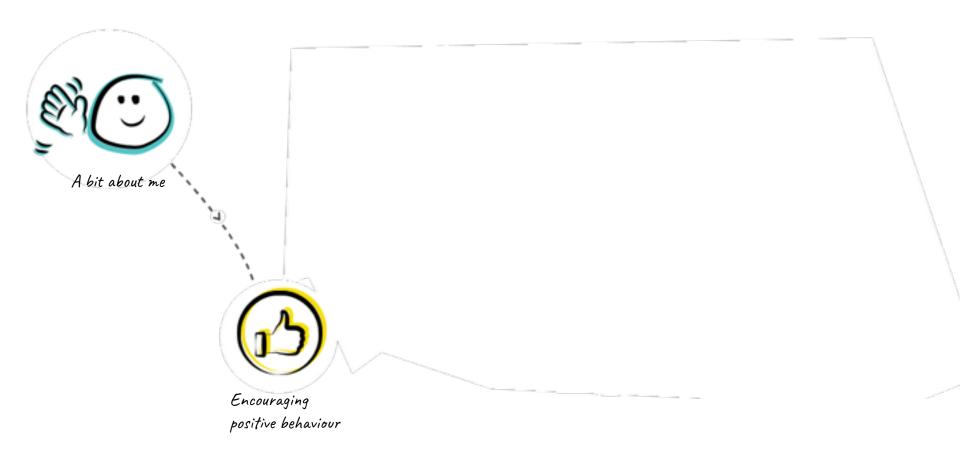
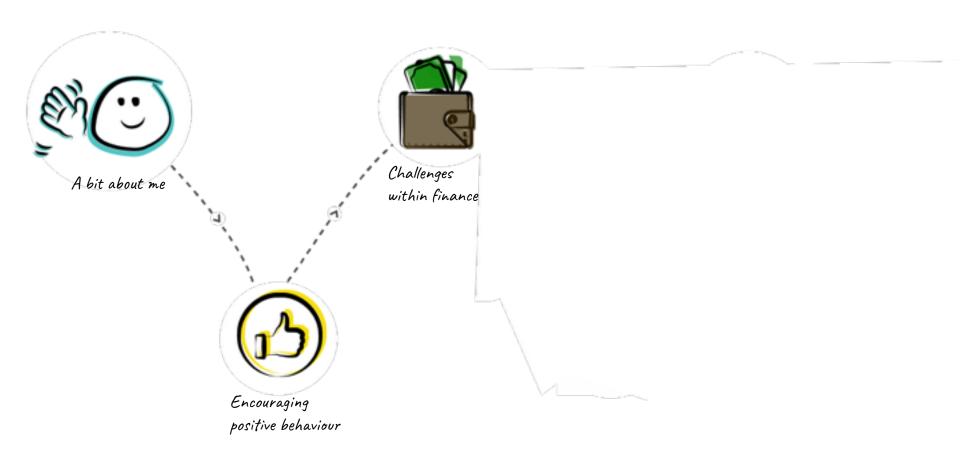
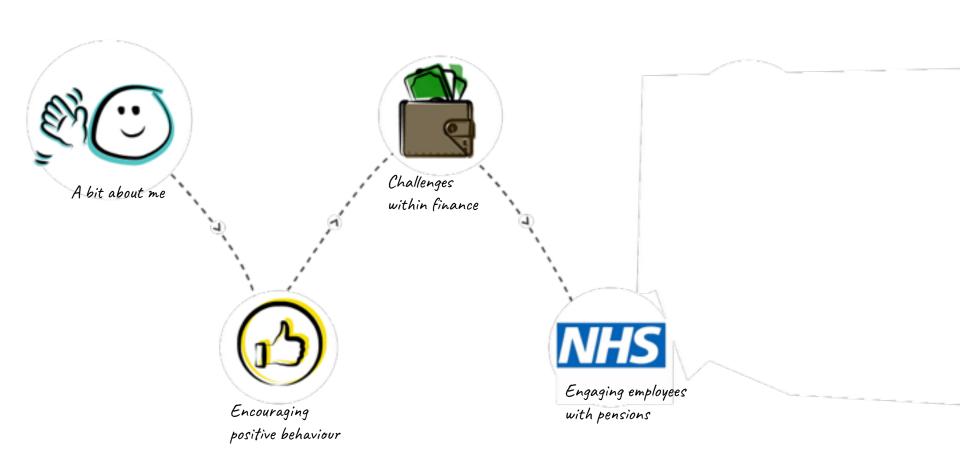
Helping people make positive decisions about money and finance.

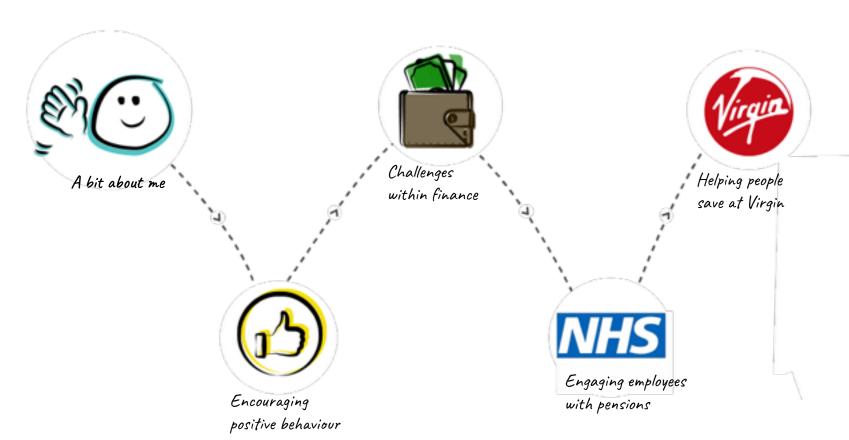


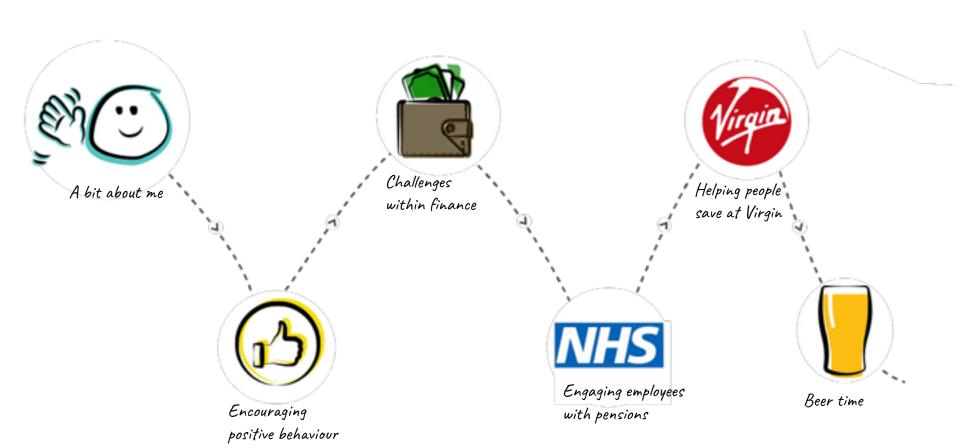






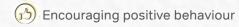






Encouraging positive behaviour





Design in capable of physically changing the way people think, feel and behave.

With great power comes great responsibility. - Ben Parker



The picture of a fly in the urinals at Schiphol Airport has been touted as a simple, inexpensive way to reduce cleaning costs.



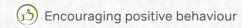


However, irresponsible design can also have unintended consequences...



In 2012, Facebook ran an experiment with nearly 700,000 users to see if they can alter their emotional state.





What can encourage good behaviours?

Rewarding desired behaviour

Creating enjoyment

Understanding its importance



People are easily deterred from taking action





But first start by understanding who your user is...

What do they need?

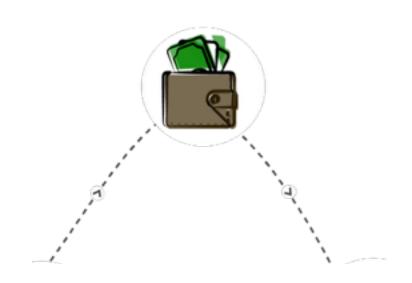
What motivations them?

What are they currently doing?

Are there any barriers?



How can we change behaviours in the of world finance?



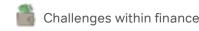
Challenge 1:

People lack financial confidence.

24% of UK adults have little or **no confidence** in managing their money.

46% of all UK adults report low knowledge about financial matters.*

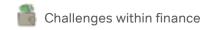




Challenge 2:

The future is unknown.

Most people experience difficulties **projecting in the future,** and therefore undervalue **future rewards,** as these are deemed **less concrete.**



Challenge 3:

Choice paralysis.

Offering too much choice can leave users feeling **overwhelmed**.

Encouraging people to engage with their pensions at NHS.



When I was working at NHSBSA on the pension digitisation team we had two main challenges.

Challenge 1:

We wanted create greater engagement and make people more accountable for their pension information.



We found that:

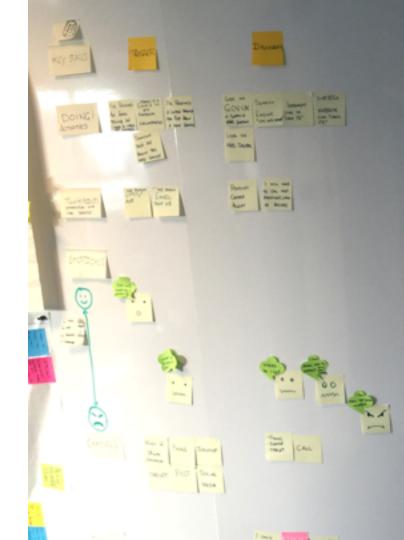
People want quick and easy access to information.

Users wanted more visibility, control.

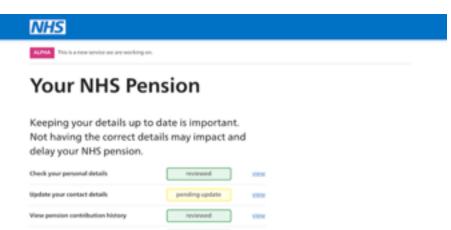
Users wanted greater understanding of their pension. Users lacked knowledge around their pension.



We mapped out the AS - IS and TO-BE user journey.



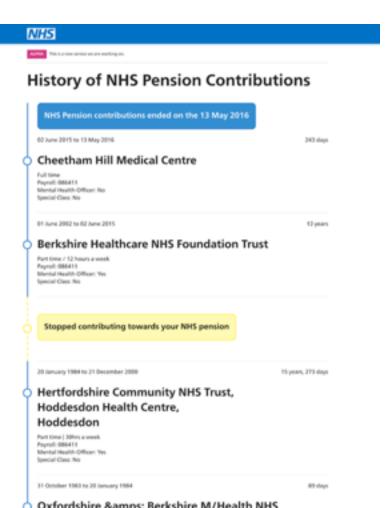
Pension Scheme



View

neviewed



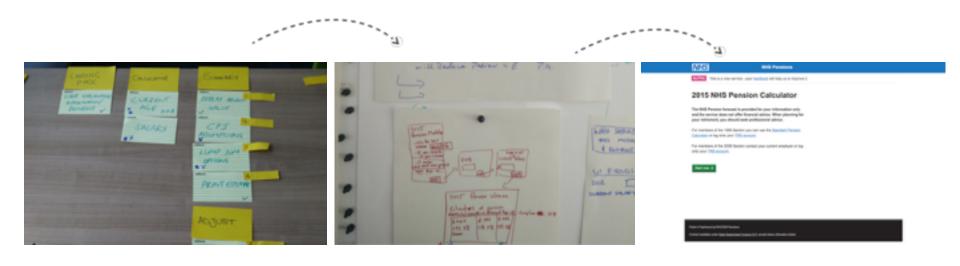


Challenge 2:

We wanted to encourage users to plan towards retirement.

We'd identified that users were unsure what they'd likely get when they retire.

Collaborating was key.

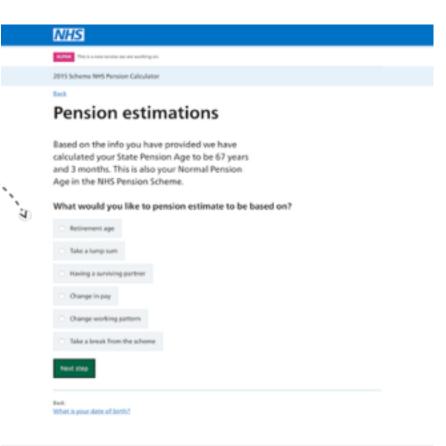


It took a lot of iterations and we didn't always get it right...

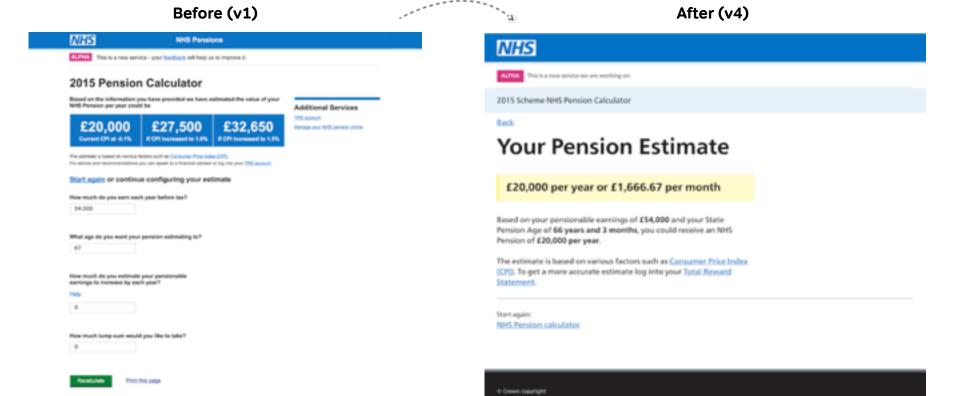


We found that users were unsure how certain decisions would impact their pension. They wanted the tool to take into consideration their personal circumstance.

"I want to know what happens if I take a year break from contributing."



The results page was convoluted with information not important to the user. So we stripped it back showing only information that was important to them.





By showing users what they could get if they continue contributing was an indirect way of influencing that behaviour.



User research is only as good as the impact it has.

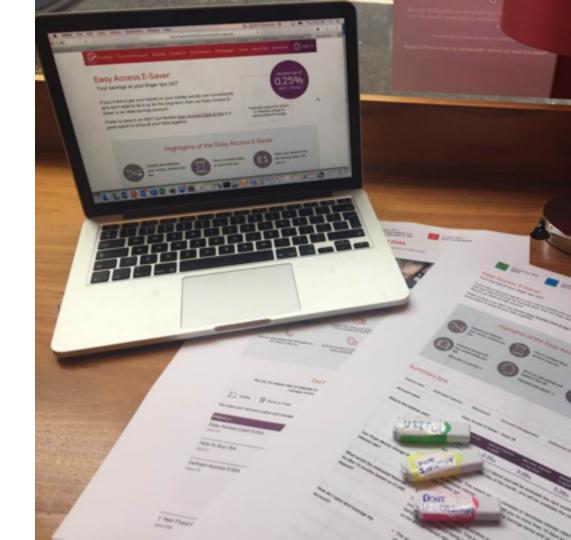


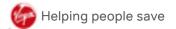
Helping people save and understand savings at Virgin





We wanted to insure users had the information they needed to make an informed choice about our savings product.





CONTENT USABILITY TESTING

Content important to customers

Content <u>less important</u> to customers



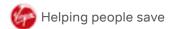


We found that:

It was important for users see a projection of the interest they can earn.

Referring another account so high in the order of content made users doubt they were looking at the right product.





I'm currently investigating how we can encourage users to save.

What are people's current saving behaviours - What works for them doesn't work for them?

What motivates different users to save?

What influences them?

And finally..

- Start by knowing your users, their needs, behaviours and motivates.
- •Identify the problem you are trying to solve.
- •Understand how your design is influences your users. (By continuing to test)
- •Make it easy for people... so make sure the journey is straightforward.

Now go forth, drink beer and design good experiences...



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