

# POINTS WALLET

CLIENT: PERSONAL PROJECT

## What is Points Wallet?

Its an app that organized and store all your credit card rewards in one place that keep an eye on your points. This app eliminates the time getting confused on how to redeem points on their bank sites.

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## What makes Points Wallet unique?

Simple and easy to use app that stores all your points and matched an amount money in one place. Users are able to maximize rewards for the next getaway, cash backs or gift cards. Points wallet also give you a recommendation on where to spend your points.

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## Roles & Responsibilities

- Idea conceptualization
- User Research
- Product user flows and wireframes
- Use interface design

# POINTS WALLET

01. PROBLEM AND GOALS

02. THE PROCESS

03. USER RESEARCH

04. IDEATION-SKETCHING IDEAS

05. FLOWS

06. SCREEN FLOWS

07. DETAILED DESIGN



## PROBLEM

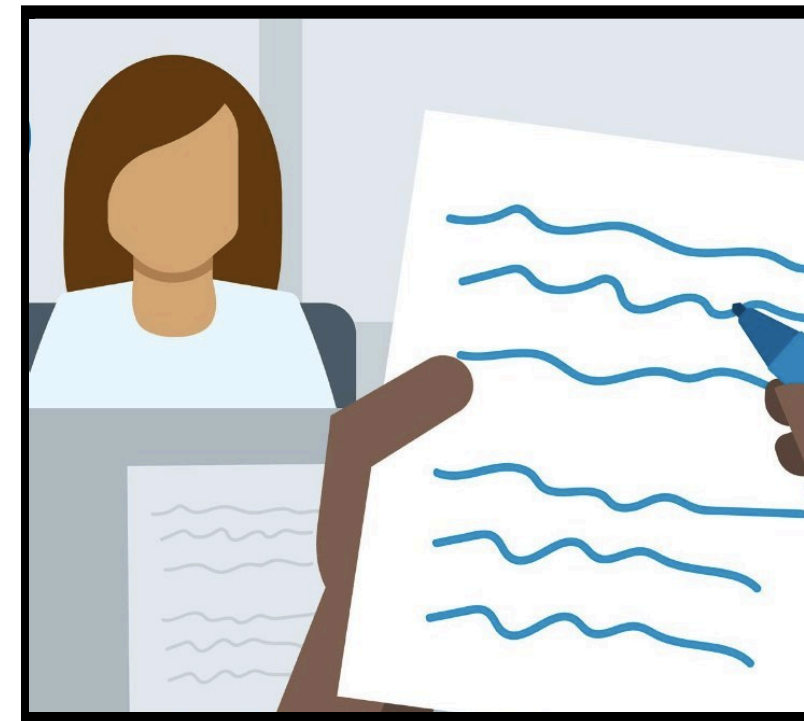
As much as how we enjoy thinking about the benefits we get from our credit cards we end up lacking time to figure out how rewards works and also we keep losing track of our points and some expires.

## GOAL

My goal is to make an app that eliminates the time getting confused on how to redeem points with their bank sites and how they can maximize rewards by easily tracking and monitor any rewards programs.

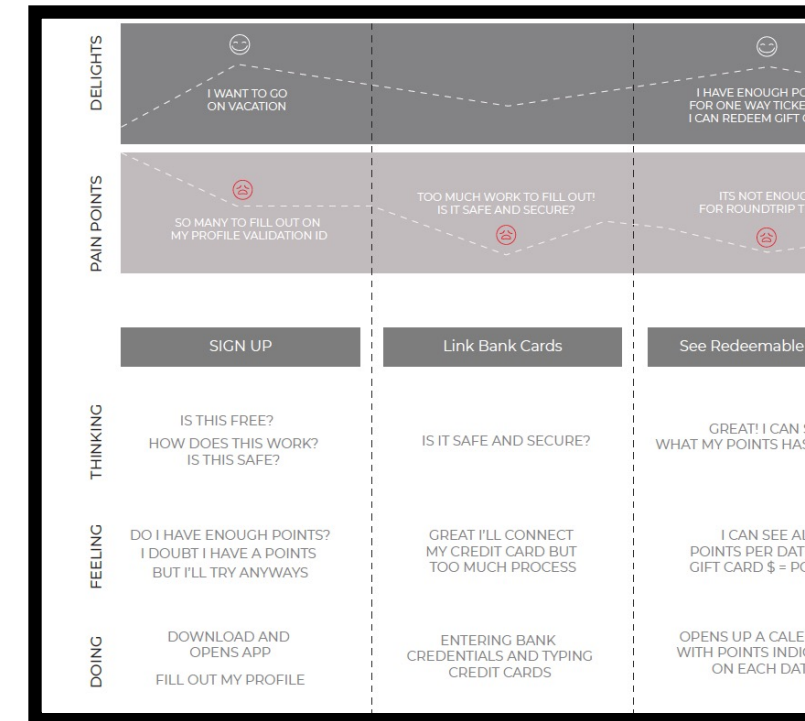
# PROCESS

Create a prototype to help credit card users to organize and store all rewards program in one place.



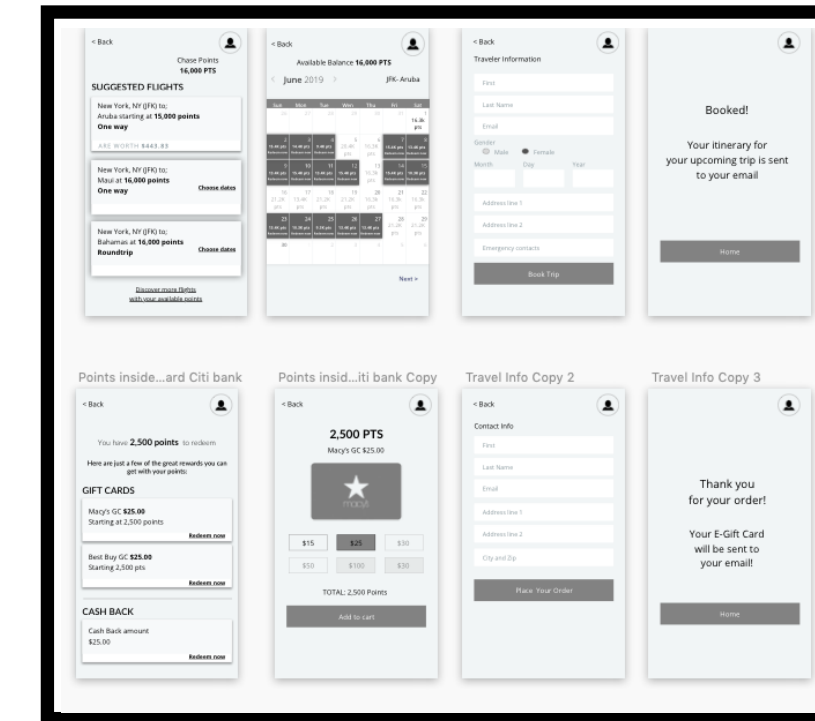
## INTERVIEW

Discovering the frustration of credit card holders and their process of redeeming points experience



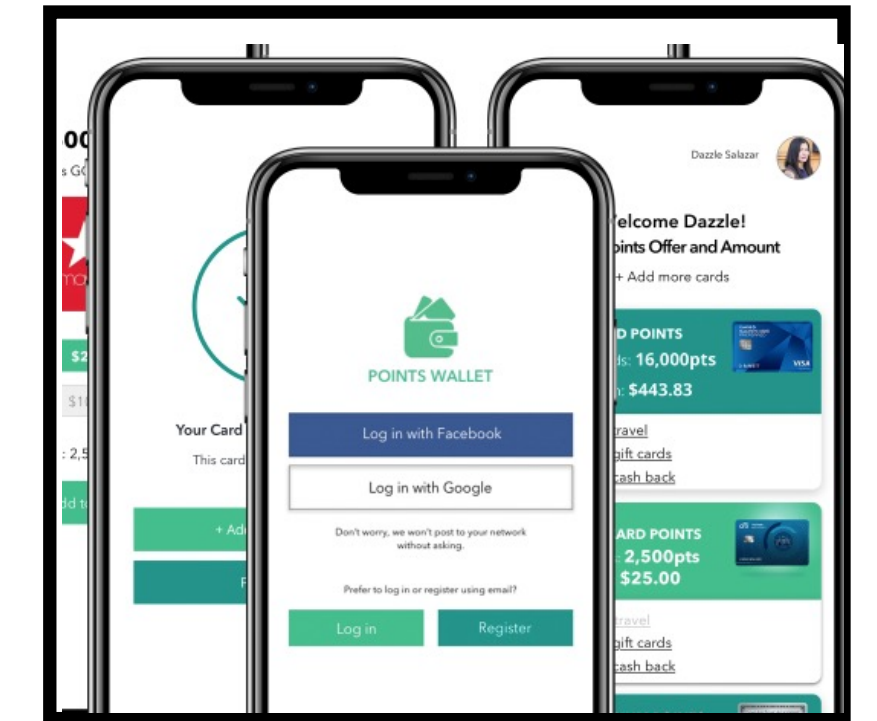
## USER FLOWS

Defining user scenarios by creating story board and user journey flows



## PROTOTYPING

Prototyping and user testing using sketch and envision



## VISUAL DESIGN

Polishing into Visual Design

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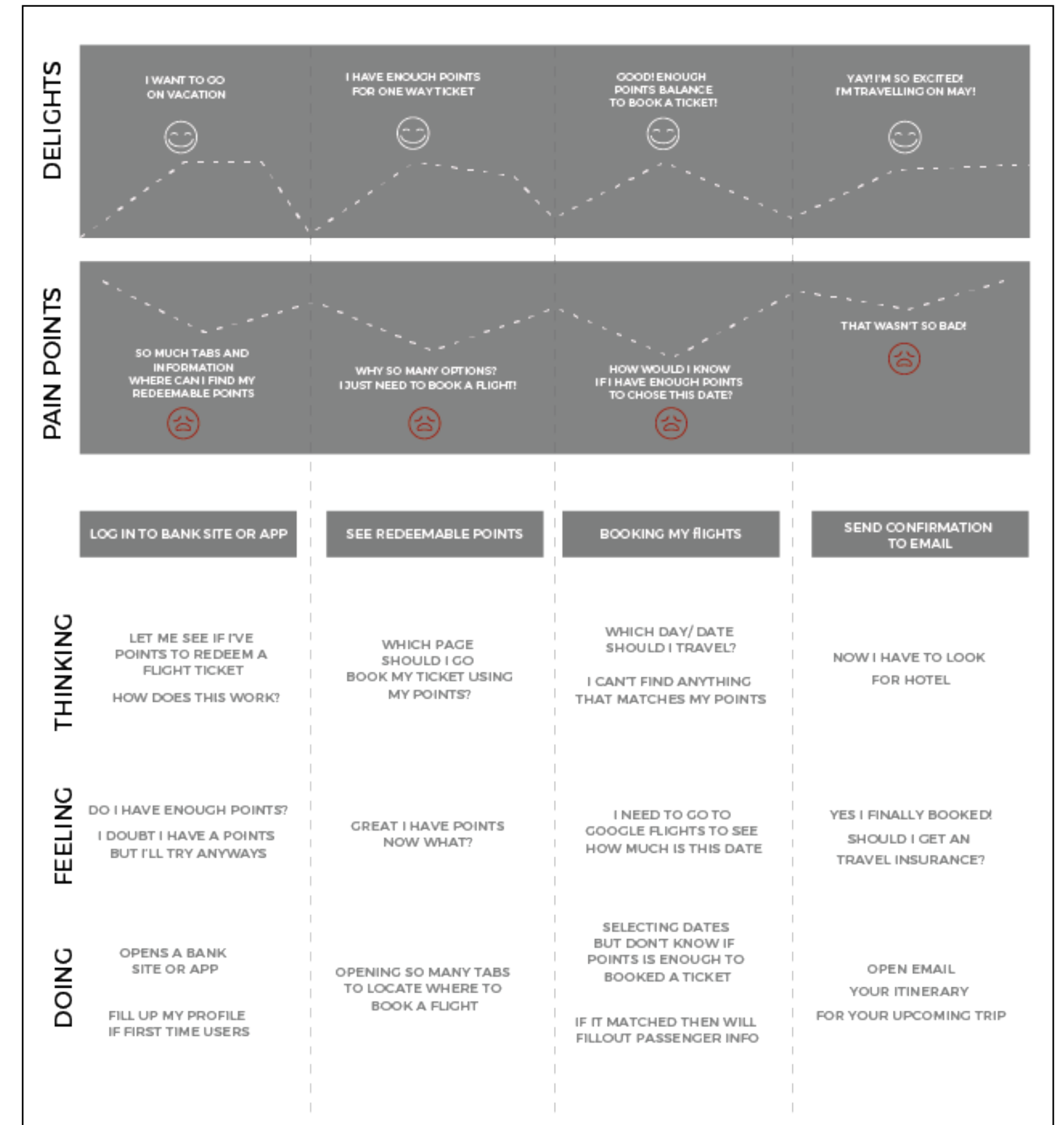
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## AFFINITY DIAGRAMMING

I have created affinity diagram collected from the 10 interviews I've conducted. I've gathered all user insights to create ideas on designing the app



## USER JOURNEY MAP

This is time we're I've Identified the all the touch points in a users interaction with their bank site/apps. I also located the pain points of the user whenever they where trying to redeem a points.

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# IDEATION

Quick exercise to sketch ideas



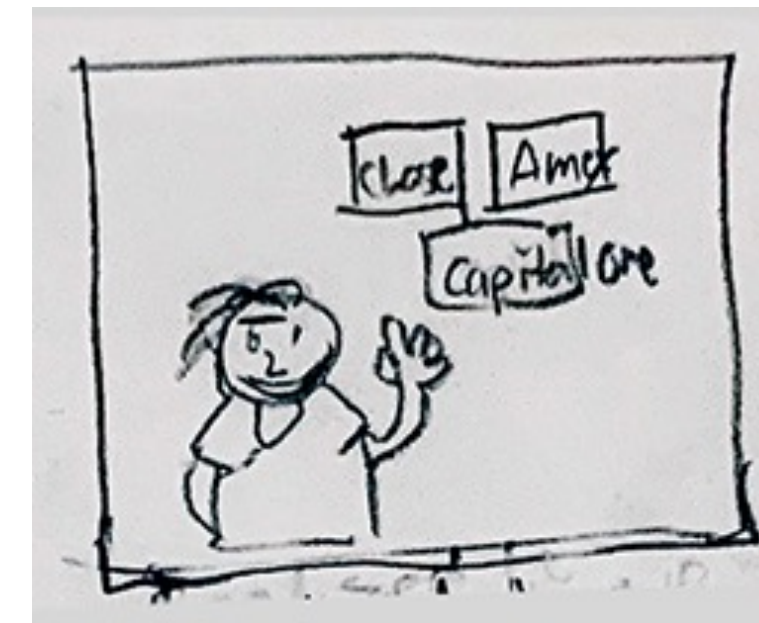
## THINKING OF TRAVELING

Joe wants to take a break from work and he's planning to go on a vacation



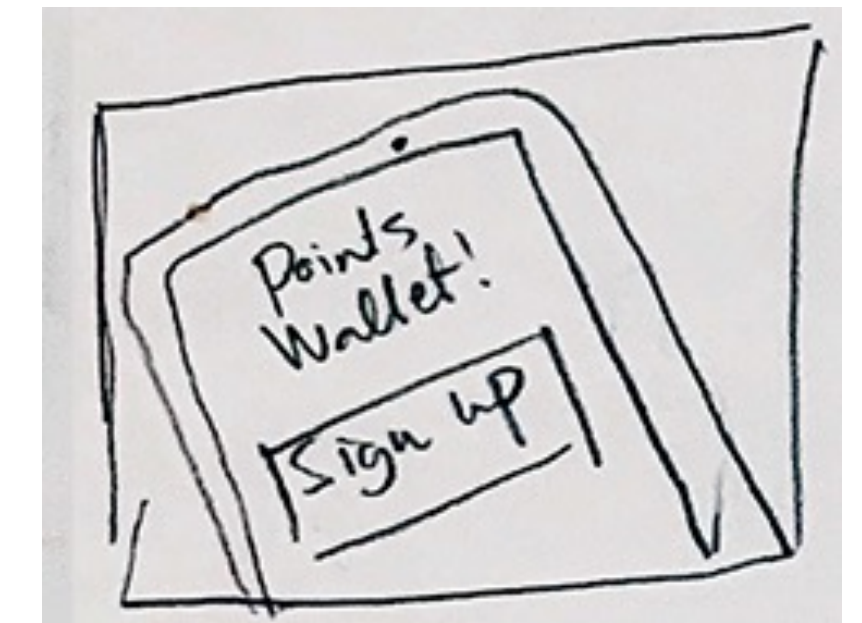
## CHECK BANK BALANCE

Checkout if he has enough money to book a flight ticket



## LOOKING INTO BANKS SITE

While he got so many credit cards, he wanted to check if he has enough points to redeem.



## SIGN UP TO POINTS WALLET



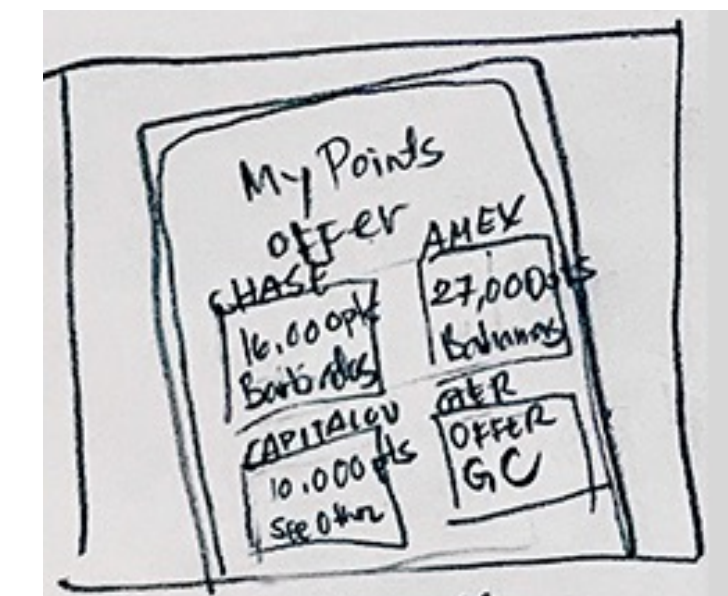
## LINK ALL CARDS

Since he's too lazy to check all the credit card sites, he can just link all his credit card to the app



## SUCCESSFULLY LINK

All credit card has been linked to the apps



## MY POINTS OFFER

Generates all POINTS BALANCE from all the credit card he uploaded.



## BOOKING CALENDAR

A calendars that provides information about dates that accepts his points

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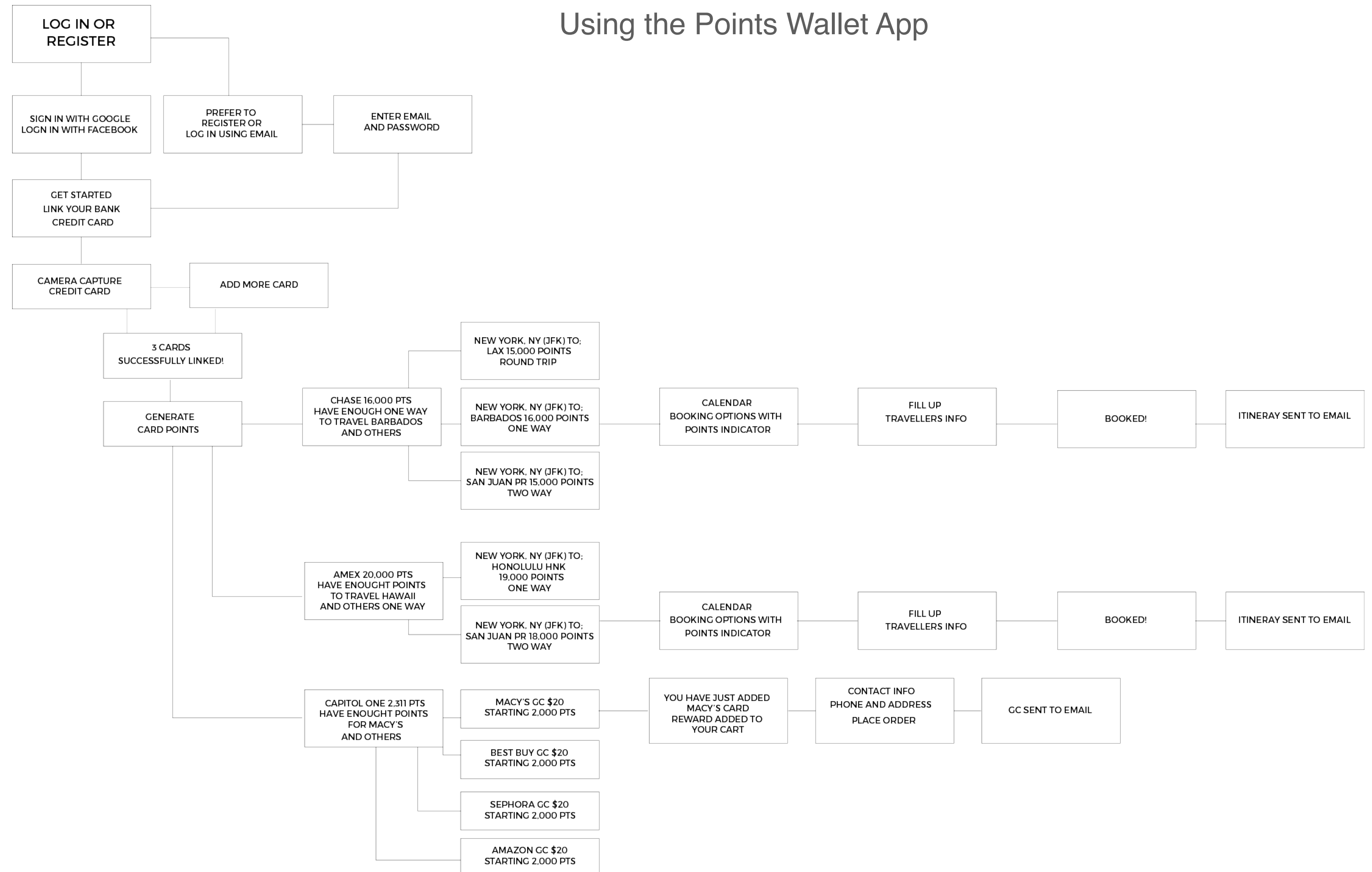
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# USERFLOW

Using the Points Wallet App



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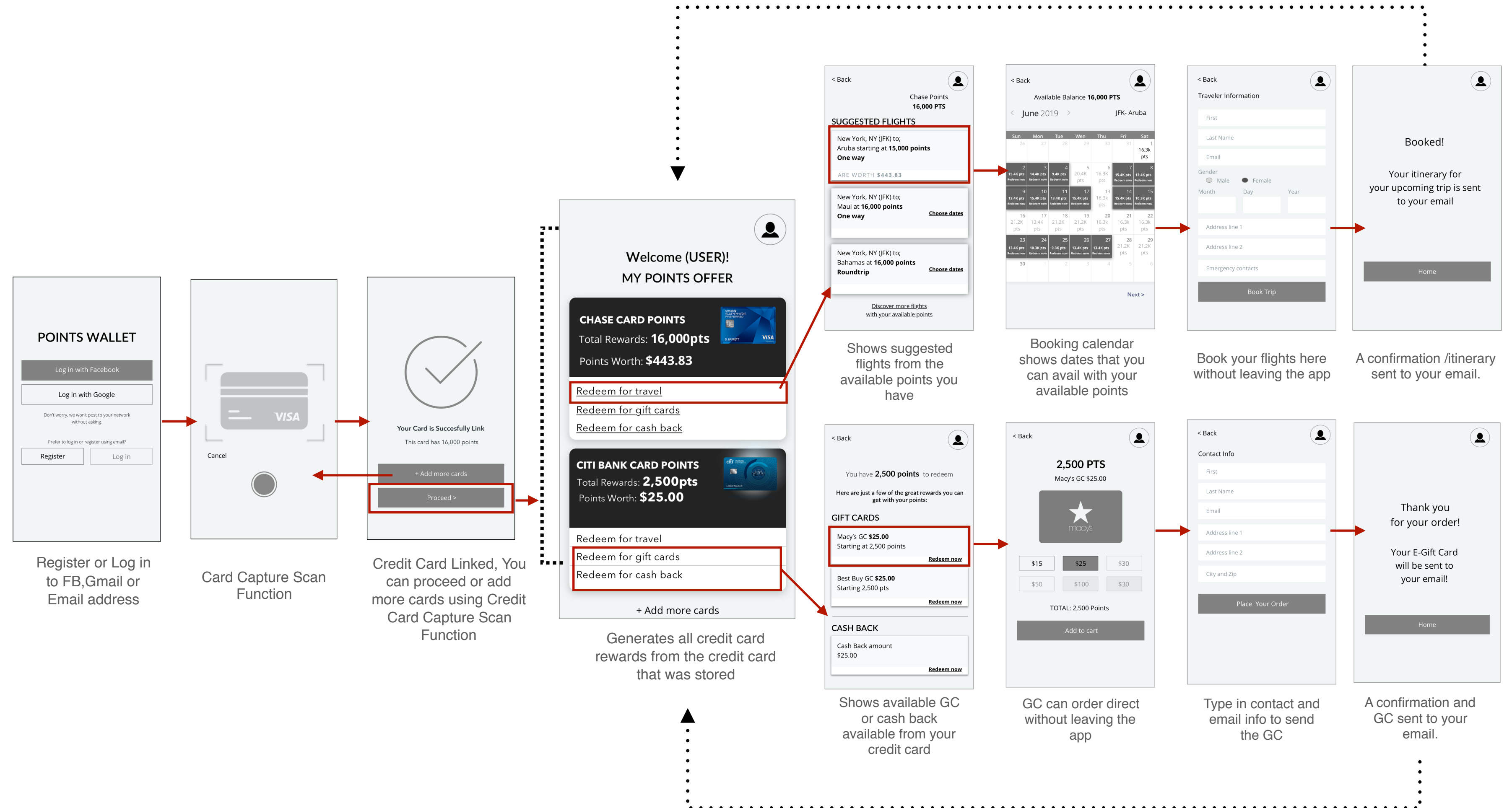
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# SCREEN FLOW

Mapping out the Experience



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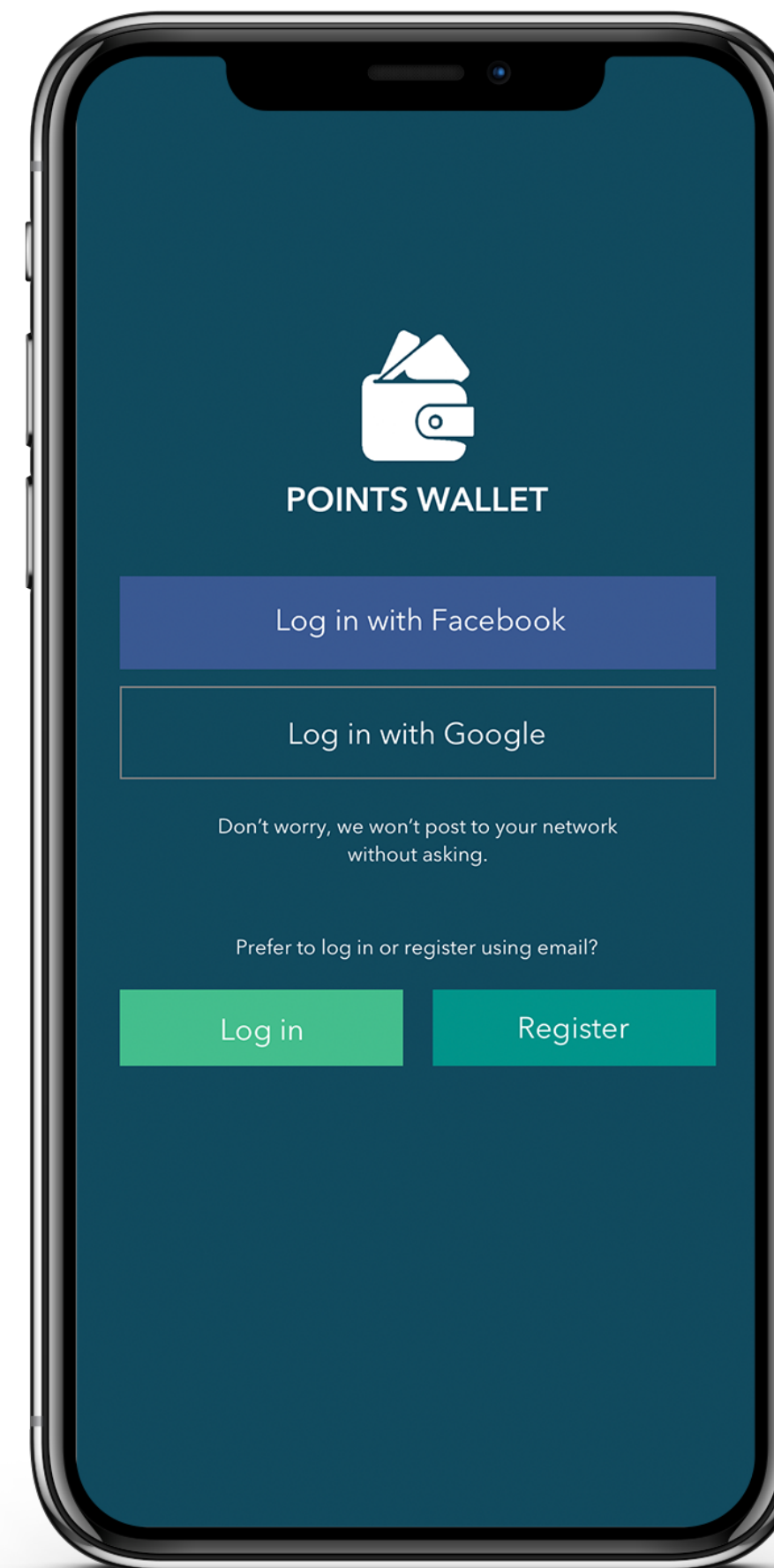
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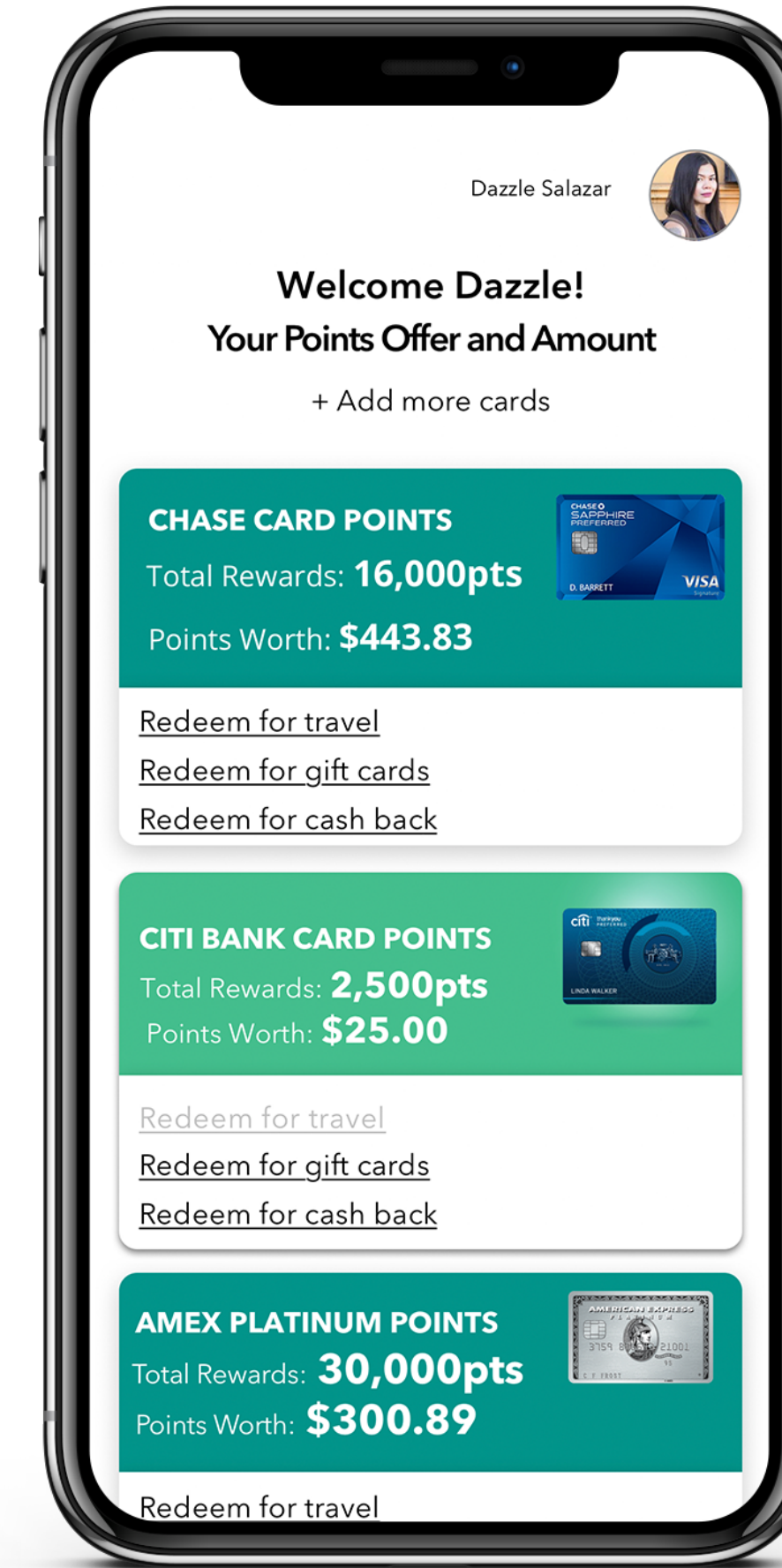
Introducing Points Wallet

# DETAILED DESIGN

High fidelity screens established a realistic experience to encourage useful usability testing feedback



Register or Log in Page



Generates all credit card rewards from the credit card that was stored

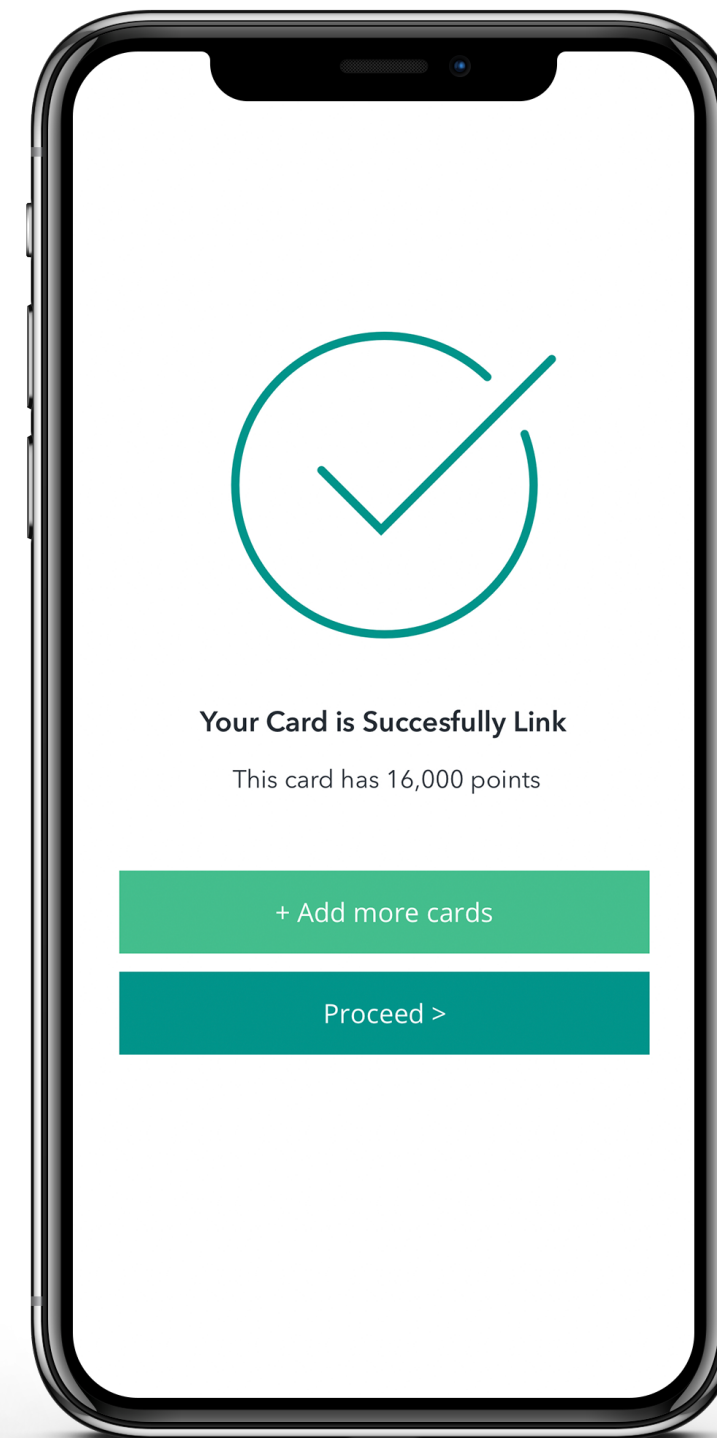


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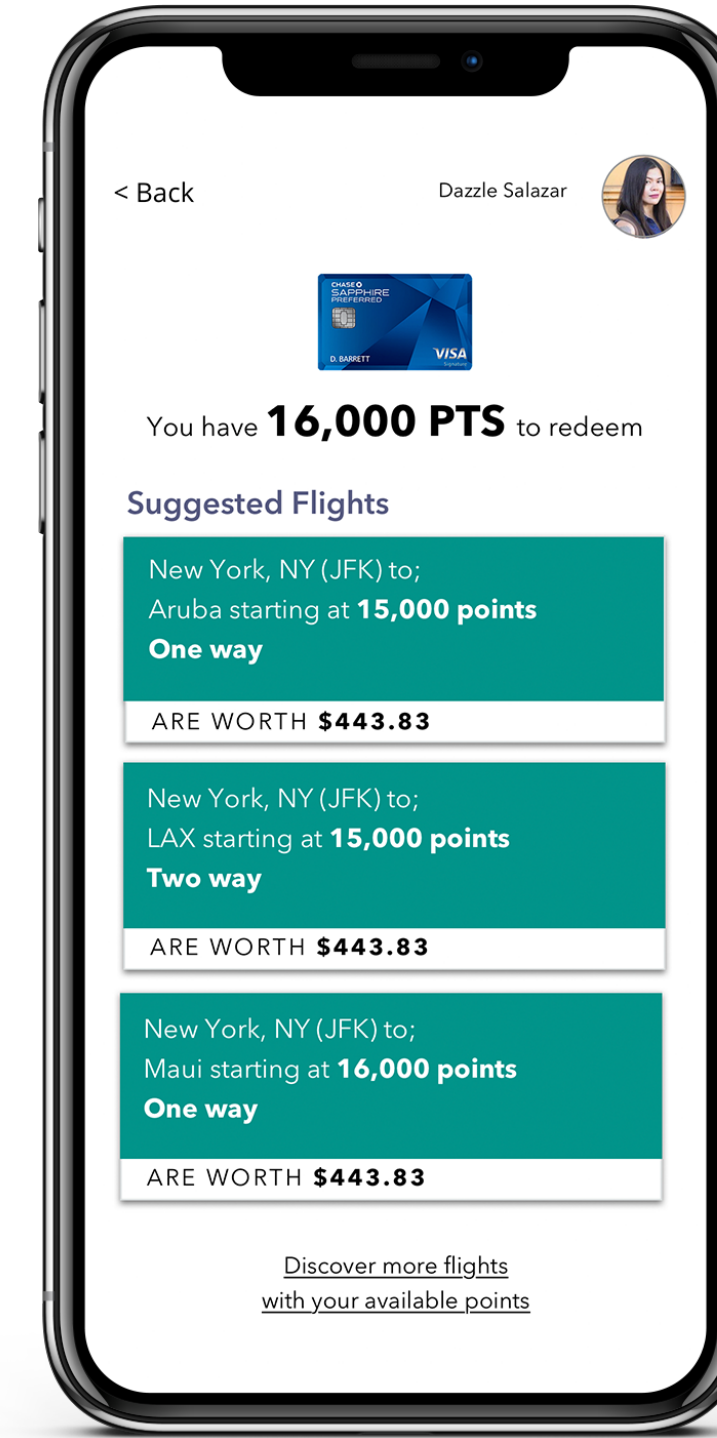
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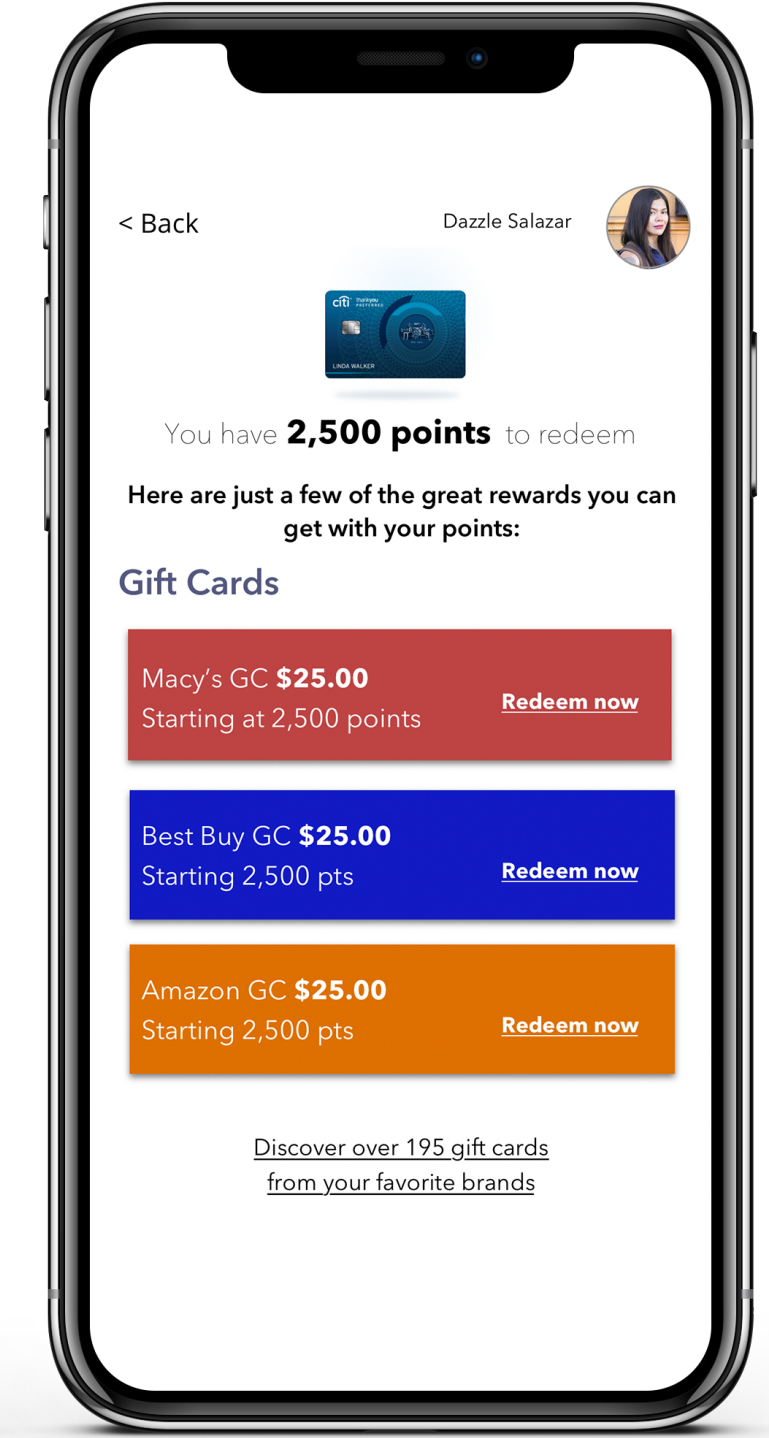
Card Capture Scan Function



Card Linked Page



Shows suggested flights from the available points you have



Shows available GC or cash back available from your credit card

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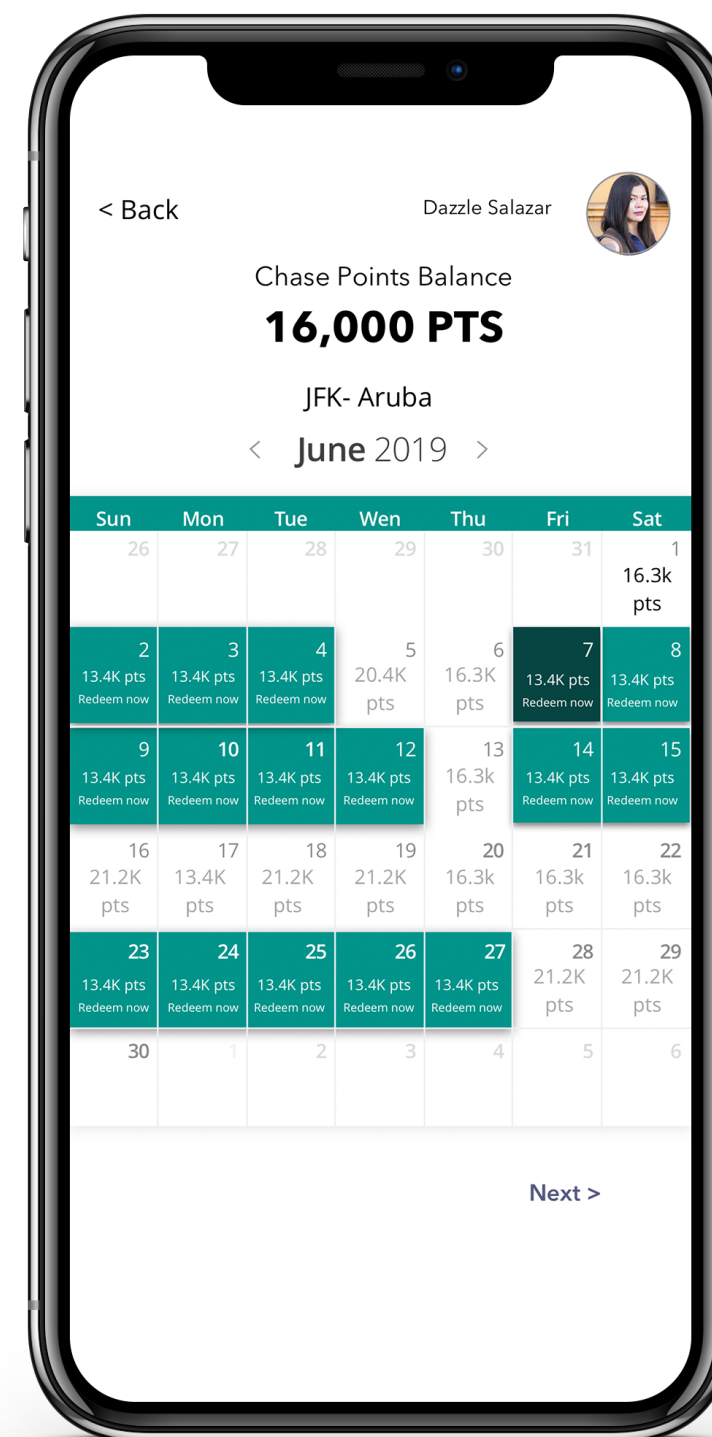
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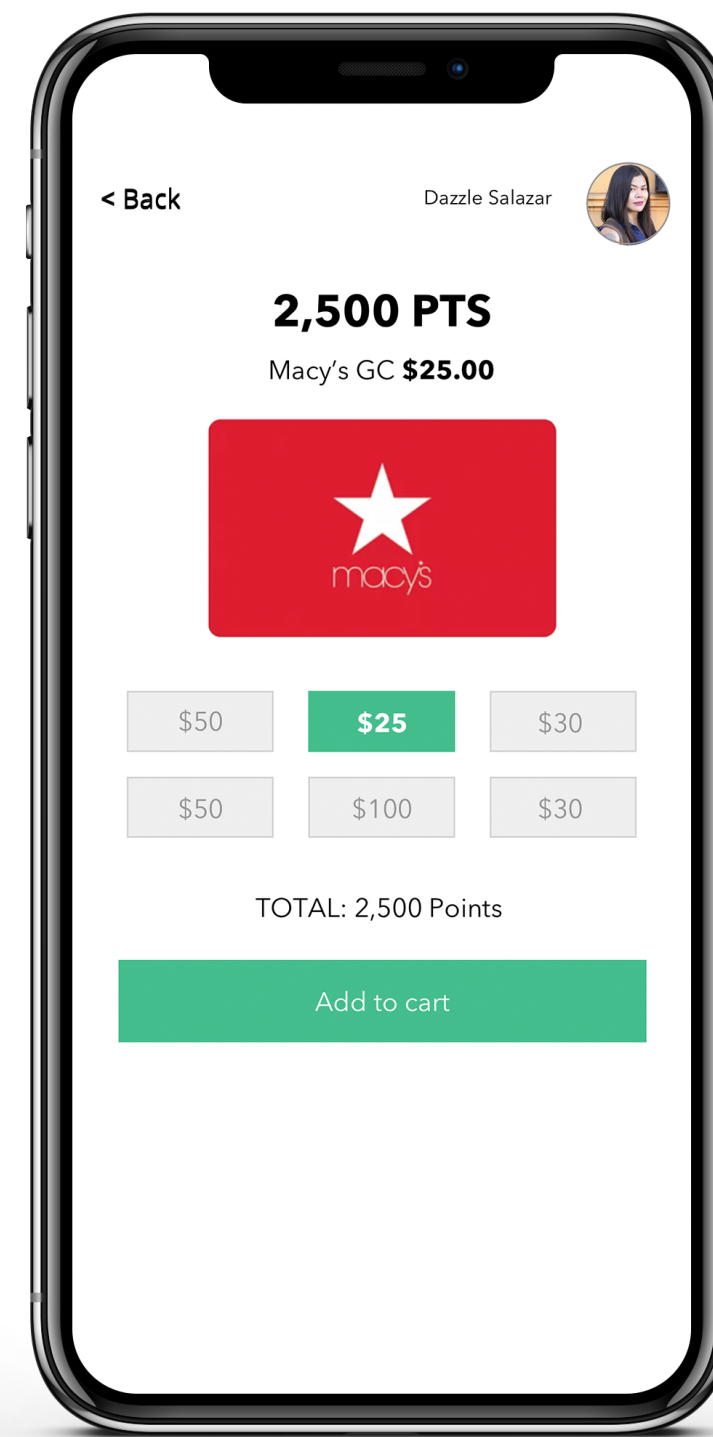
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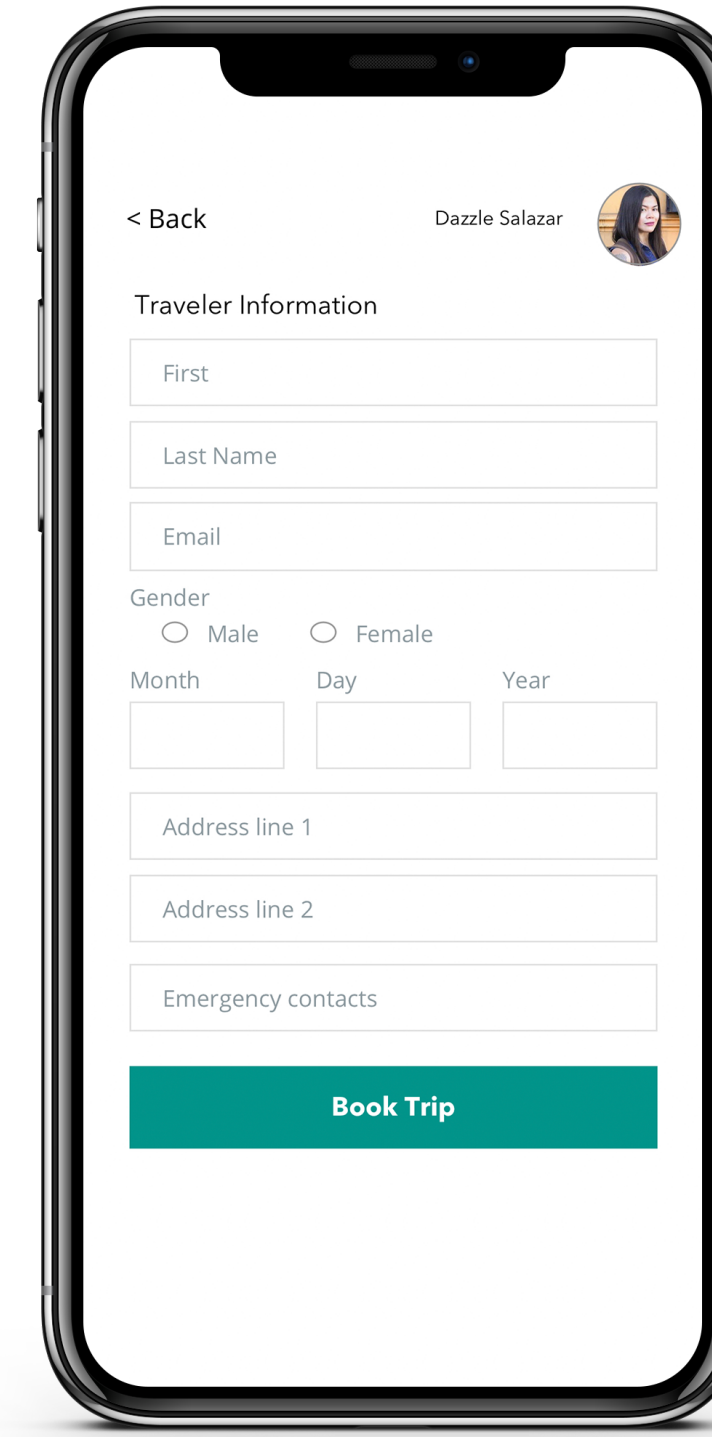
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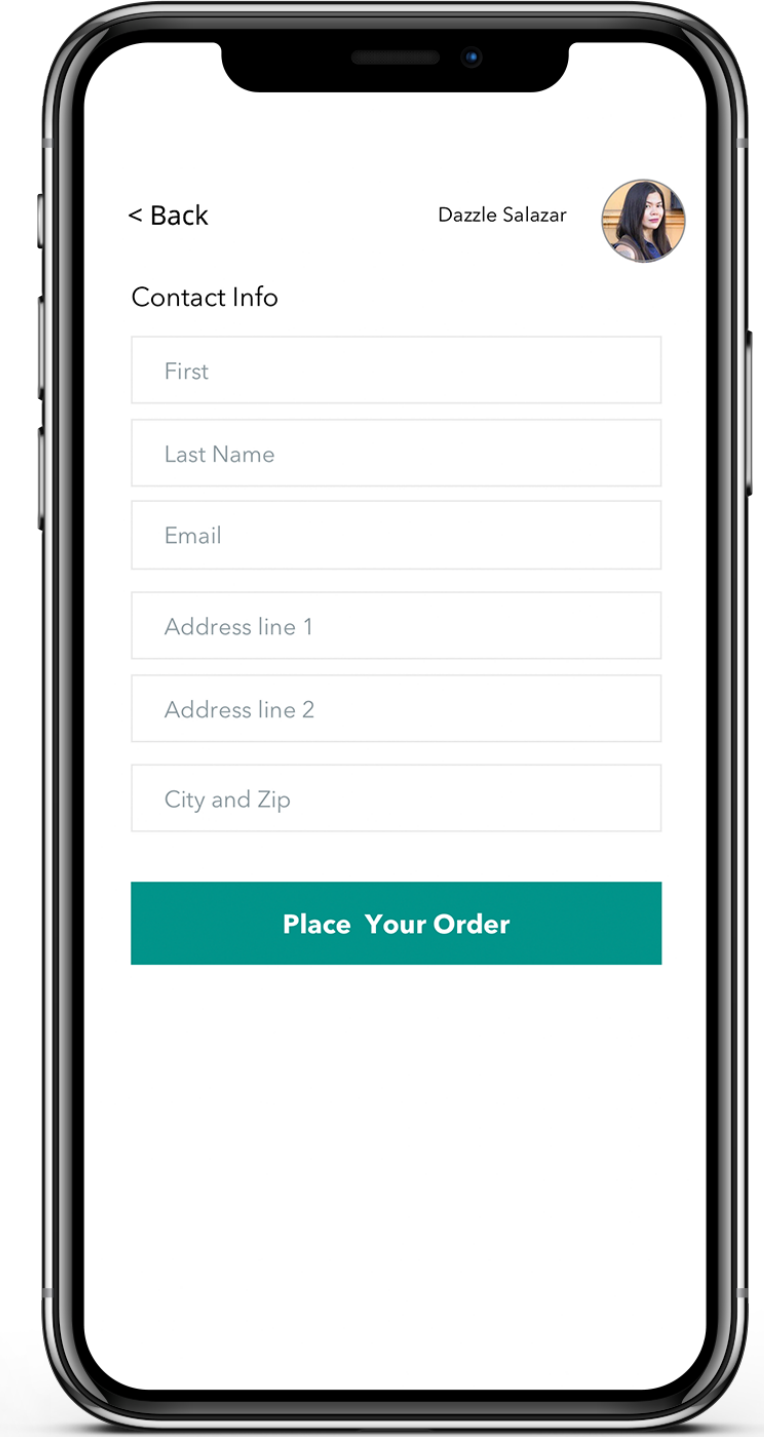
Booking calendar shows dates that you can avail with your available points



GC can order direct without leaving the app



Book your flights here without leaving the app



Type in contact and email info to send the GC