# **Budget App**

Solo End-to-End UX Leadership

Research • Design • Usability Testing • Accessibility Implementation • Figma, WCAG plug-ins

⇔ Completed as part of Google UX Design Certificate (capstone project)

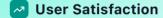
# **The Challenge**

Budgeting apps are **overly complex**, unfriendly to novice budgeters, and lack built-in accessibility controls. Users struggle with information overload and poor navigation structures that make financial management more stressful than helpful.

#### **The Solution**

An intuitive experience that lets users **level-up complexity** as they learn. Embedded education and accessibility settings ensure all users can confidently manage their finances regardless of their experience level or abilities.

# **Usability Testing Outcomes**



ROUND 1 **70** 

ROUND 2 **90** 

Simulation testing

# First-Try Success

ROUND 1 **60%** 

ROUND 2

→ 100%

Peer reviewers (n=5)

# Reduce Cognitive Load

Clear UI helps novice users onboard quickly and confidently

#### **Boost Engagement**

Progressive disclosure keeps users motivated to continue learning

# **Inclusive Access**

WCAG AAA
compliance ensures
confidence for
diverse users

## **Key Learning Outcomes**

Applied **WCAG AAA guidelines**, conducted structured usability testing, and iterated from low-fi to hi-fi prototypes while maintaining accessibility standards. Learned the importance of **accessibility-first design**—building reusable components early created a system that scaled across the prototype and simplified iteration.

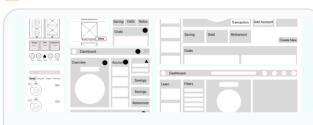
# **Design Artifacts**

#### **□** Sitemap



**Decision:** Simplified navigation to 4 core sections based on user interview findings about complexity overwhelm

## **⊗** Wireframes



**Decision:** Used progressive disclosure to reveal complexity gradually, preventing information overload for beginners

# ☐ High-Fi Prototype



**Decision:** Integrated accessibility controls and learning content directly into the interface rather than hiding them in settings

#### **Design Process**



## Research

4 interviews + competitive audit

Week 1-2



## Design

Crazy 8s → wireframes → prototypes

Week 3-6



## **Testing**

2 usability rounds; 70% → 90% success

Week 7-10



## Build

WCAG AAA + mobile-first system

Week 11-14