

The Giving Tree

Interactive Medium-Fi Prototype

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Value Prop

Make your donations go further.





Problem

From finding where to donate, to which charities are most in need, and then keeping track of these donations until tax season rolls around, giving is filled with pitfalls for the average donor.

Solution Overview



Identify high-impact organizations



Allow users to look at and donate to charities based on the cause they care about



Identify donation patterns and access financial statements and forms long-term

Values Encoded

Values

1

Equity

We value financial equity, wealth redistribution, and sharing knowledge for all.



2

Efficiency

We want to minimize the complexity of donating by suggesting charities that are in need/effectively using donations.



3

Education

We want to share knowledge about the financial benefits of donating as well as informing users of legitimate organizations.



Design Features

- Automatically filled tax forms
 - All users are able to benefit from donation benefits
- Information about each charity is easily visible and comprehensible

- Nav bar and back buttons = quick navigation
- Visible and intuitive buttons to find organizations and set up a donation
- Filters and sorting to quickly find impactful organizations

- Filters to educate on legit organizations
 - Ex: sort by "Most in Need" and "Most Impact Per Dollar"
- About the organization and their work screens

Conflicts

To balance **Education** and **Efficiency**, tradeoffs are required: Incorporating too much information to Educate can cause decrease in Efficiency

Three Task Flows



Simple

Identify a high-impact organization for a particular cause and donate



Medium

Set up reoccurring donations to an organization you are interested in



Difficult

Identify donation patterns and access financial statements and forms

Usability Goals

Efficient

We want users to accomplish tasks as quickly as possible

Robustness

Minimal error rates and users can recover from errors

Key Measurements

Testing Efficiency

Time to complete each task

Testing Robustness

Number of times per task the participant presses a wrong button or a non-button

Progress

Efficiency

- Easier navigation: Back buttons
- Usability: Search bar added to search for a cause and organization
- Efficiency: "Donate" button to each organization in "Organizations"

Robustness

- Intuitive functionality: "Portfolio" button to "Profile"
- Simplicity: Removed customize payments
- Interpretation: "See your tree grow!" to make growing tree on home screen more intuitive

Feedback from Lo-Fi



confused about the home screen tree, not sure what it's for



not sure what Portfolio means. What does it do?



the custom calendar options were super confusing



I don't want to scroll, I want a search bar



i don't know where to find tax forms



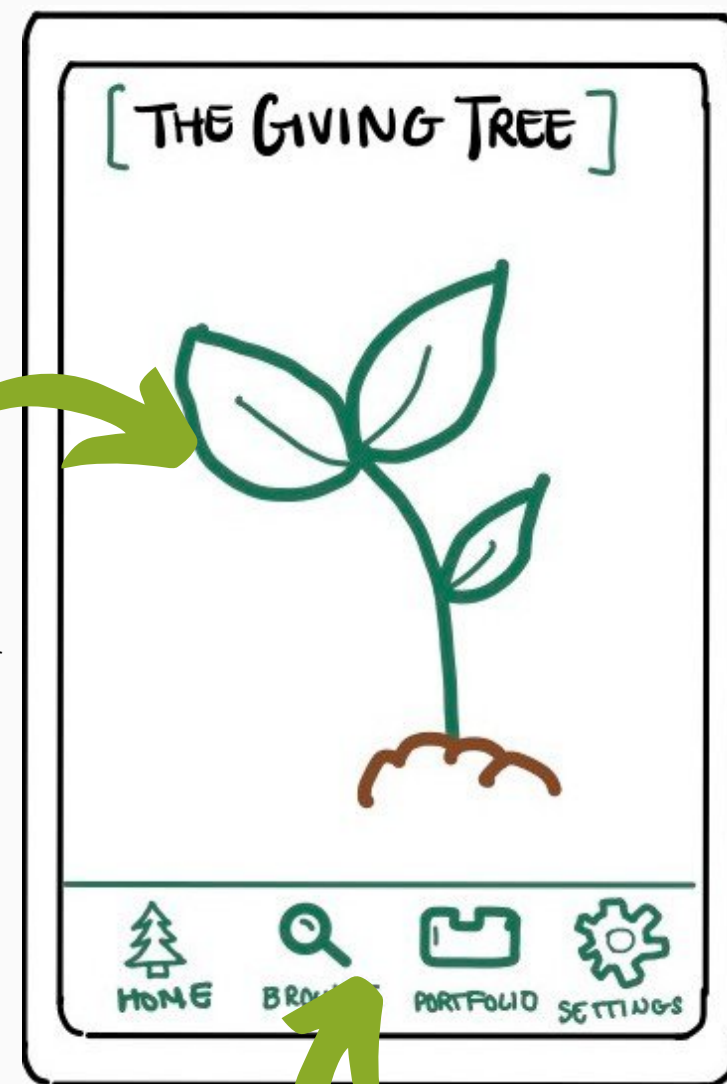
i'm used to using back buttons to navigate



Revised Interface Design

Change 1:

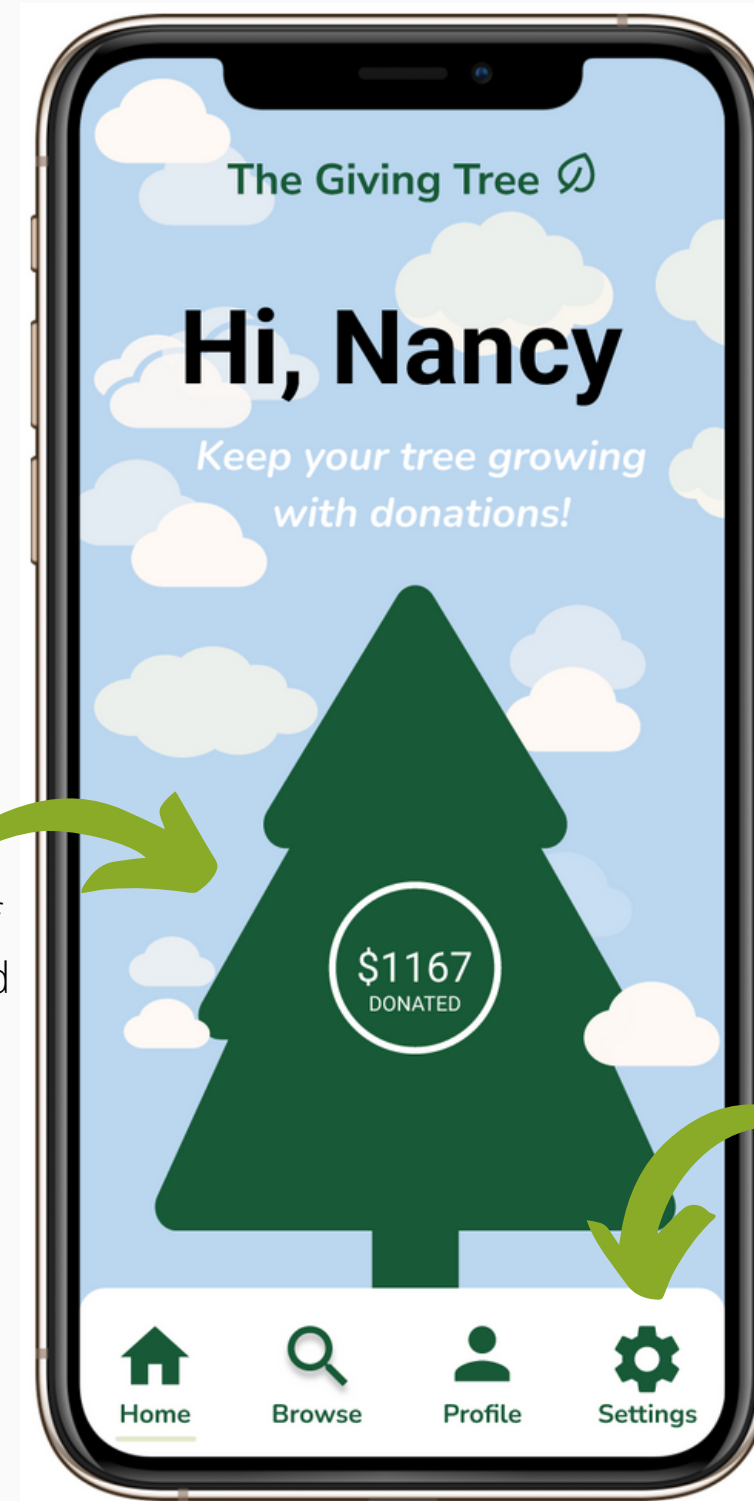
BEFORE



Lack of clarity in term of the purpose of the tree

Portfolio is not intuitive when it comes to identifying functionality

AFTER



Total amount of money displayed for clarity of the tree exists

New navigation bar for improved user navigation

RATIONALE

The total amount of money displayed on the tree will increase as the tree grows, showing the user that more donations will stimulate the giving tree's growth. Additionally, when the user donates, there are little animations to show the tree's growth.

The new navigation bar includes a new "Profile" icon instead of the original "Portfolio" icon. The "Profile" icon is more intuitive and familiar for users.

Change 2:

BEFORE

No search bar makes finding orgs hard



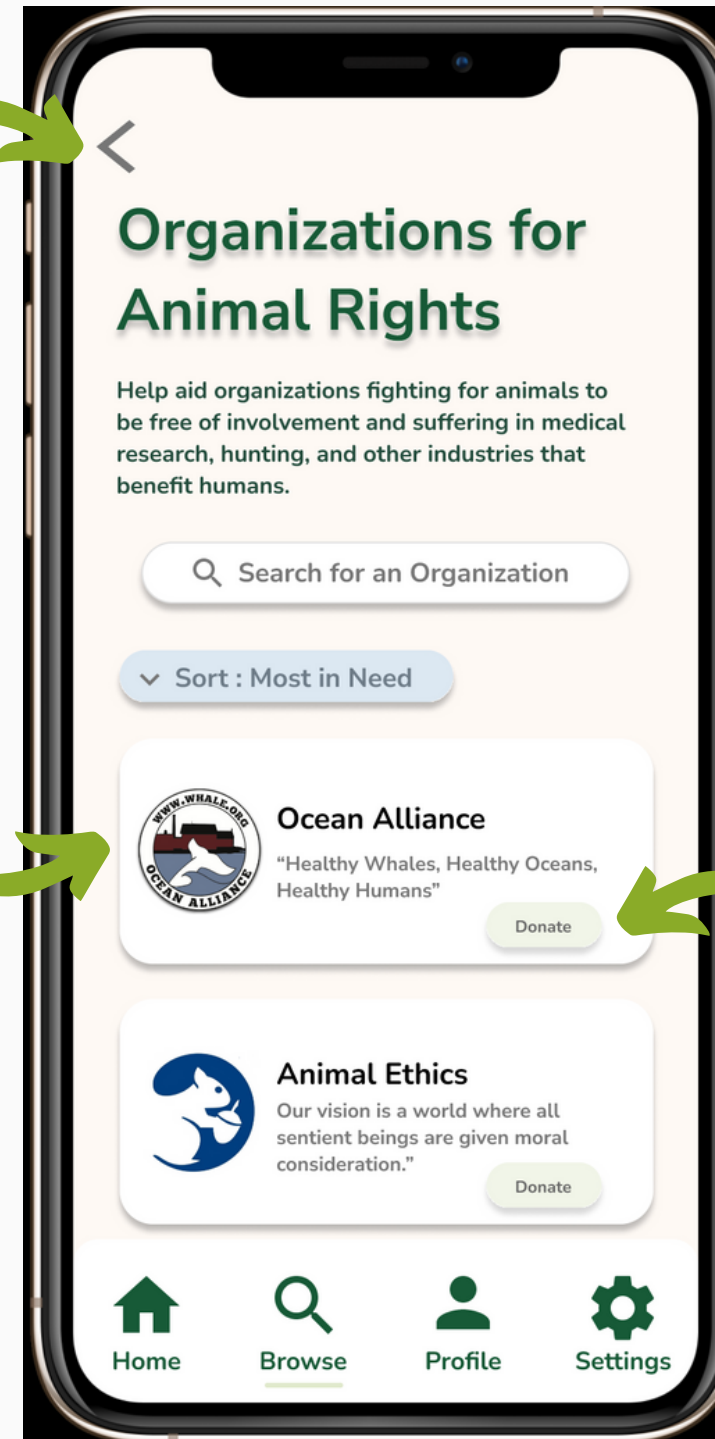
No way to get back to Causes page without Browsing from start

No sorting to help users find charities

AFTER

Back button for easy navigation

Sort function to target user need



Upfront donate button in case users want to make a quick donation

RATIONALE

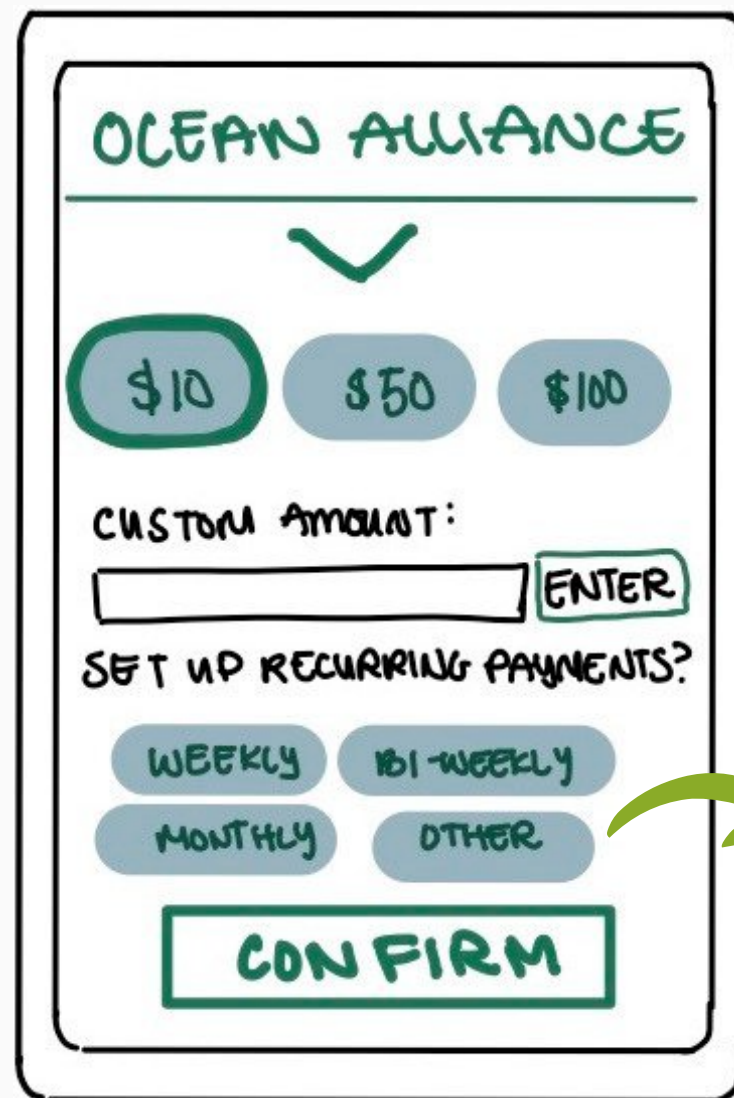
The back button allows the user to easily navigate to the previous page, which is more intuitive than clicking on the navigation bar.

The sort function helps us reach our **Education** and **Efficiency** value, which presents organizations that are legitimate and worthwhile of the user's money.

Upfront donate button allows users to **Efficiently** donate if they do not want to read excess information.

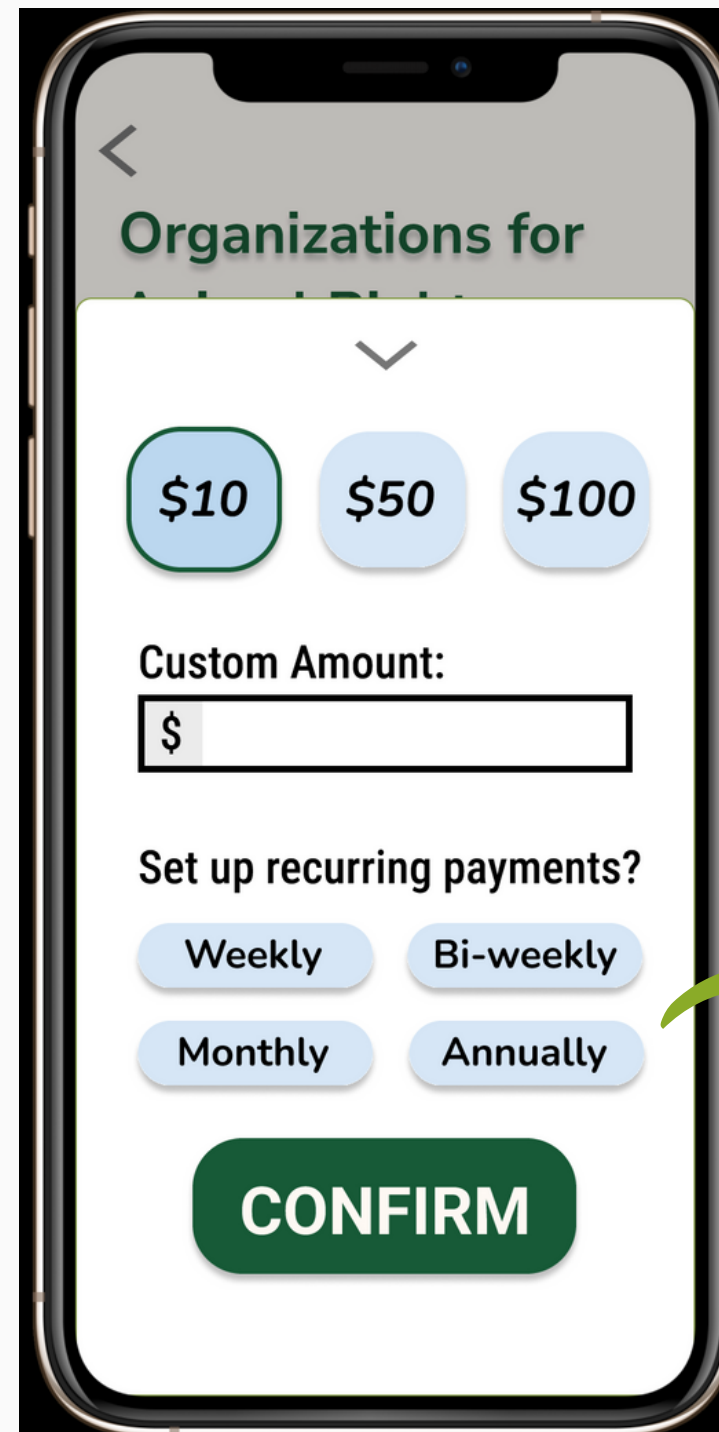
Change 3:

BEFORE



Confused users - overly customizable and complicated

AFTER

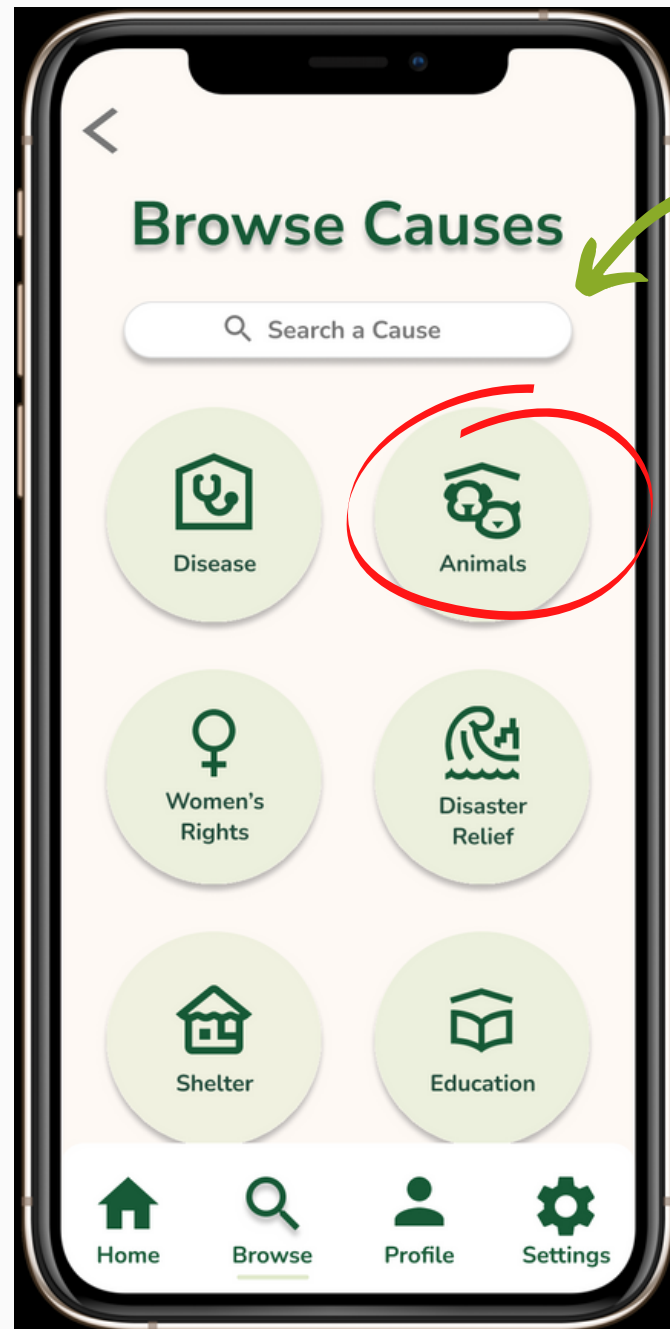


"Other" button replaced with "Annually" to remove user confusion with customized payments

RATIONALE

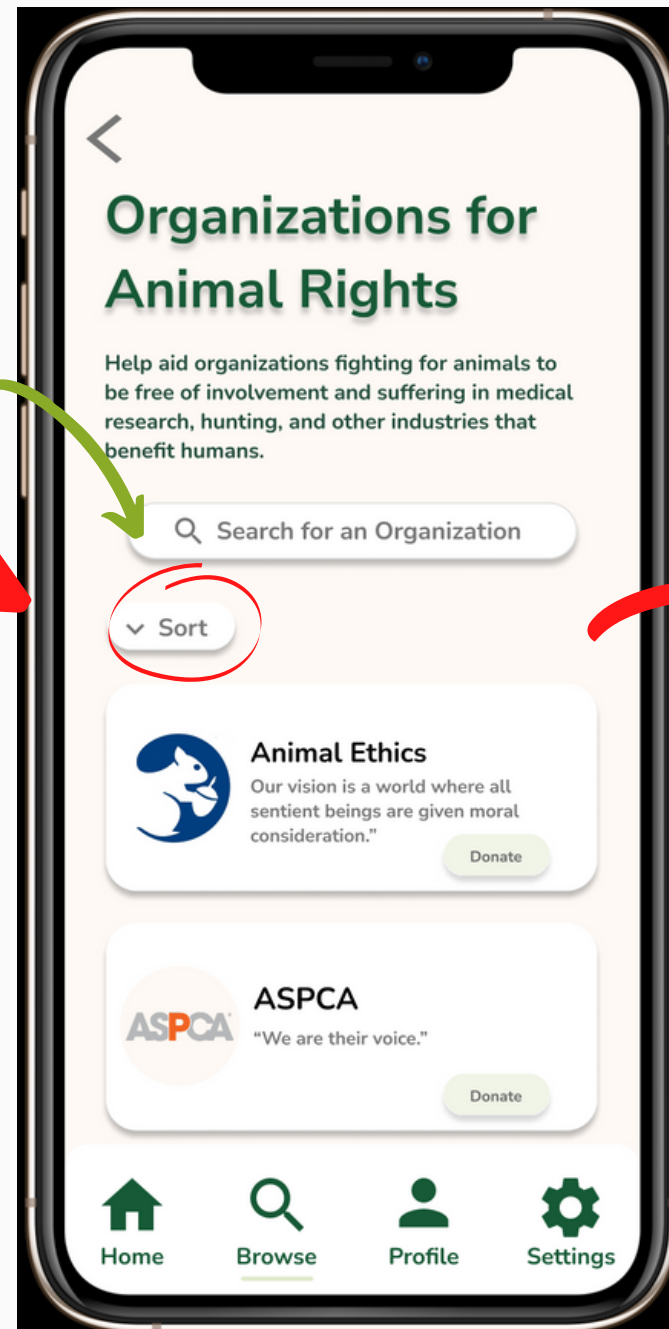
The "Other" option to set up recurring donations was overly customizable and complicated, which confused users. We replaced this button with another recurring option, "Annually," in order to establish simplicity.

Task 1:

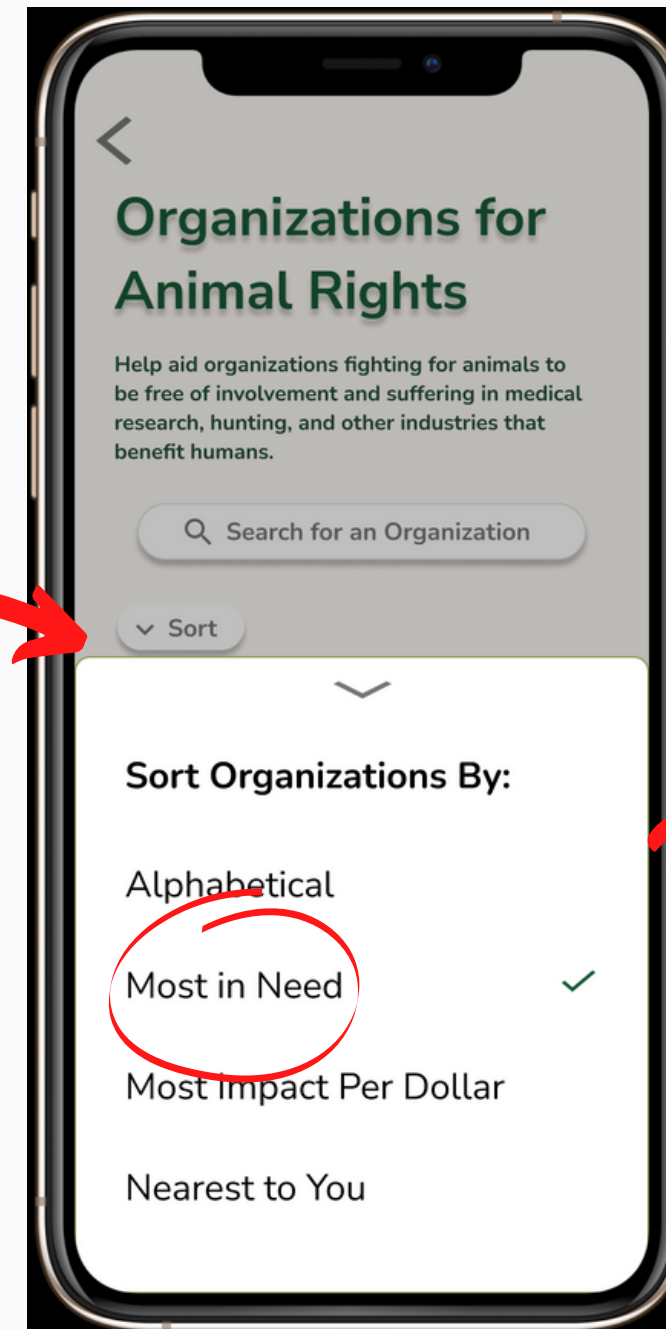


options for possible causes to donate to

search bars allowing users to find their own causes /organizations

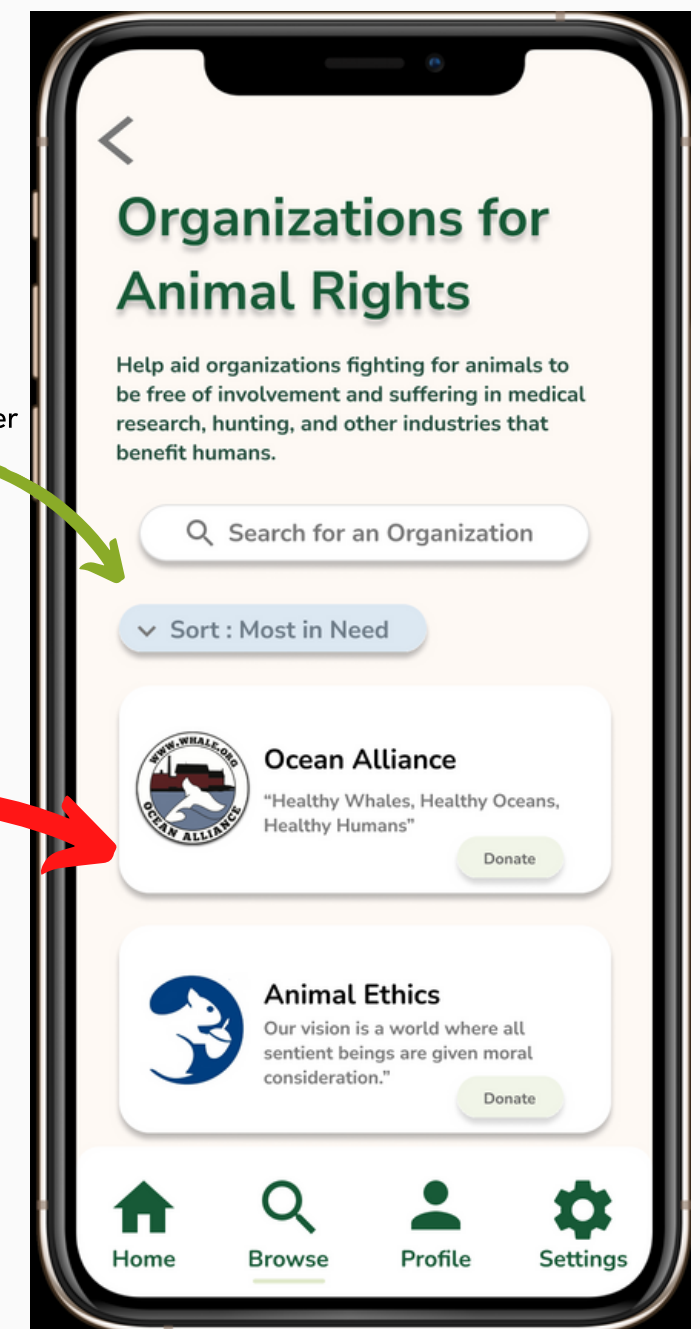


options for animal rights organizations



pop-up with options to filter results

updated filter



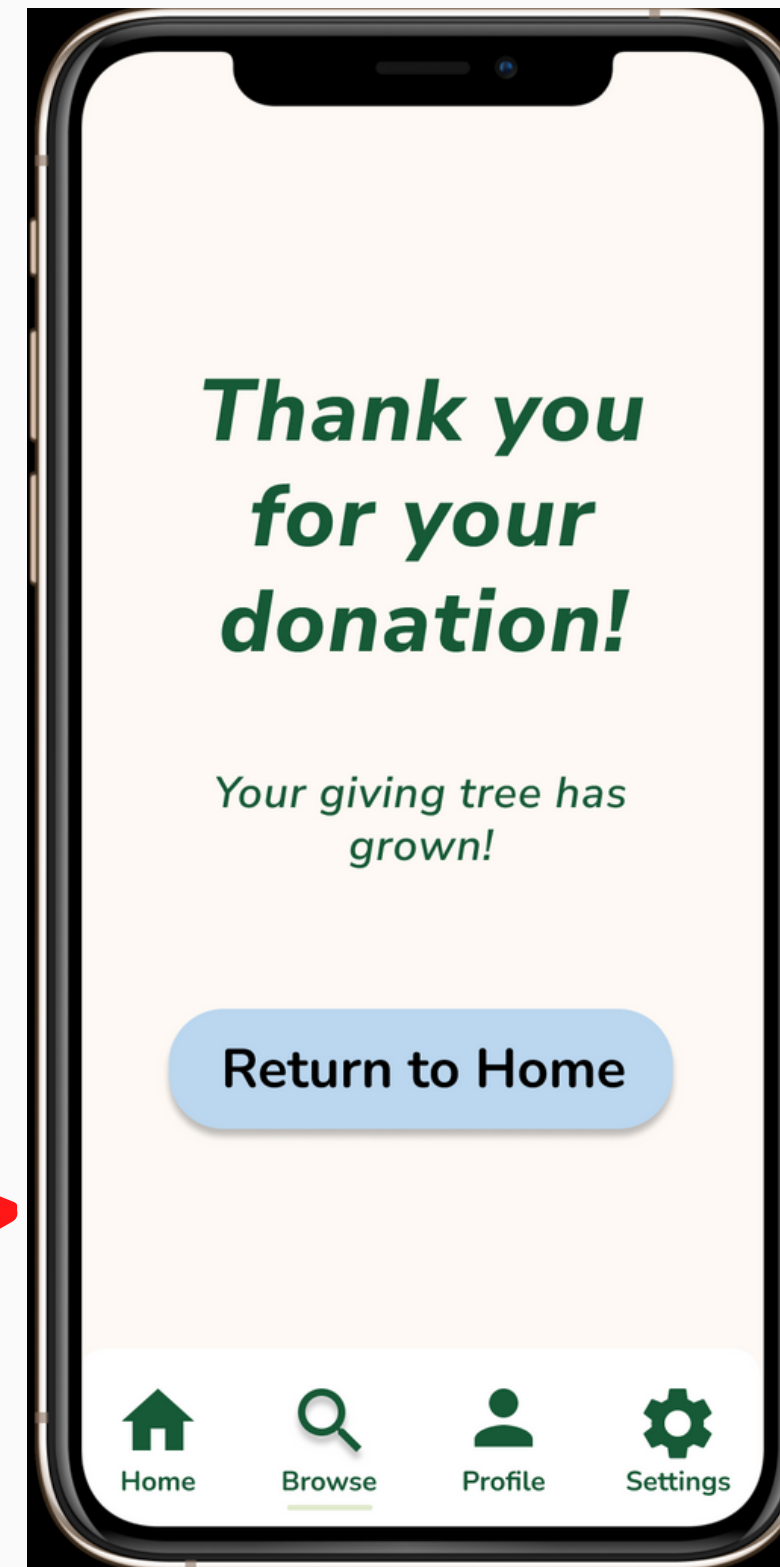
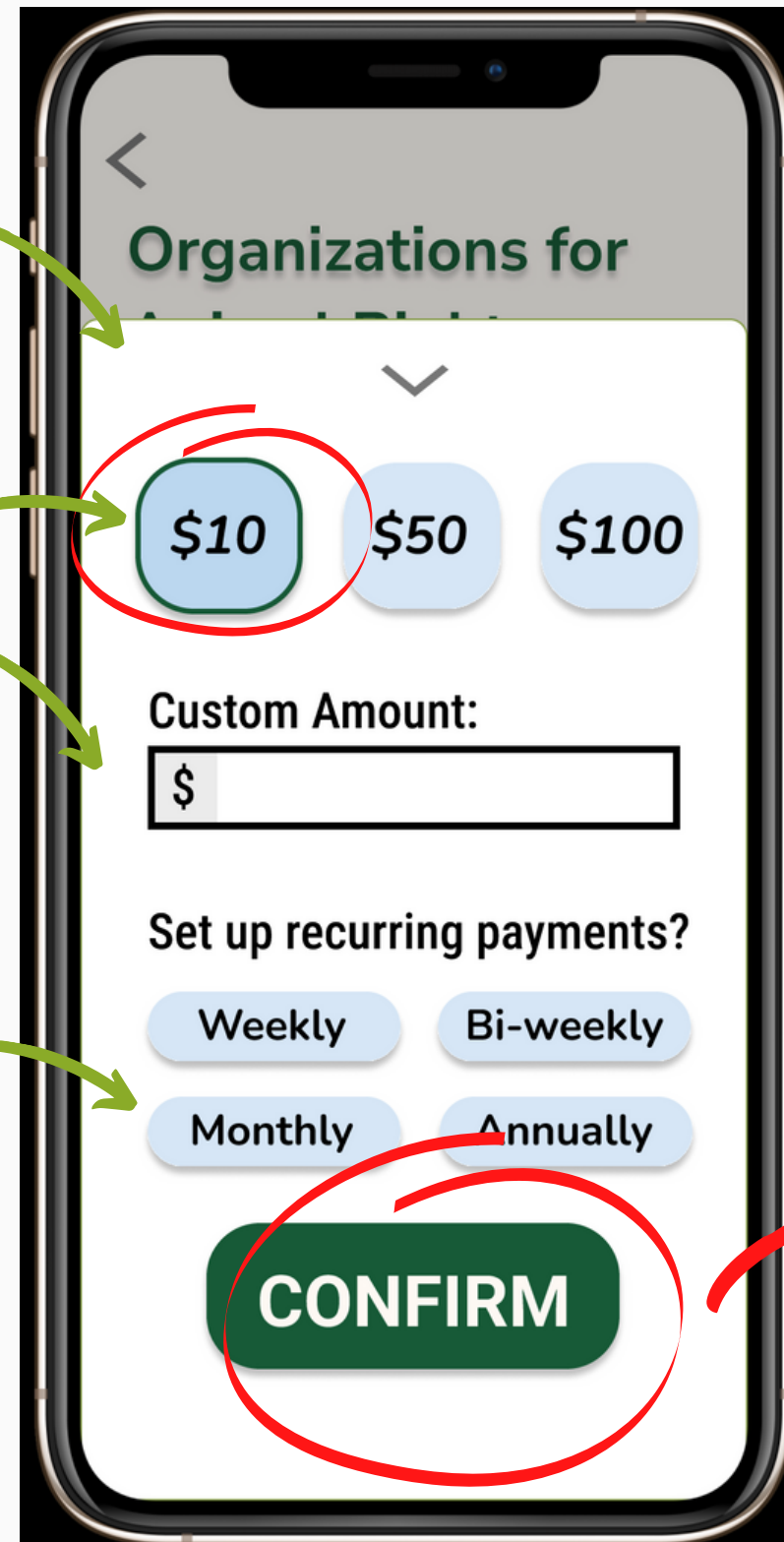
filtered results

Task 2:

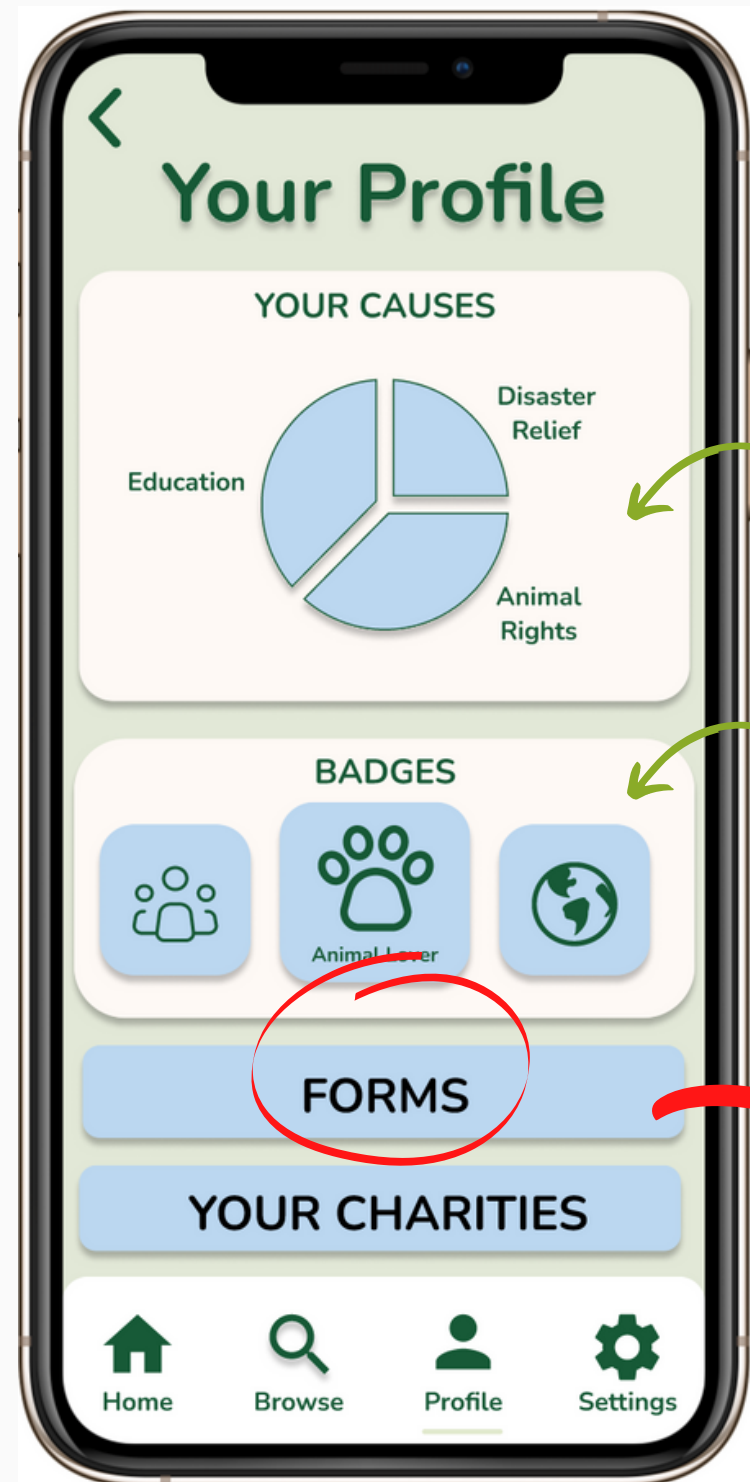
pop-up window
that is easy to
close

pre-set or
custom
amounts

multiple
options for
recurring
payments



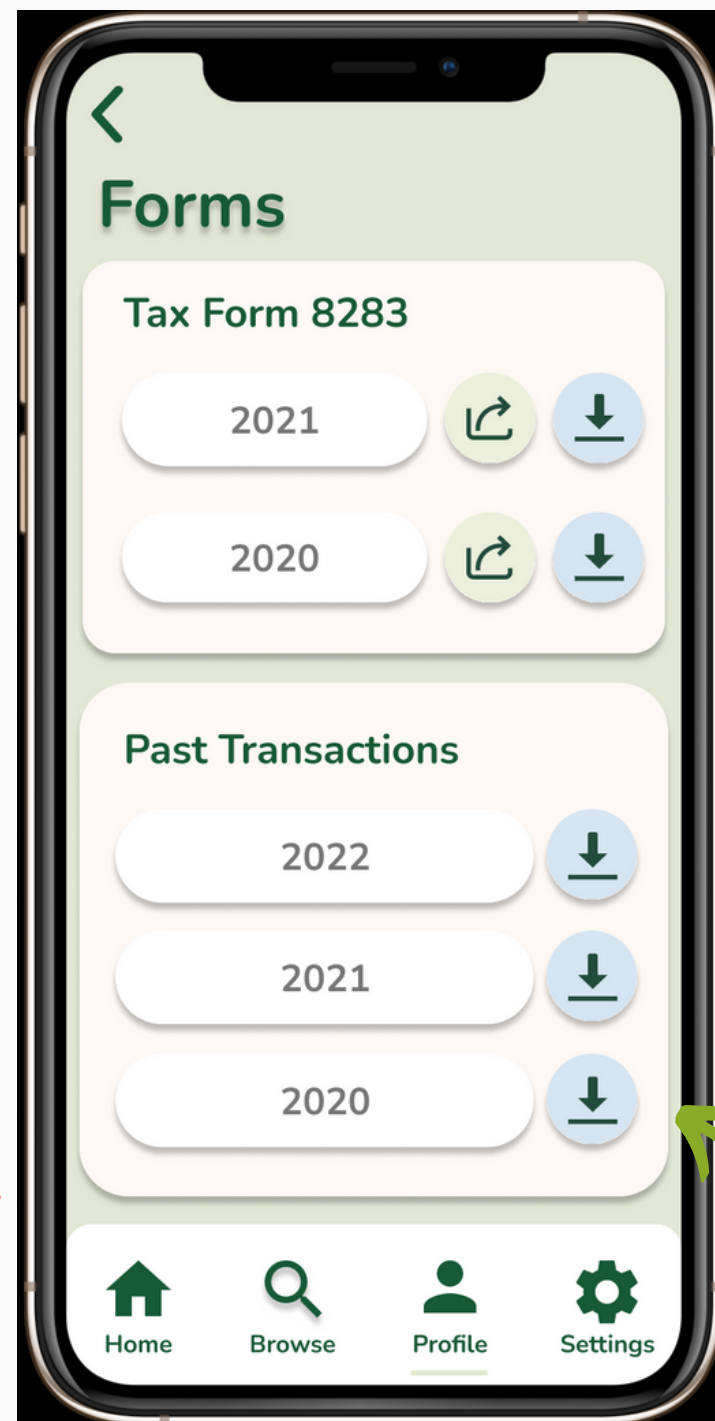
Task 3:



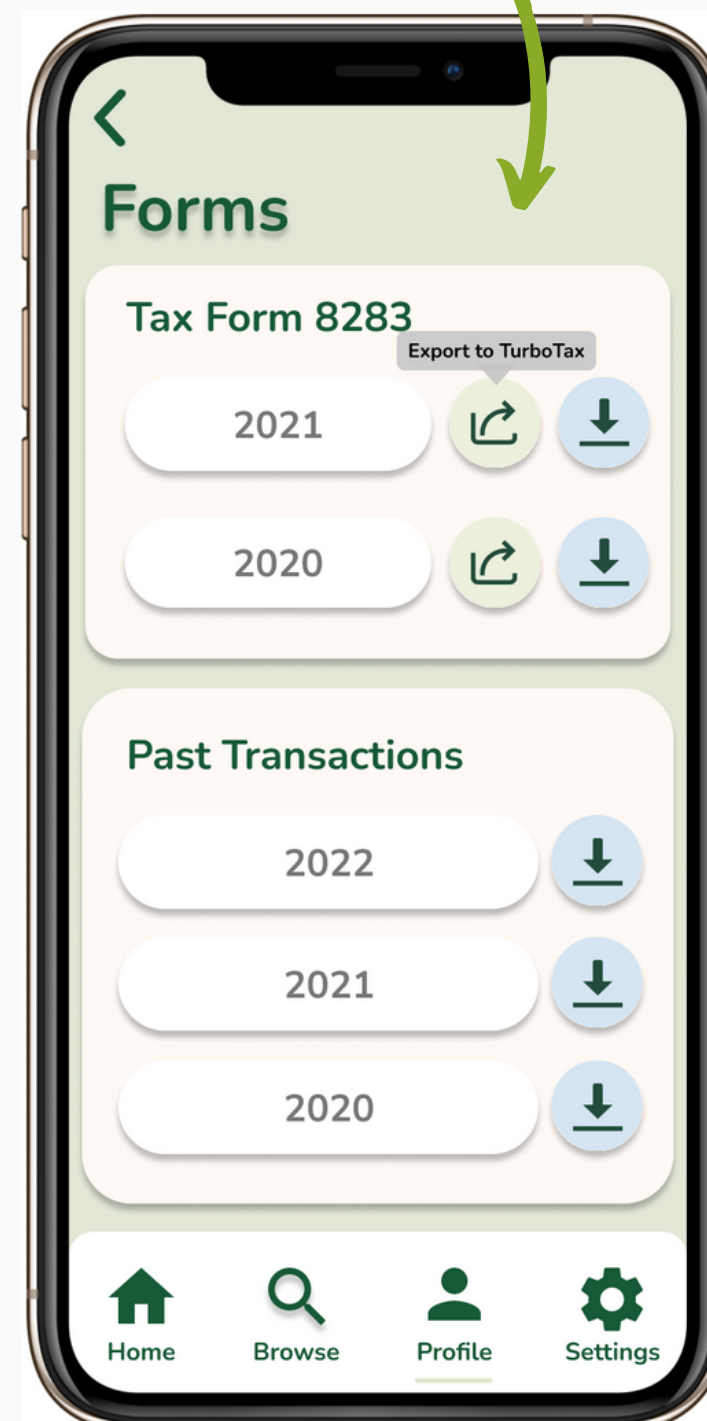
causes users has donated to

user earns badges as incentives for donating

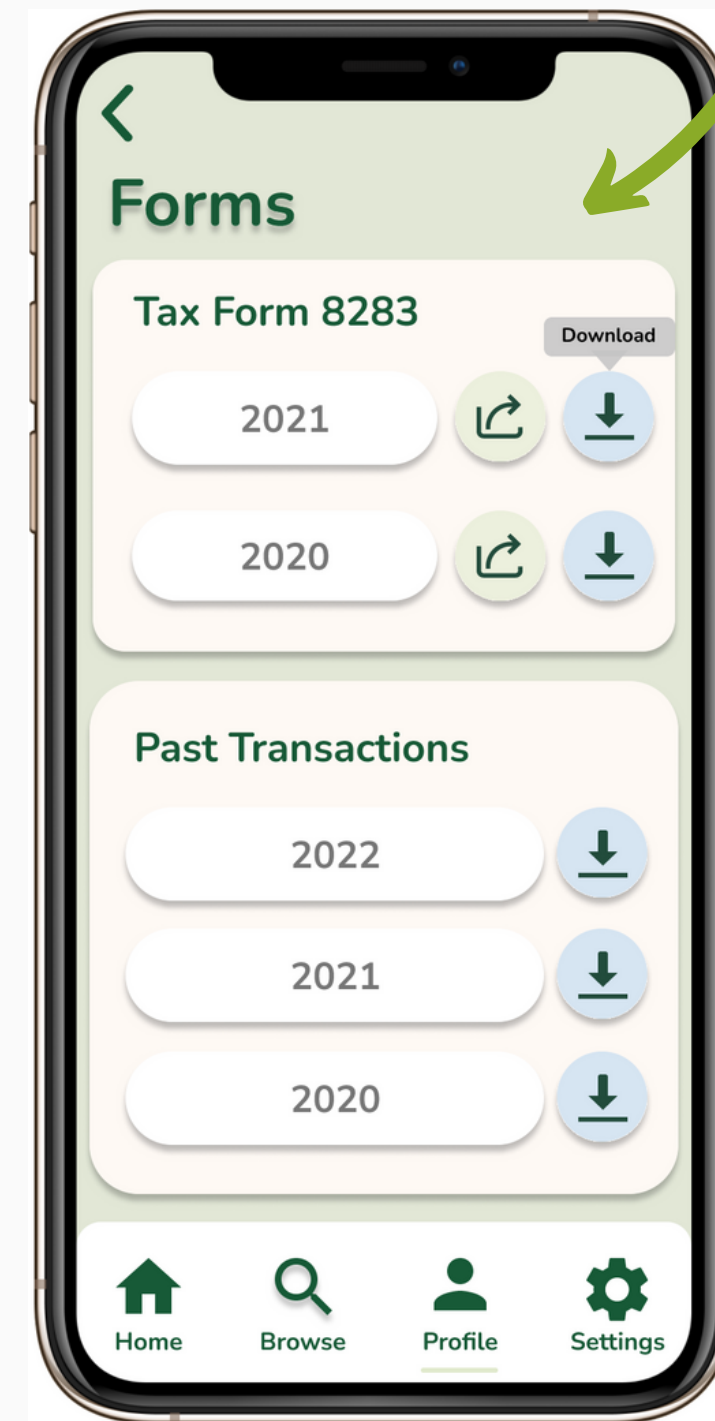
charities users has donated to



yearly transaction history



option to directly export to TurboTax



option to download as a file

Prototype Overview



We used Figma to make our prototypes

What made it easy:

- Group members have prior familiarity with Figma, both with prototyping and design
- Figma makes consistent design easy (i.e. reusable components, color palettes, grids, etc.)
- Optimized for group collaboration

What made it hard:

- Individual screens made prototyping even simple interactions very tedious and time-consuming
 - Some overlay features we wanted were not supported, leading to hacky solutions
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Prototype Overview

Limitations / Tradeoffs of Med-Fi Prototype

- Cannot implement serialized overlays - made the "Sort By" feature useless because sorting by "Most In Need" does not make it clear that the organization order changed
 - Figma does not allow changing the background card of the overlay and closing it at the same time
 - No animations to really show growing Tree
 - Limited gestural navigation:
 - For example, when the sorting overlay appears, we would want users to be able to close the overlay by tapping outside of it, but we can't do "Close Overlay" and navigate to a new screen in one interaction in Figma
 - Only included the screens necessary for the tasks to be completed
 - Not all organizations are clickable, and the settings page is still not set up, because there are so many possible permutations of screens in Figma
 - The only filter that "works" (is also hard-coded) is "Most in Need"
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Prototype Overview

Wizard of Oz Techniques / Hard-Coded Features

Hard-Coded Features:

- All interactions are fairly hard-coded, because otherwise the number of permutations needed would be extremely time-consuming
- Causes and organizations listed to donate to
 - We would need a database of organizations and causes to donate to
- Tree growth
- Badges and Pie Chart representing user's donations
- Tax forms
- Sorting features do not actually perform calculations and instead are hard-coded

Wizard of Oz:

- We assume that user account and payment information is already inputted and saved when donating because we don't want users putting sensitive information into a Figma prototype
 - We fake the sorting by "Most in Need" function because the actual calculation would be data-intensive
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