Proposal Paper

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Introduction

In the scope of this project, I aim to create a solution for young adults to have a way to manage their personal finances. This is a critical skill to have in the scope of the world as it is today and young adults face many challenges when it comes to being financially stable and independent. Young adults today have the complex challenge of budgeting their daily expenses and planning for long-term financial goals. The consequences of overspending can lead to stress and debt as well as limiting the scope of long-term aspirations, for instance, buying a house or saving for retirement. I want to address this issue among the demographic by assisting in the issue of overspending as a result of poor management of income and expenses. Through this project, I aim to provide young adults with the tools and resources necessary to improve their finance management and make informed financial decisions. I aim to create a thorough solution for a user to maintain their finances and work towards a sustainable financial future. With this app, I aim to develop a user-friendly experience that allows the user to easily track and visualize their income and expenses in the hope that they will easily be able to track their spending habits. As a result, they will have the necessary tools and resources to alleviate stress and work towards their financial goals. In my project proposal, I outline my plan for developing an innovative solution for finance management.

Research Questions

1.   How do you currently track your finances?

2.   Do you have any specific financial goals?

3.   How do you categorize your budget?

4.   Have you had any trouble in your personal life managing your finances, and if so, what do you find most difficult about it?

5.   Would you like financial advice based on spending patterns?

6.   How often do you use mobile apps?

7.   Do you currently use a finance management app, and if so, what are your current frustrations with the app?

8.   What are the most important features you like to see within the app?

9.   How often do you like to receive notifications?

10.   What is your preferred mobile device and Operating System (ie. iOS, Android, ect.)?

Proposed Research Methodology

I have two proposed methodologies for addressing the issue of overspending among young adults. When selecting my methodology I sought to include a mixture of quantitative and qualitative methodology.

I intend to implement a quantitative case study. In this case study, I will measure the amount of time it takes for the user to complete a specified task. I will be able to gather data on how efficient our solution is, it allows us to analyze user behavior, and help us identify potential usability issues. The deployment of this method will be a good approach because it will provide us with quantifiable data that will allow me to identify recurring themes, patterns, and trends between variables.

In addition, I also intend to implement a qualitative interview. The interview will contain questions that will provide insight into the user's personal experience while trying to complete a specific task. We will develop multiple questions for a structured interview that provides a general view of the subject matter and unique narratives from participants while exploring the various aspects of the app. This is an effective method because it provides in-depth, firsthand accounts, provides emotional and psychological aspects, and allows us to explore recurring themes, patterns, and trends. This provides a deeper understanding of the user perspective and allows me to align my solution to meet the needs of the target user based on user feedback.

In combination, the quantitative case studies and qualitative interviews provide a mixed research methodology that will assist in the development and enhancement of my solution for helping young adults better manage their finances with ease. The combination of these research methods will provide me with valuable data and perspectives.

Proposed data collection instrument

In our case study, I will use a stopwatch to measure the time it takes for a user to complete a specific time. I will begin by giving a clear and concise description of the task. Then, the time will begin when the user is ready. The time ends when the user completes the task.

In our interview, I will begin by getting the participant's name and age. I will then introduce myself and the interview topic. I will then ask some broad, open-ended questions.

Project planning report

The first objective is creating a task list. I will create a list of tasks for the users in testing to complete. This task was completed on October 6, 2023.

The second objective is the prototype. I will develop a prototype of the app in Adobe XD. This task was completed on October 13, 2023.

The third objective is the front end. I will begin developing the front end of the app using Flutter. This task is currently in progress and is anticipated to be completed on October 24, 2023.

The fourth object is the first user experience testing. I will begin testing how users interact with my app. This will take place from October 25, 2023 to October 31, 2023.

The fifth object is the log in/create profile function. I will begin working on the back end. I will begin by working on a login and creating a profile function. This will take place from November 01, 2023 to November 07, 2023.

The sixth object is the check balance function. I will begin work on a check balance function. This will require me to pull the finances from the specific user who is currently logged in. This will take place from November 08, 2023 to November 12, 2023.

The seventh object is the input expenses function. I will begin working on an input expenses function by allowing the user to add inputs to their expenses. This will require a logged-in user to add information to the database. This will take place from November 13, 2023 to November 20, 2023.

The eighth object is the send alert function. I will begin working on a notification function that allows the user to receive a notification when they are overspending. This will take place from November 21, 2023 to November 27, 2023.

I will use the remaining task for user experience testing and finalizing the application. Also, throughout the development of this application, I will conduct user experience testing.

	Start	Finish	Status
Task List	10/06/23	10/06/23	Complete
Storyboard	10/09/23	10/09/23	Complete
Persona	10/10/23	10/10/23	Complete
Prototype I	10/11/23	10/13/23	Complete
Front End	10/14/23	10/24/23	Complete
Usability Testing	10/25/23	10/31/23	Complete
Log In / Create Profile Function	11/01/23	11/07/23	In Progress
Check Balance Function	11/08/23	11/12/23	
Input Expenses Function	11/13/23	11/20/23	
Send Alert Function	11/21/23	11/27/23	
Usability Testing II	11/28/23	12/01/23	
Finalizing App	12/02/23	12/05/23	