenses & budgeting

📱 Mobile

📁 Finance & Budgeting

🌐 English

Capstone Project Summary

A UI/UX case study on identifying and improving key areas of expenditures and budgeting habits, locally and overseas, that's important to users' overall financial health.



Research

1 Problem introduction

Challenge 1

Keeping track of weekly & monthly expenses (locally & globally) can be a challenging task without proper tracking tools.

Challenge 2

With the rising and popular uses of digital payments, many are prone to be spending without limits and that may likely lead to overspending and cutting through their budget.

Challenge 3

Not setting proper budgeting habits might lead to more critical problems such as debt and insufficient cash reserves during emergency days.



Trackspense

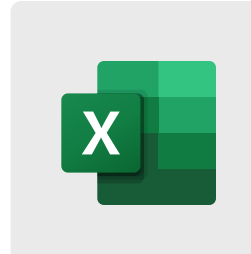
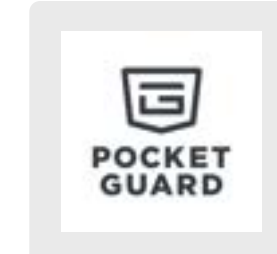
Research

2 Competitive research

Observation & synopsis

These chosen market competitors are strongly related to expenses and budgeting. They are noticed through my observations on the web - tools people use for their personal budgeting habits.

What I've learnt about my target demographics is that most of them prefer to make use of Microsoft Excel for their financial tracking, which is tedious and manual compared to an automated, well-organised app like Pocket Guard (not in the Asian market) and Revolut. Banking apps don't even cut it for them, as people mostly think that banking apps are made for transferring and receiving funds and for taking up bank loans.



**Direct
competitors**

**Indirect
competitors**

Research

3 Market research

At a glance...

2022 Smartwealth survey

52% of 984 adults surveyed (aged 18 and above) don't know how much they spend every month. Key findings includes: 1 in 2 adults in Singapore have no idea how much they spend every month; those aged 18 to 24 are the least likely to know how much they spend; 71.9% of those who track their monthly spending don't usually overspend.

2022 IPS Poll survey

A representative sample of 2,001 Singapore residents aged 21 to 39 were polled online from November to December 2022. The IPS team noted that eight in 10 respondents have at least a rough idea of how much they are spending, but still worry whether they are spending too much.

2022 IPS Poll survey (cont.)

Most (about seven in 10) have at least three months' worth of expenses set aside as savings, and even more (about seven in 10) have more or less planned to save for retirement.

2022 IPS Poll survey (cont.)

The highest percentage of which, 47.6% of residents, said that they 'kept to a fixed budget every month' in order to better cope with rising costs.

2024 MoneySmart study

The study, involving 1000 Singaporean adults, examined how parents' financial habits affect their children when they grow up. In the study, 66% of people said their parents taught them about money when they were young. The study found that 49% of parents taught their kids to keep track of expenses and 41% of parents taught their kids to build an emergency fund.

Research

4 User interviews

✓ 8 participants

✓ Google Forms - 13 Questions

Interview outlines

- A short survey to get to know of participants' expenditure style.
- A short survey to understand the budgeting habits of people in Singapore.
- A short survey to get to know the tool(s) people typically use to track their expenses and/or do budgeting.
- With regards to the problem challenge, below are some of the questions asked in order to understand the habits of participants:



Do you spend with your credit / debit card overseas?

Do you do budgeting?

Which tool(s) do you / anyone that you know use to do budgeting?

What approach do you / anyone that you know take to use the tool(s), and what are some features lacking in the tool(s) which are found to be useful?

What features would you / anyone that you know like to see most in an expenses tracking / budgeting app?



Research

5 User insights

Insight 1

“whenever I travel I will **set aside** a budget to spend for the trip itself”

Insight 2

“**Proper** finance management”

Insight 3

“to keep a better track of my overall expenses as i **don't really keep up with it**. So i tend to **overspend** more than what i'm supposed to”

Interview insights takeaways

- In short, the participants knew about basic budgeting and had done so.
- At a glance, the main issue with their budgeting methods is traced back to using the **plain old Excel sheet** to key in data manually.
- For those who wished to see upgrades to an existing app they're using, they wished to have **diagrams and/or charts** of which could display their **timely expenditures**. Therefore, it would be **convenient** for them to keep track.

Insight 4

“I dont use the budgeting tool as I will track it over **excel**”

“not really sure but those **free apps** that can be installed on the phone to keep track of the daily expenses”

“**Excel sheet**”

Insight 5

“if we can have a overview of a daily vs monthly vs yearly spending **in a snap shot**”

“to be able to keep track of all the **expenses in detail**, able to provide more customization in terms of fonts.”

“**Auto graph, Pie chart**”

Research

6 User personas / “How might we”



Personas at a glance...

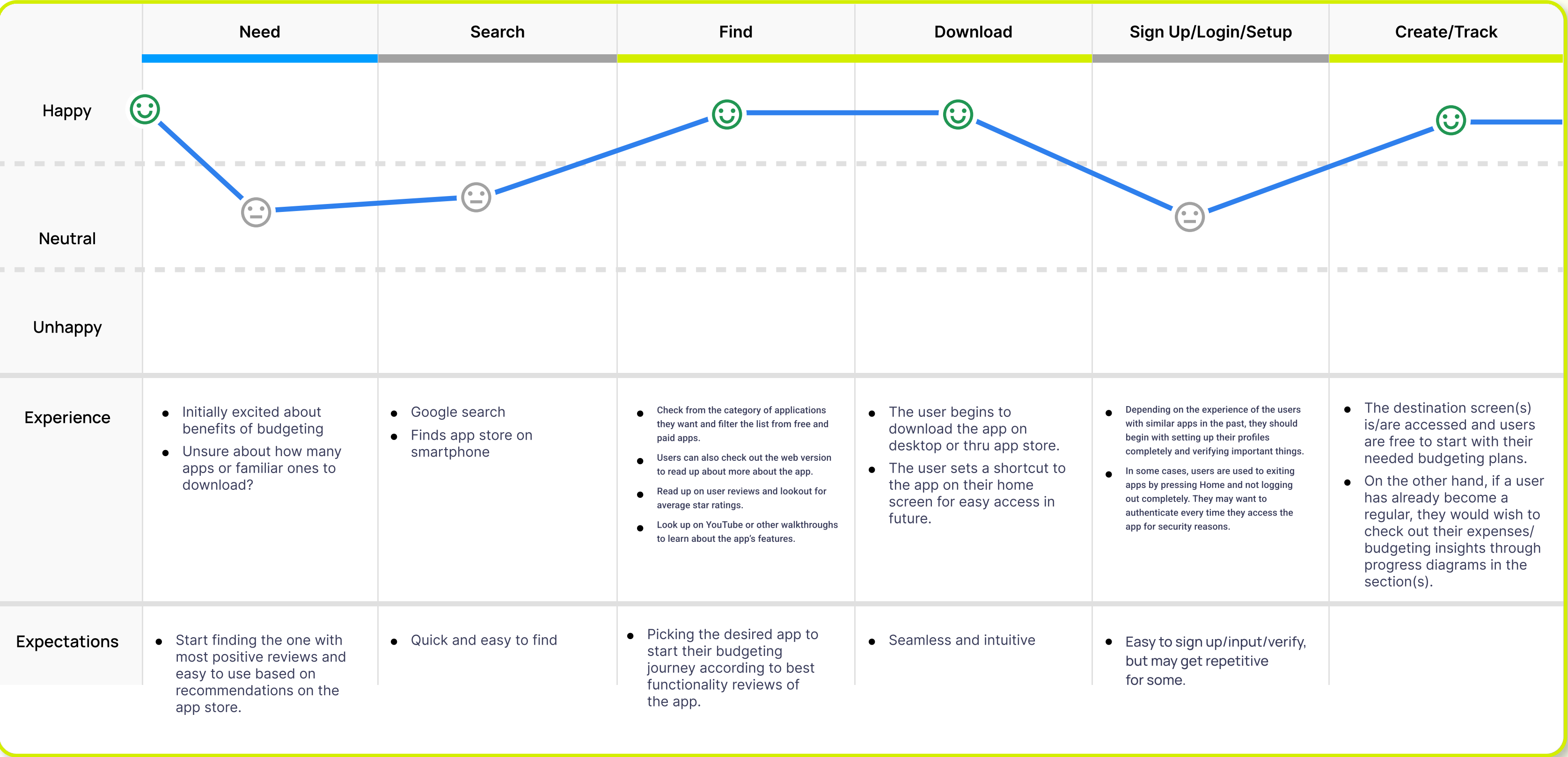
With responses received from the Google Forms survey, I went on to come up with 2 personas, whom I expect to be my app’s **target audience**.

Gathered from the insights, the following “**How might we**” statement was crafted:

How might we design an expenses/budgeting app so that all users are much more motivated to save, make informed decisions, and practice good budgeting habits?

Research

7 User journey map



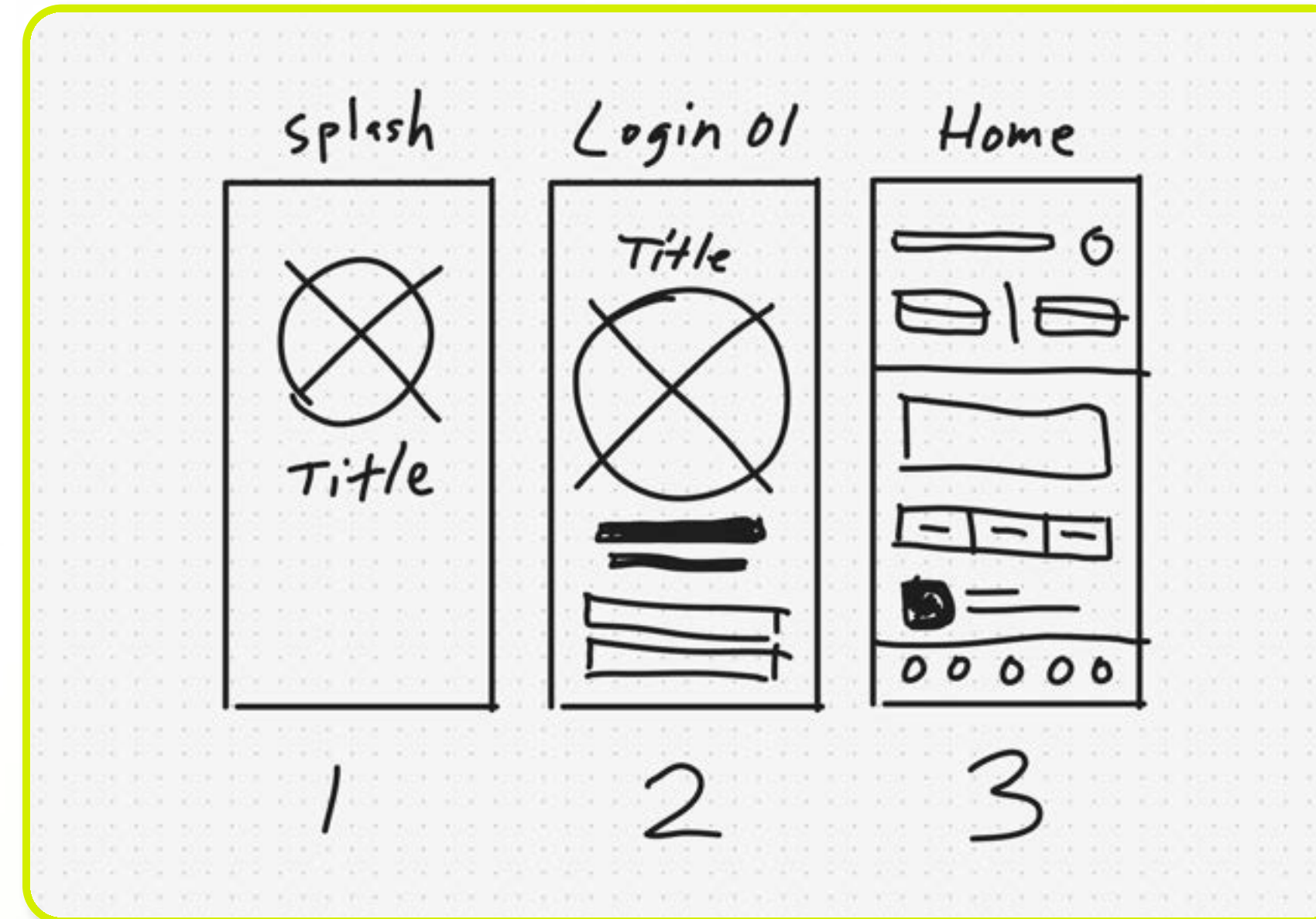
User's journey view

Based on the information in the crafted personas, I came up with a final user's journey map covering the standard aspects of a how a user **behaves** when looking for a new budgeting app to start using.

This applies to the users that are generally in need of a new app to cater to their revised budgeting needs.

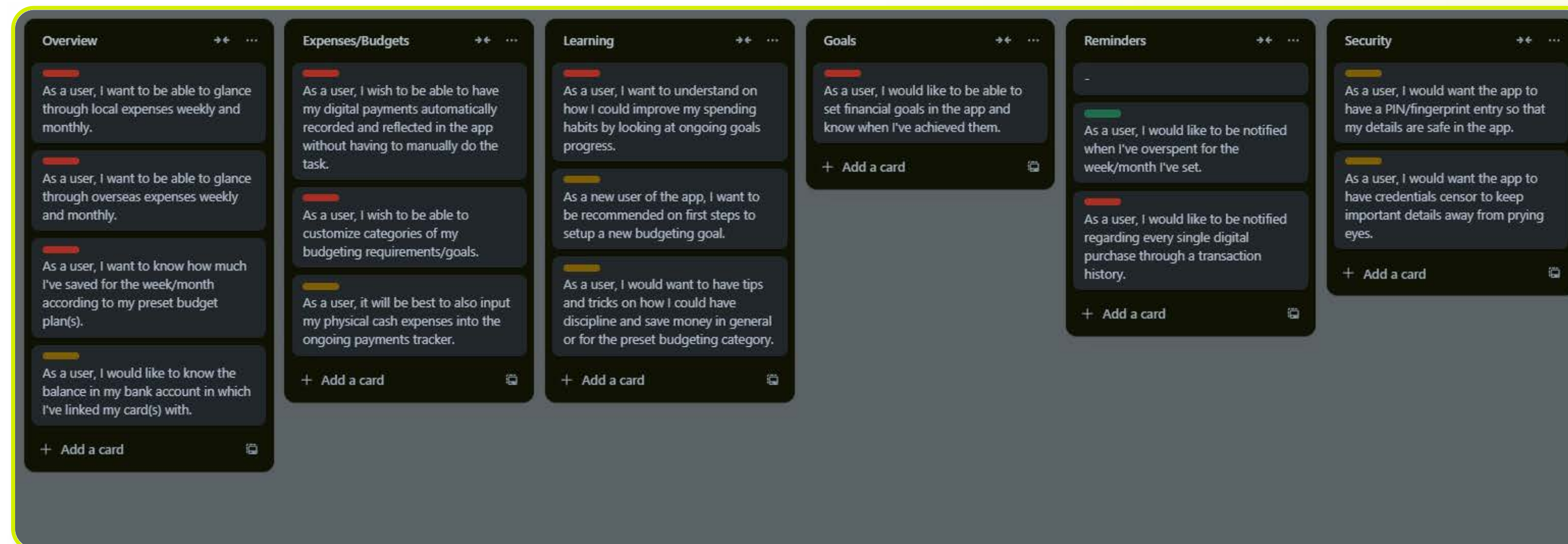
Ideation 1

1 Paper sketches / User stories



Initial rough sketches

First versions of rough line sketches and the basic idea of the layouting process through FigJam.



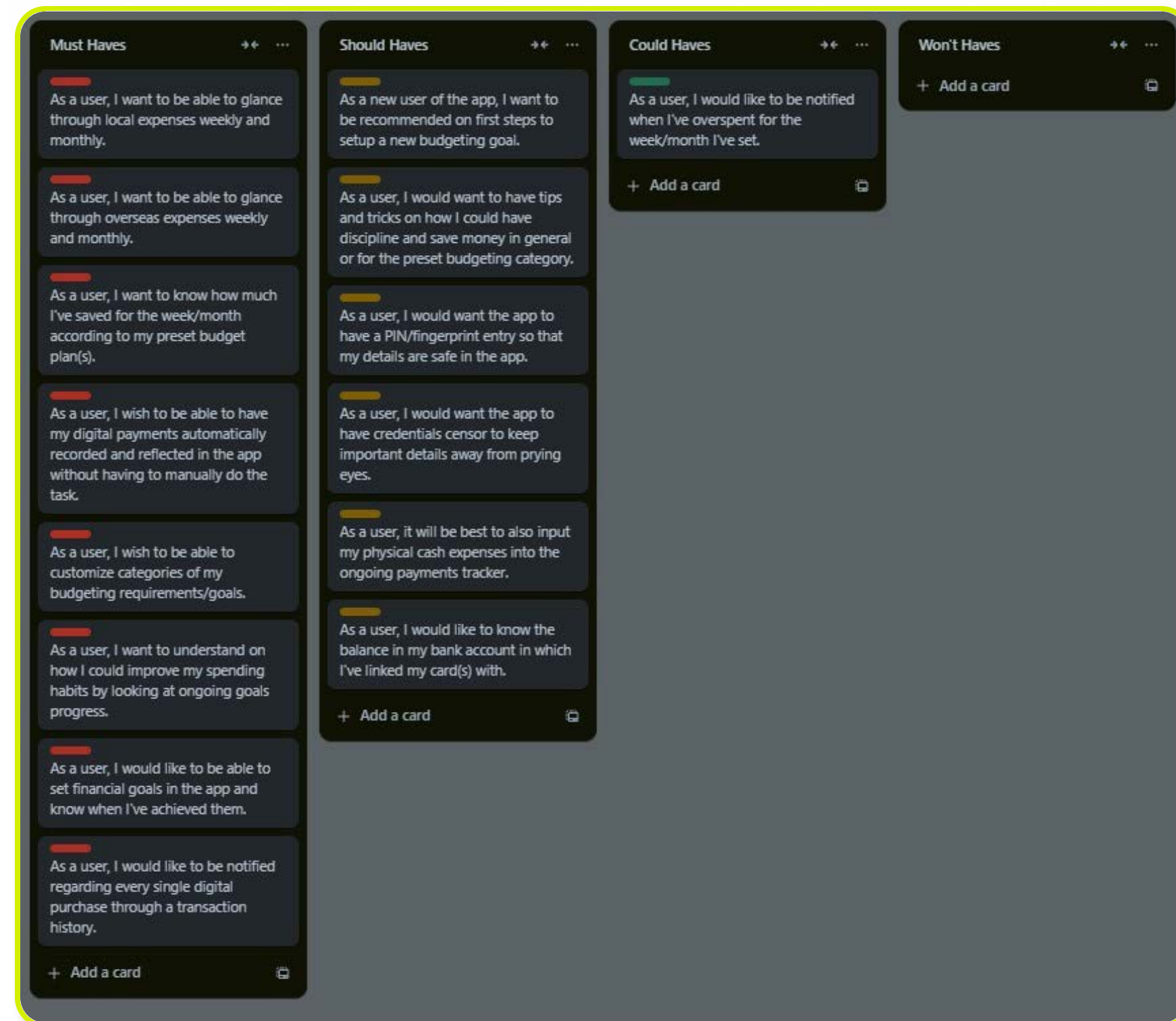
User stories

Based on the key words pointed by respondents through Google Forms and personas crafted, individual user stories were then populated.

With each user story, features were thought of to address them. These stories were then split into categories that they should belong to.

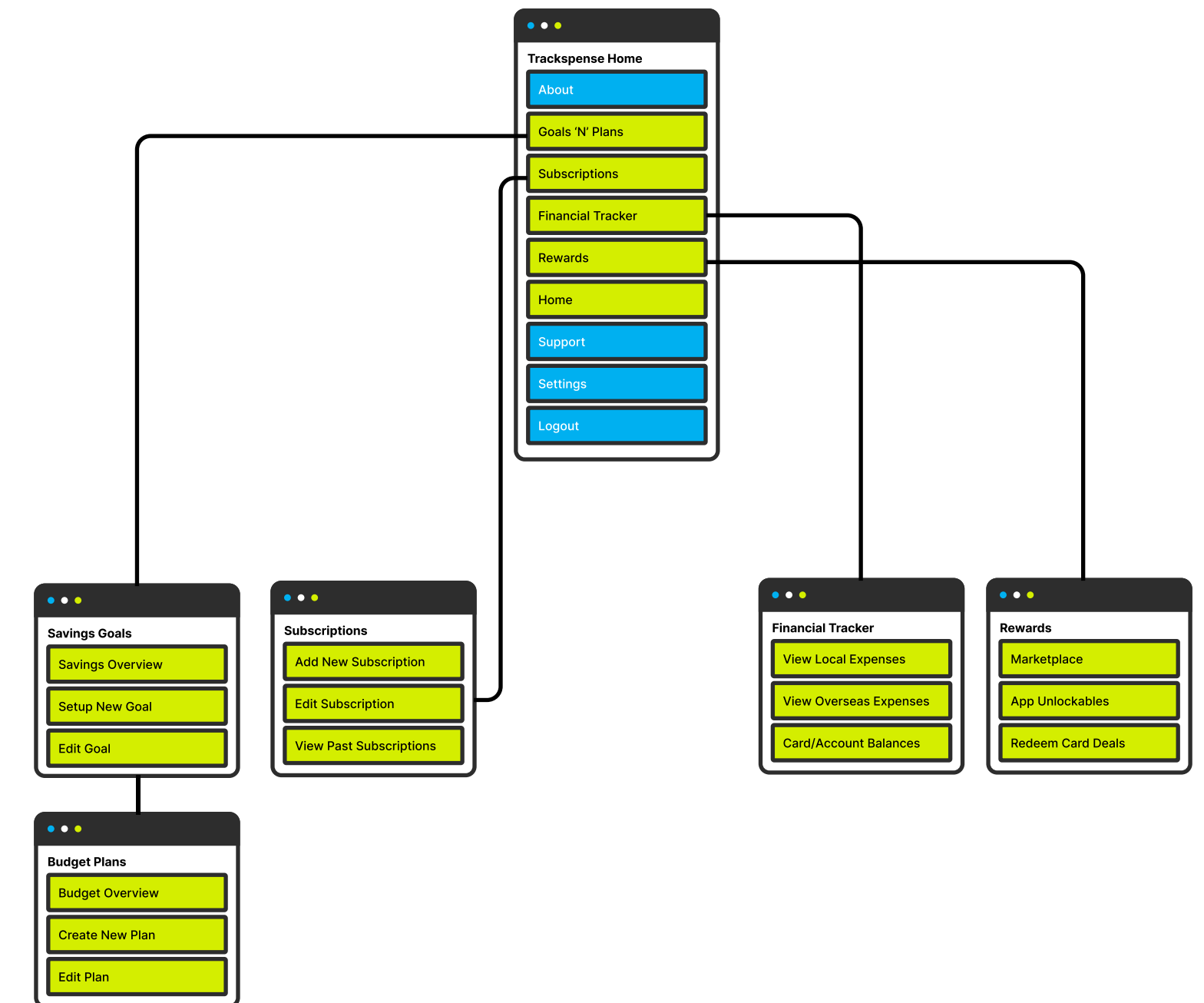
Ideation 2

2 MoSCoW Prioritization / Information architecture



MoSCoW Prioritization

Based on the features linked to the user stories previously, they were assigned in to respective final groupings based on the MoSCoW technique. The key features includes expenditures/budget insights and tracking, and setting up financial goals.

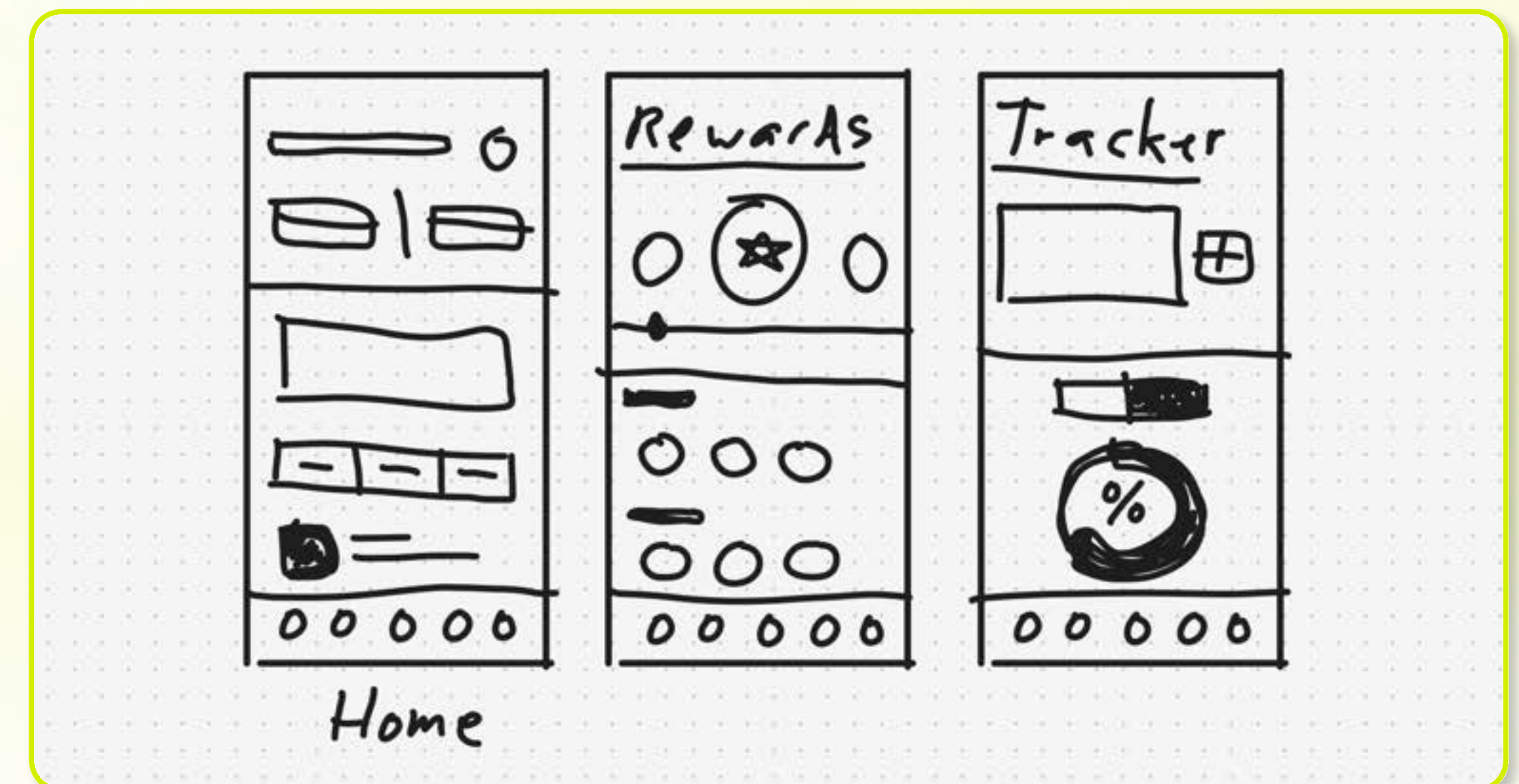
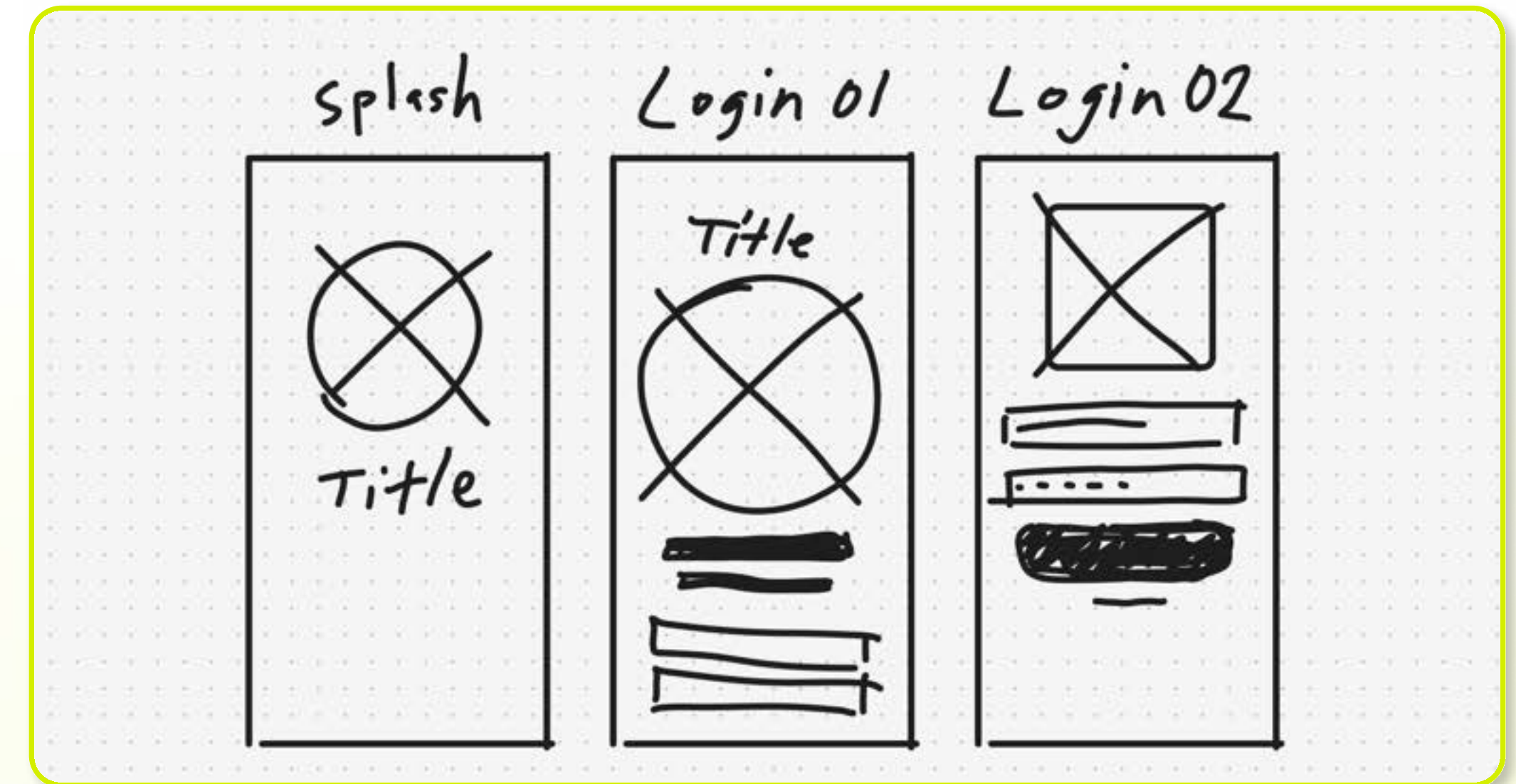


Site Mapping

This is a diagram which shows a basic site structure of the Trackspense mobile app, starting from the Home screen at the top after a user logs in to the app. The flow will then be directed accordingly to the section(s) the user selects, and sub-pages are shown in each of the 4 main page boxes below the Home.

Prototyping

3 Prototypes (1/2)



Low fidelity prototypes

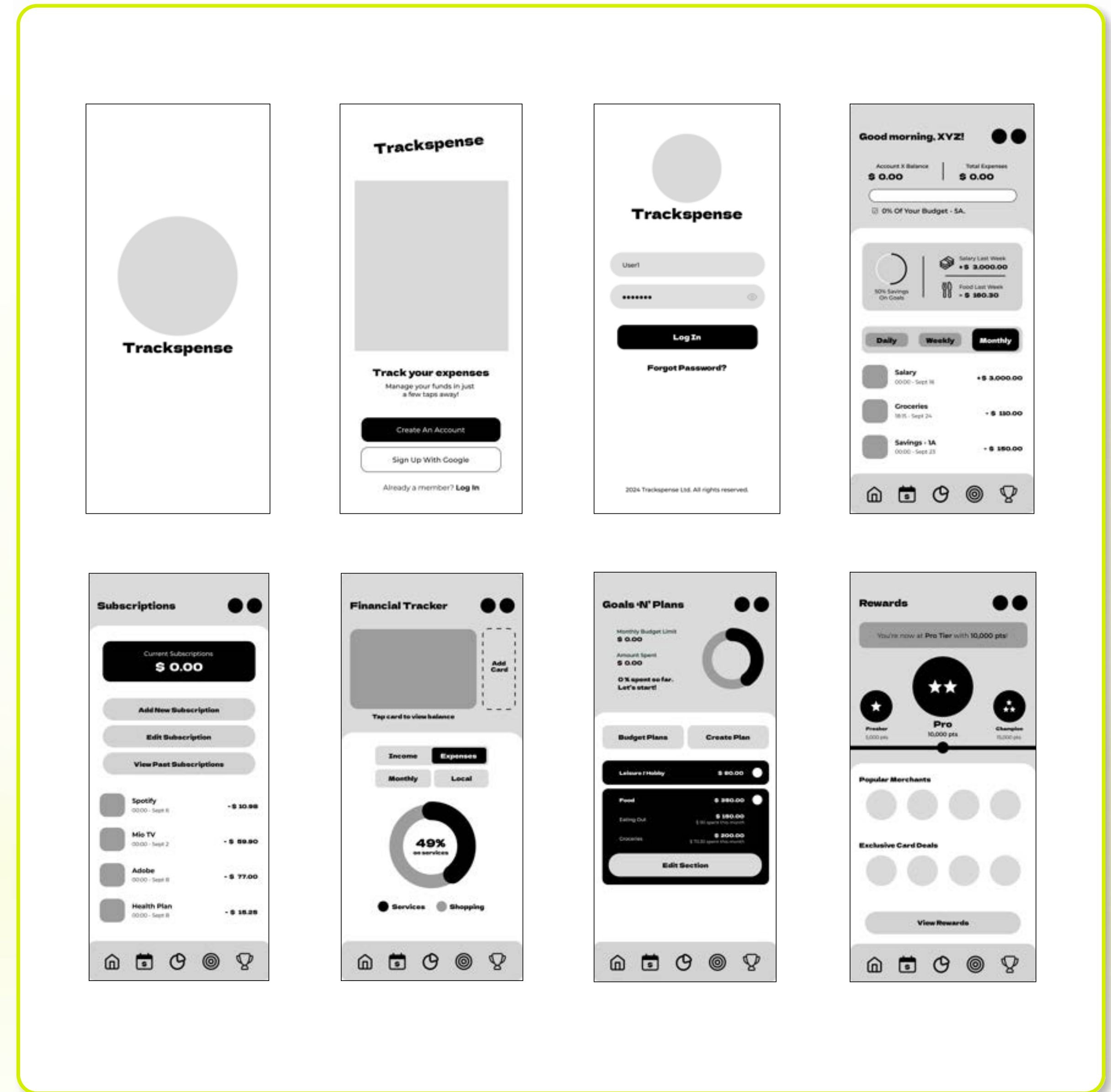
This image capture shows the original sketch designs, depicting some of the layout designs and elements to be carried forward and developed in the mid-fidelity stage.

Prototyping

4 Prototypes (2/2)

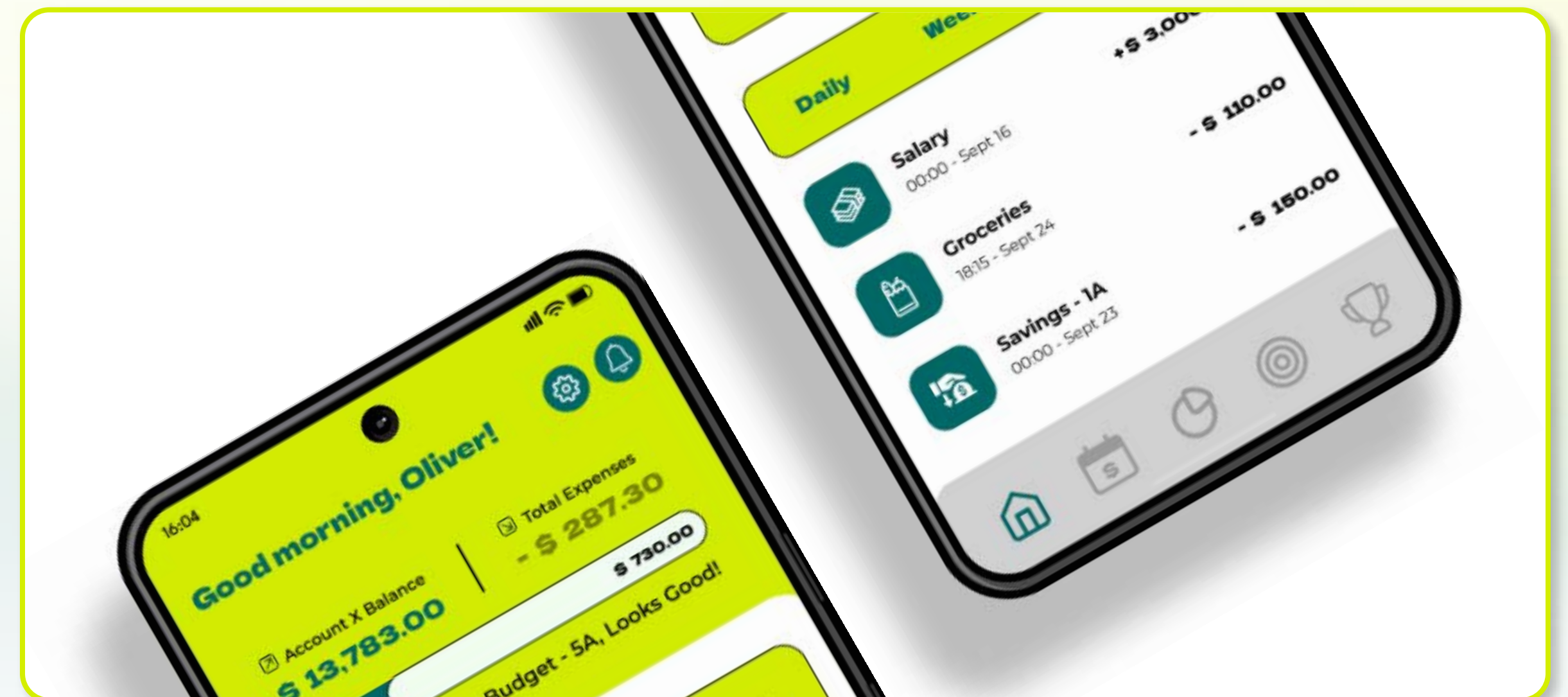
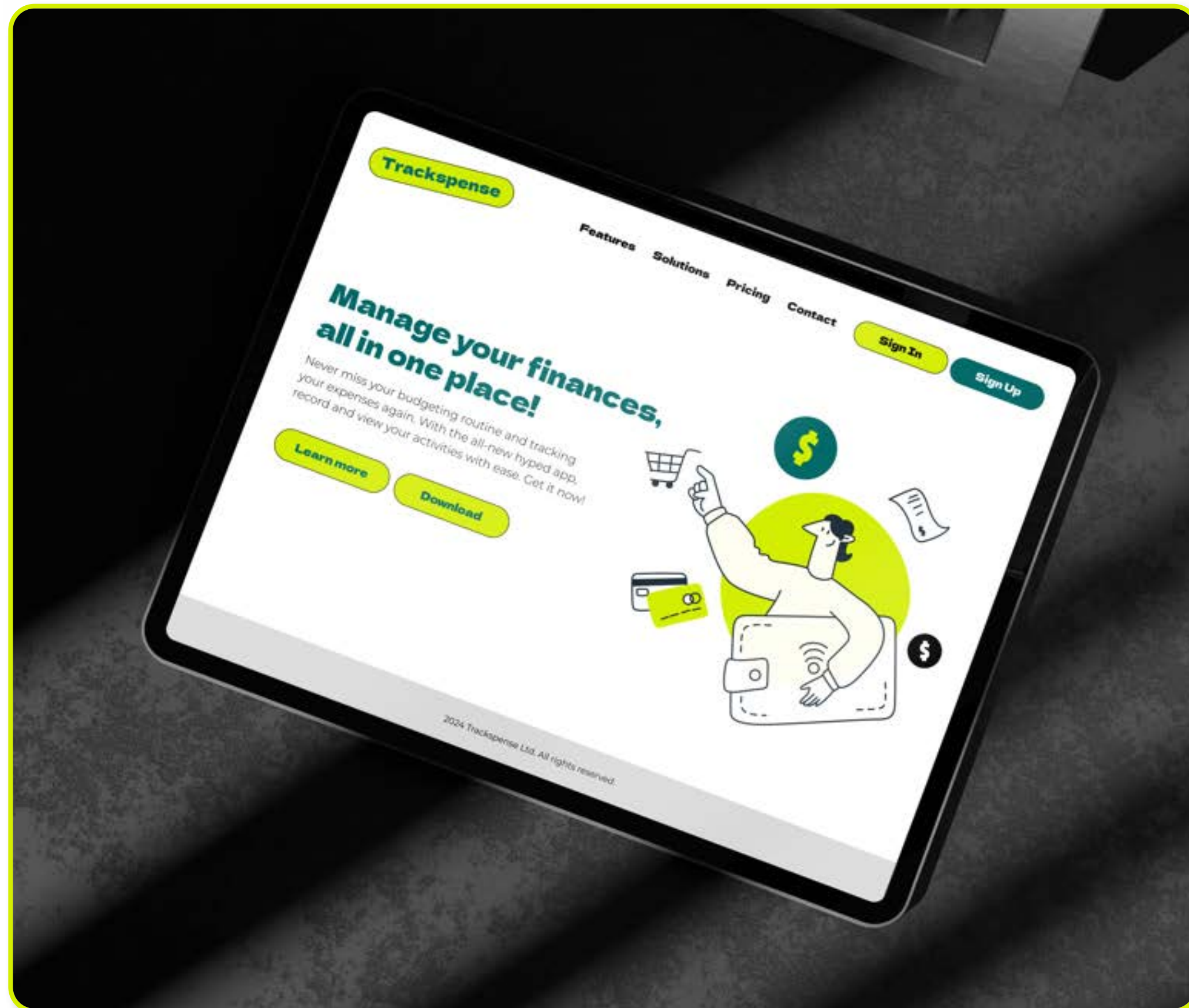
Mid-fidelity prototypes

This image capture shows a much more polished versions of the original sketch designs, depicting some of the final-to-be layout and elements.



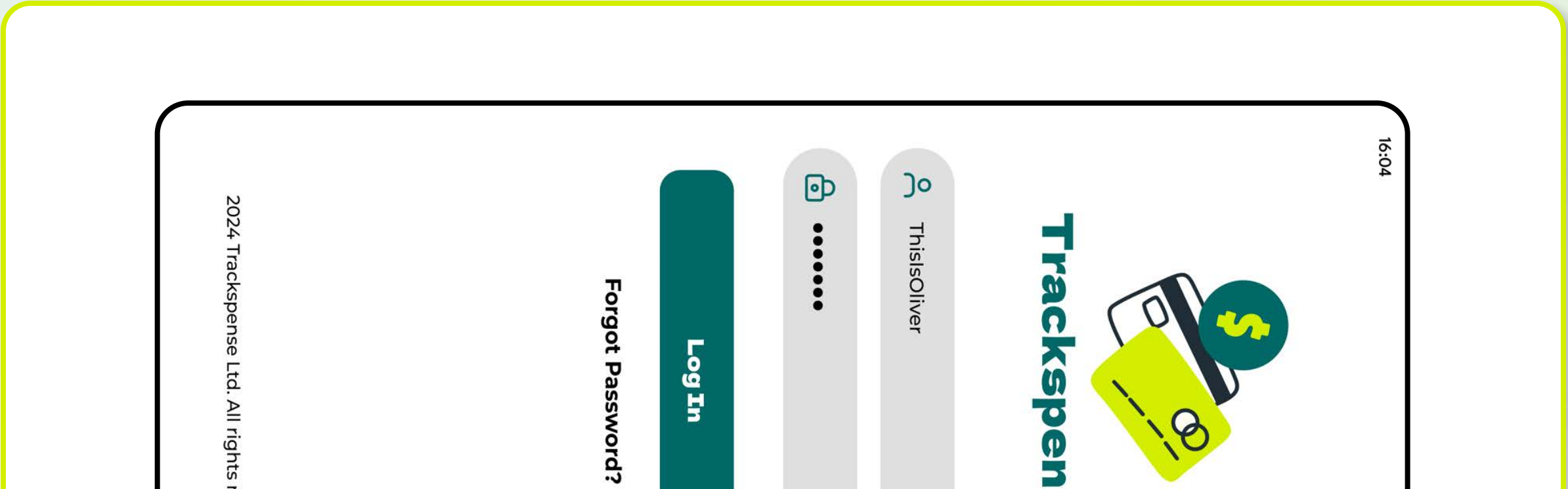
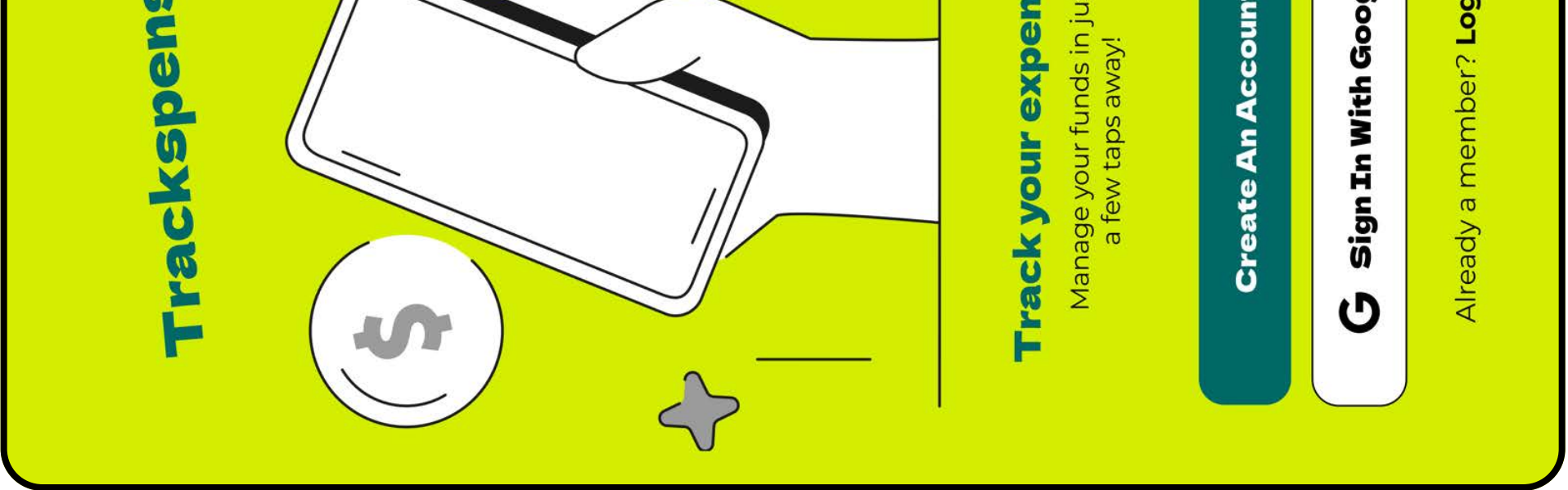
Visual design

1 Final designs (1/2)



Visual design

2 Final designs (2/2)



Visual design

3 Visual Identity

Wordmark only



Typography

Dela Gothic One Headers/Titles
Montserrat Body Texts/Subtitles/Paragraphs

App Icon



With illustrations / icons

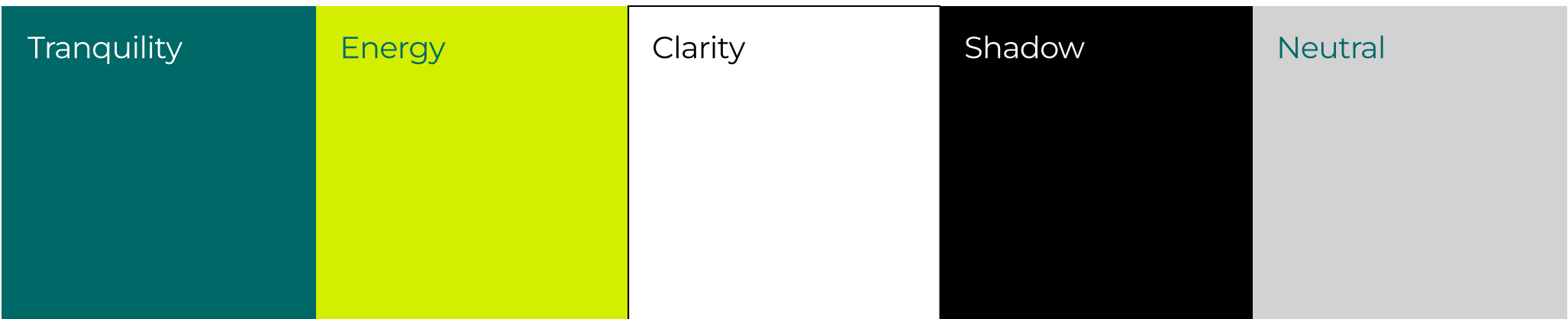


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Brand Colors



Conclusion

Project Summary / Takeaways

In conclusion, it is better and much more valuable to ask the users in reality with regards to strategising and implementing design solutions. I also feel that time is money in this relatively short capstone project.

Research was not the part I favoured, but it is essential in studying competition and getting sufficient data to develop the app experience. The entire process made me think deeper about the users and to be empathetic to their needs instead of what I felt was needed for the app.

I've found the prototyping and previewing part most enjoyable, as I enjoy doing up layouts and organising things, and I enjoyed working with Figma because of its simplicity. Thank you, and till next time!



**Scan the QR code for the full
clickable Hi-Fi prototype!**

