KYC Verification

Comprehension Testing

Sep 2021



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1. Background & Objective

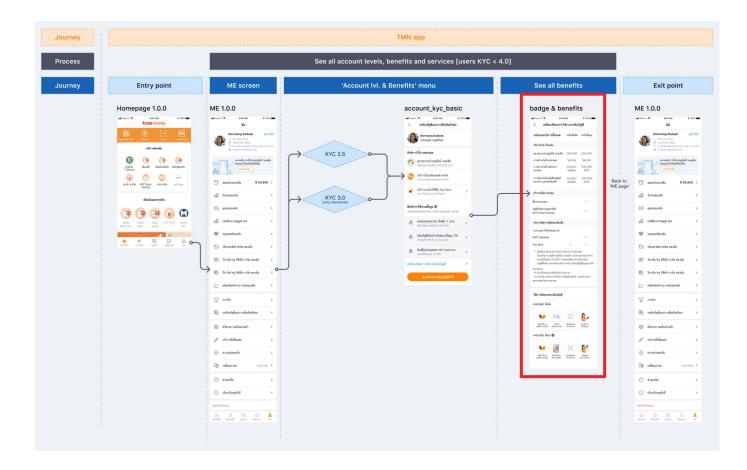
Project details

Project name: KYC Verification

Objective:

- Encourage customers to uplift their account level *priority
- Provide visibility to customers of the features available in TMW
- Use "Status" (Basic and Advanced) to sense of security and trust for across TMW





Note: Seeing all account levels, benefits and services is the one of our important use-cases. Therefore, we pay great attention to this 'Account levels'-'benefits' comparison chart.

'Account levels & Benefits' table

The table will separate into 3 sections as followings

- 1. บริการจ่าย/โอนเงิน*
- 2. บริการเพื่อการลงทุน
- 3. บริการเพื่อการกู้ยืมของสินเชื่อ

The 1st section's requirement has a lot of details so that we need to pay focusing on them.

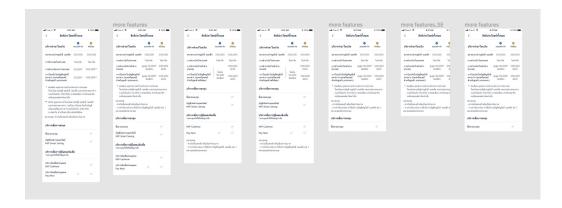
For 2nd - 3rd sections, user might be familiar with the 'V' from various app [not only e-wallet app]. so, we will make them as the second priority



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Preparing prototype

We have various styles of table arrangement. We aim to find the best comparison table for our TMN customers.



Then, we defined **criterias** for choosing prototypes by the complexity in some sections [section 1] and also overall wording.







Prototype 1

Prototype 2

Note: Now we change from 'Standard-Premium' to 'Basic-Advanced' [Nov 2021] we were testing before changing the account level name. [Sep 2021]

Objective of the studies



Prototype 1 [more complicated]

Prototype 2 [Simpler]

We aim to find the midpoint of communication, no more, no less. and disadvantages to develop this table to be more effective.

The Difference - Prototype 1



- More complicated prototype
- The 1st section conditions are communicated by using asterisks & details.
- Showing per day/per month

Note: Now we change from 'Standard-Premium' to 'Basic-Advanced' [Nov 2021] we were testing before changing the account level name. [Sep 2021]



The Difference - Prototype 2



- Simpler prototype
- The 1st section details are communicated by using brackets
- Don't show per day/per month

Note: Now we change from 'Standard-Premium' to 'Basic-Advanced' [Nov 2021] we were testing before changing the account level name. [Sep 2021]



2. Studies details

Participant qualifications

- Thai nationality [the table for thai customers]
- E-wallet users (TMN wallet and other e-wallet applications) not required as an expert on use
- never have "KYC" or "customer wallet usage" working background



So, our participant can be both of **internal** or **external users** who reached these qualifications.

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Our participants

after we defined these qualifications, we found **6 participants** who interested in our comprehension testing

Profile No.	Name	Age	Occupation
1	Beam (Internal user)	25	Product Analyst
2	Ghee (Internal user)	23	Admin officer
3	Nari (External user)	52	Officer
4	Irak (External user)	22	Freelance
5	Amnuay (External user)	61	Freelance
6	Kat (External user)	26	Media planner

Difference of the prototype



Prototype 1



Prototype 2

Now, we have 2 quite different prototypes.

In order to get the qualitative results, we will separate users into 2 groups in order to focus and give their opinion profoundly.

Note: If they see both of them, the 2nd will be familiar and easier.

Prototype No.	Name				
	Ghee (Internal user)				
Prototype 1	Irak (External user)				
	Amnuay (External user)				
	Beam (Internal user)				
Prototype 2	Nari (External user)				
	Kat (External user)				

So, our participants from blue team will test on prototype 1. And the orange team on prototype 2

Creating & Given Tasks

Creating tasks can be many various way. For this short time test **second testing"** is the best way to work on.



First impressions count. Count first impressions.



Introduction

Introduction

Common questions

How to interpret results

Important considerations

Examples

Five second testing is a form of usability testing that allows you to measure how well a design quickly communicates a message. This kind of test provides both quantitative and qualitative feedback that helps you optimize a design.

A five second test is run by showing an image to a participant for just five seconds, after which the participant answers questions based on their memory and impression of the design.

Five second testing: https://usabilityhub.com/quides/five-second-testing Content testing: https://dscout.com/people-nerds/content-testing



Defining 'Tasks Test'

In order to simulate the actual use, we will 'Giving them the situation' on task test to find the best answer in each question.

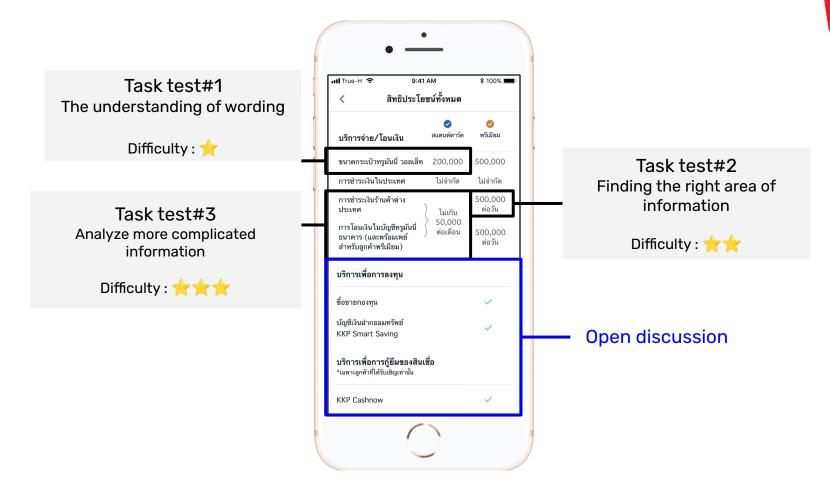


Example: Now, you're using TMN wallet and you want to transfer money to your mom! What is the number of the highest money that you can transfer to her?

Avoid the straight forward question! Because in the real situation we always apply on what we need to do

Example: If you're on Basic [account IvI.], How many can you pay on ...?





Note: These prototype are for explaining how we ask the questions to the participants the next slides

Test Tasks

We aim to test especially on the 1st section, as I mentioned on the previous page. We're going to create short 3 situations as followings!



Test task#1: The understanding of wording

Now, you're **'Standard user',** How many money can you add to your TMN Wallet?

[answer: 200,000 Baht]

Test Tasks

Test task#2: Finding the right area of information

Now, you're on 'Advanced user' using TMN wallet and you want to ... buy sth. on Amazon! ... What is the highest money that you can pay for it via TMN wallet? [answer: 500,000 Baht/Day]



Test task#3: Analyze more complicated information

Now, you're on **'Basic user'** using TMN wallet and you want to transfer money to your friends! What is the highest money that you can pay for it via TMN wallet? [answer: highest to 50,000 Baht/Month]

Score criteria

Our participants can probably answer precisely, sometime they might feel not sure or have to rethink again because the table is in detail so that we will give 'takes time' score that mean we are success but not 100%. Lastly with the incorrect answer.



- correct answer [1 point]
- Correct but takes time [0.5 points] //user asks for more seconds
- incorrect answer [0 point]

Role & Equipments

(Internal design team note: I tried creating the experience for this comprehension testing on Maze, Unfortunately, it is limited by 10 tasks then. So I decided to organize the test to the another alternative way)

I moderated the **"5 second testing"** with Tasks interview.



Moderator: Unna

Time: 15 mins/sections

- Laptop
- Google meet
- Pictures of the prototypes
- Stopwatch [5 seconds test]



3. Go Testing!

During testing

- The participants were very cooperative. be sincere on the answers.
- They made many constructive, qualitative feedbacks
- Confident! Don't afraid to be fail on each answer.

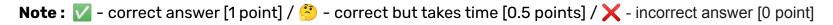


4. Testing Result

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Testing result

Prototype No.	Name	Q1 [What's about?]	Q2	Q3	Q4	Q5 [Recommendations]
	Ghee (Internal user)	Show various of services and amounts	V	V		- Should have header
Prototype 1	Irak (External user)	Kind of level & compare amounts?	V	V	V	- Should make it have more space - move [*] detail to the bottom.
	Amnuay (External user	All services in TMN//credit card - show amount can use	×	V	V	- Improve wording 'ขนาด กระเป๋าตังค์ทรูมันนี้ วอลเล็ท'
	Beam (Internal user)	Compare, not sure?	V	V		- Should have header - be careful about spacing
Prototype 2	Nari (External user)	The amounts of money can pay like a credit card	V	V		- Should not have a bracket - Separate "พร้อมเพย์" to another line.
	Kat (External user)	Compare between two tiers	X	V		- Should not have a bracket - line between sections









Prototype 1

Prototype 2

Note: Now we change from 'Standard-Premium' to 'Basic-Advanced' [Nov 2021] we were testing before changing the account level name. [Sep 2021]

Testing Summary on Prototype#1



Prototype 1

Test Findings

Findings

- $\frac{2}{3}$ of users don't sure 'what are we going to communicate'.
- without topic so that they focus on number and services.
- All users can understand, the amount of money is 'Baht'.

Recommendations/Changes

- Better to move the [*] detail to the bottom.
- Add header/topic will help users concentrate on what we're going to communicate on the table.
- Improve wording "ขนาดกระเป๋าตังค์ทรูมันนี่ วอลเล็ท".
- Separate "พร้อมเพย์" to another line.

Verbatim

- "อึดอัด อ่านยาก"
- "ไม่อยากอ่านเลย"
- "มีตัวเลขฺจำนวน บริการทรูมันนี่"
- "น่าจะเกี่ยวกับบริการทั้งหม^ด"
- "ชอบคำว่า *สูงสุด* ดูโฆษณาดี"

Test Tasks

Situation 1 [Success rate: 2/3]

- 3/3 of users can answer correctly.
- the others feel confused with the word 'ขนาดกระเป๋าตังค์ทรู มันนี่วอลเล็ท'

Situation 2 [Success rate: 3/3]

- All of users can answer correctly.

Situation 3 [Success rate: 2.5/3]

- All of users can answer correctly. But it took a lot of time to understand. [They have to read the detail below]

Total score = 7.5/9



Testing Summary on Prototype#2



Prototype 2

Test Findings

Findings

- ²/₃ of users understand what are we going to communicate.
- All users feel a lot confused with the bracelet.
- All users can understand, the amount of money is 'Baht'.

Recommendations/Changes

- Avoid using bracket, it makes a lot of confuse
- Add header/topic will help users concentrate on what we're going to communicate on the table.
- Have a line between the sections is clearer or add รวมทั้งหมดไม่เกิน...' on the bracelet.

Verbatim

"หัวข้อหายไปไหน" "ก็เข้าใจนะ ก็คล้ายๆ บัตรเครดิต" "ความสามารถ/อำนาจในการใช้เงิน" "เปรียบเทียบ 2 tiers แน่ๆ" **"อย่าใส่ปีกกาเลย งง"**

"ลืมเว้นวรรคคำหรือเปล่าคะ"

Test Tasks

Situation 1 [Success rate: 2/3]

- ²/₃ of users can answer correctly.
- the others feel confused with the word 'ขนาดกระเป๋าตังค์ทรู มันนี่วอลเล็ท'

Situation 2 [Success rate: 3/3]

- All of users can answer correctly.

Situation 3 [Success rate: 1.5/3]

- Users tended to be confused with the bracelets - "Hey 5 seconds are not enough for this question!"

Internal note: I gave them more 10 seconds, they can answer but ... They still needed to think carefully before answer the question.

Total score = 6.5/9

5. Recommendations & improvements

Improvements

1. Clarity of information

- Add "Title/Header": Easier to know the purpose of the page in a short-time.
- Communicate "PromptPay" payment in Advanced level more clearly.

2. Layout/Arrangement



- Avoid using braces "{": Reduce confusion between services.
- Fill up the amount in every services: Easier to find information.

3. Wording/Spacing

- Be careful of using 'Spacing' to avoid confusion within the message to be communicated.
- Improve wording for ขนาดกระเป๋าตังค์ทรูมันนี่ วอลเล็ท (True money wallet size).
 [unclear information]



Conclusion

These two prototypes gave us very interesting results in both of pros and cons of each design. **So, we will use 'Prototype 1'** [the higher scores] as a **representative of the development of designs** from the improvement lists to be more effective in communication. Moreover, we will also bring the improved design for our stakeholder again to verify the correctness and suitability.

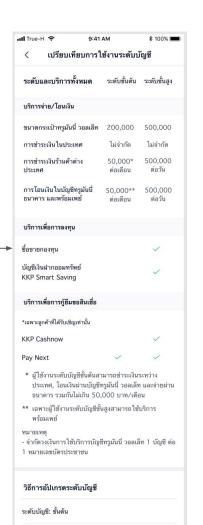




6. Next Step

The Changes





Improvement tasks now assigned to

Designer [Unna]: **DONE** Improving 'Design/Layout'

https://www.figma.com/file/n3QA14nVrWMMPJLBKwAv2x/Customer-Wallet-Usage?node-id=1091%3A40845



Marketing team: **DONE** Improving 'Wording'

[already reported the findings to MKT team]

After testing: Moderator

- I think "5-second test" is too fast for this testing, **10 second** will be better time!



Thank you!



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