# Mint.com Usability Study

#### Team BYSK

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#### About Mint.com

- All-in-one financial management app available on desktop and mobile
- Lets you track spending, create budgets, pay bills, set savings goals
- Target users are working professionals that have an income and multiple accounts to keep track of



## Study Objectives

- To assess the ease and effectiveness of creating a budget and whether the process matches participants' mental model of budgeting
- To determine if key activities can be completed without significant obstacles:
  - Create budget
  - Adjust budget
  - Compare spending against budget
- To identify obstacles to complete key activities
- To capture overall impressions with the budgeting experience on Mint.com and determine areas of improvement

# Methods and Procedures

#### Participants

- Have not used Mint.com in the past year
- Have an online banking account
- Mix of ages (between 18 to 65)
- Mix of budgeting experience
- Do not work at a company that makes budgeting software

## Methodology

- Tests were administered in a private room on the UW campus and at home of one of the team members
- Participants performed tasks using a test account populated with fabricated financial transactions, which was reset after each session
- One moderator gave 5 scenarios for participants to read from, and completed tasks on Mint.com's website
- Participants asked to follow the Think Aloud Protocol
- One main notetaker and two observers/notetakers
- Used Morae software to record screen, audio, and participant's facial expressions

#### Data Collected

#### **Qualitative Data**

- Think Aloud Protocol
- User's path
- Pre-study questionnaire
- Post-task questionnaire
- Post-study questionnaire

#### **Quantitative Data**

- Success rate
- Ease/difficulty of task completion
- Satisfaction/frustration ratings

# Findings

#### What Works Well

- Budgets are easy to create: 5 out of 6 participants were able to create a budget quickly and easily. On average, participants rated the task related to creating budgets a 2 (Somewhat Easy) out of 5 (Very Difficult).
- Notifications feature is useful: 5 out of 6 participants appreciated having the ability to receive notifications when their balance is low, alerts when there are unusual transactions, and when their spending exceeds the budget.

## Severity Ranking

- High Leads to task failure or significant delay in completion.
   Causes extreme irritation
- Medium Causes occasional task failure in some users. Causes medium annoyance
- Low Results in some hesitation during task completion. Causes minor irritation

#### Goals & Budget

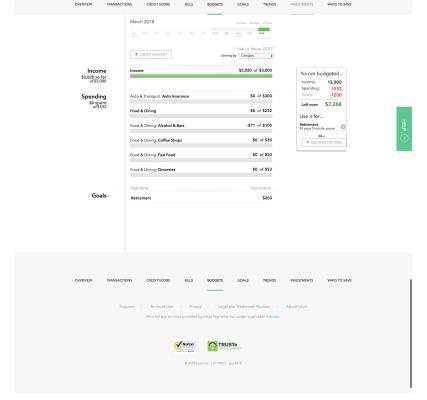
- Severity Rating: High
- 5 out of 6 participants had difficulty finding where to create a goal
- 3 out of 6 participants have created or attempted to create a new budget category for the retirement goal
- 2 out of 6 participants have mentioned that they are "not sure how to do that" and that they "are stuck"

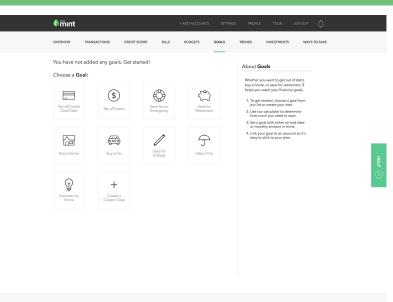
#### Recommendation

- Combine goals and budgets
- Feature goals more prominently on budget page
- Provide more guidance upfront what is involved in setting up a goal

## Goals & Budget

♦mint







## Goals & Budget



"So I don't automatically see something that would be 'retirement,' which seems like a pretty big category..."

## Finding and Understanding Subcategories

- Severity Rating: High
- 4 out of 6 participants were confused about IA of categories, and felt list was too long
- 4 out of 6 participants did not notice and use the search functionality

#### Recommendation

- Make the search functionality of categories more visible
- Make it clear when a new subcategory is added
- Further research to find an optimal organization and design of categories

## Finding and Understanding Subcategories



"Let's see...there's a lot of categories." \*chuckles nervously\*

#### Numbers and Calculations

- Severity Rating: High
- 3 out of 6 participants weren't sure how amounts were calculated or what assumptions were used
- 2 out of 6 participants were confused by the calculation when setting budgets that span several months

#### Recommendation

Clarify how calculations are made and any assumptions used

#### Numbers and Calculations



"I would expect it will automatically add 3 months to my current month." "Where does the \$50 come from?"

## Overwhelming Interface

- Severity Rating: Medium
- 3 participants have described their experience with the application as "overwhelming" (P3, P4), and "clunky" (P1)
- 1 participant expressed that they had to jump between tabs a lot when adjusting a budget

#### Recommendation

- Streamline interface by reducing the amount of information users see at once
- Provide an overview of the entire process by giving users a roadmap

## Overwhelming Interface

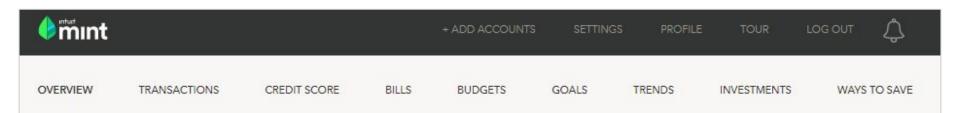
P1	Adequate	Clunky	Tedious
P2	Intuitive	Well-designed	Well-guided
P3	Visual	Overwhelming	Preset
P4	Detailed	Overwhelming	Too much text
P5	Easy	Fast	Overly-simplistic
P6	Unremarkable	Really flat	Utilitarian

#### Navigation Menu

- Severity Rating: Medium
- 5 out of 6 participants were confused about navigation terminology, would have to explore each page to learn more

#### Recommendation

- Rename navigation tabs
- Grouping the 16 top-level tabs to its main functions so it is easier to navigate



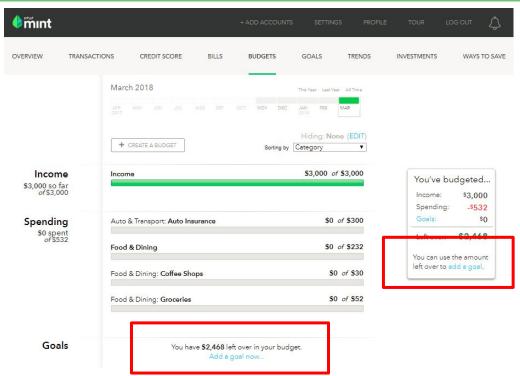
## Legibility

- Severity Rating: Medium
- 1 participant felt that some text is too small or does not provide enough contrast

#### Recommendation

- Use larger text and provide more contrast between text and background
- This would also be a consideration for visually-impaired users

## Legibility



Light blue color of the text didn't provide enough contrast

#### **Emotional Design**

- Severity Rating: Low
- 3 out of 6 participants mentioned that budgets make them "feel guilty" (P4), aren't "flexible enough" (P5), and they will have to "change their behavior" (P6)
- 2 participants have described that application "felt like a chore" (P1) and was "no fun" (P6).

#### Recommendation

Consider making the visual design more engaging

While not a usability issue, we have heard this from 3 participants and decided it was worth including

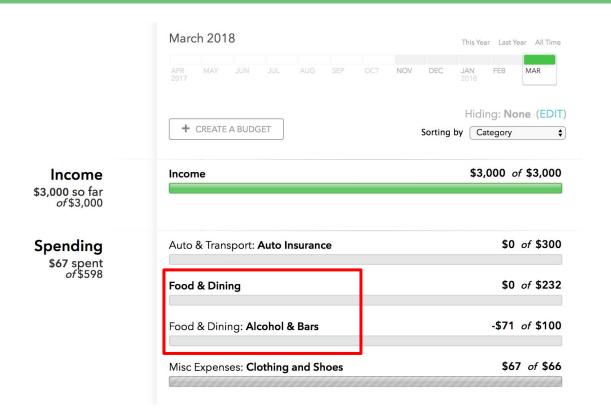
## Budget Bars Hierarchy

- Severity Rating: Low
- 1 participant was confused by the layout of budget subcategories.

#### Recommendation

 Update layout of the budget page to better define relationship between categories and subcategories

## Budget Bars Hierarchy



You've budgeted...
Income: \$3,000
Spending: -\$598
Goals: \$0

Left over: \$2,401

You can use the amount left over to add a goal.

## Additional Areas to Explore

#### **Goals Wizard**

Too much information on "Goals" wizard modal.

#### **Notifications**

- A diversity of notification options (over budget, approaching budget)
- Notifications allow to set fixed amounts for low balance ONLY
- No text message option in the notifications option

#### Reflection

#### What Went Well

- Logistics & efficiency of study scheduling, execution
- Brainstorming, findings group sessions were very thorough and productive
- Trying all roles in a study (moderator, note-taker, observer) was very helpful

#### **Growth Opportunities**

- Identifying metrics to measure
- Framing questions and tasks
- Learning to code qualitative data
- Practice, practice, practice!

## Questions?