## Faster, Better, Stronger

Leveraging User-Based Product Design to Improve your Treasury Services Offering

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## A Day in the life of a Treasury Manager



#### **Common Responsibilities**



Financial Institutes



AR / AP



Investments Credit / FX



Forecasting

- Assess daily cash positioning and liquidity needs
- Oversee cash collections, funds transfers, cash disbursements, month-end account closing activities, and inter-departmental reporting.
- Make sure accounting records are updated for daily financial transactions.
- Make sure issues are resolved regarding customer or supplier transactions
- Liaise with banks to address any account or service issues and strategic needs.
- Develop financial reports to assist management in making appropriate decisions regarding debts and foreign exchange plans.
- Maintain security and confidentiality of financial records.



Treasurer

## **Designing for Usability – 5 Key Components**





•Learnability: How easy is it for users to accomplish basic tasks the first time they encounter the design?



•Efficiency: Once users have learned the design, how quickly can they perform tasks?



•Memorability: When users return to the design after a period of not using it, how easily can they reestablish proficiency?



•Errors: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?



•Satisfaction: How pleasant is it to use the design?

## **Defining Utility and Usefulness**



Does it do what the User needs?

Definition: Utility = whether it provides the features you need.

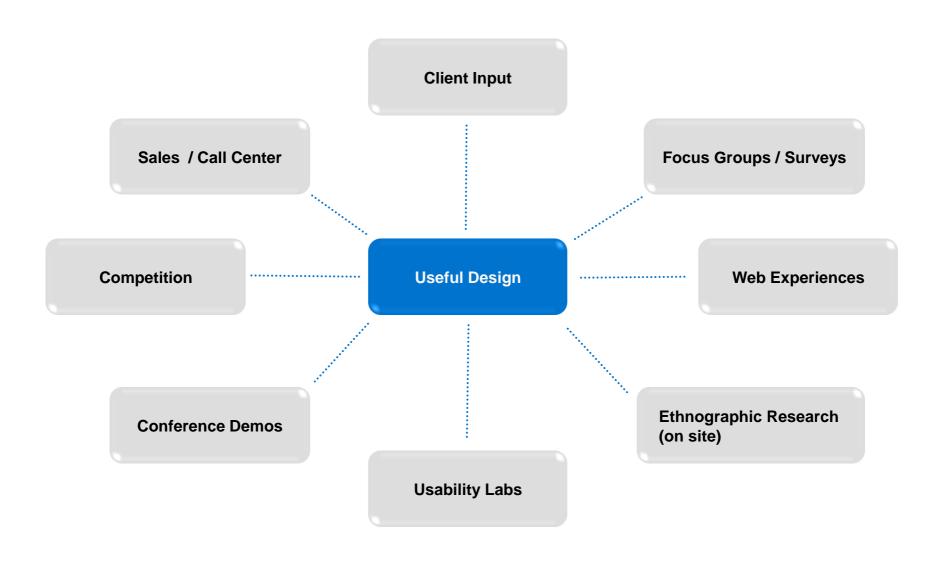
*Definition:* Usability = how easy & pleasant these features are to use.

**Definition:** Useful = usability + utility.

## Validating if the Design is Useful

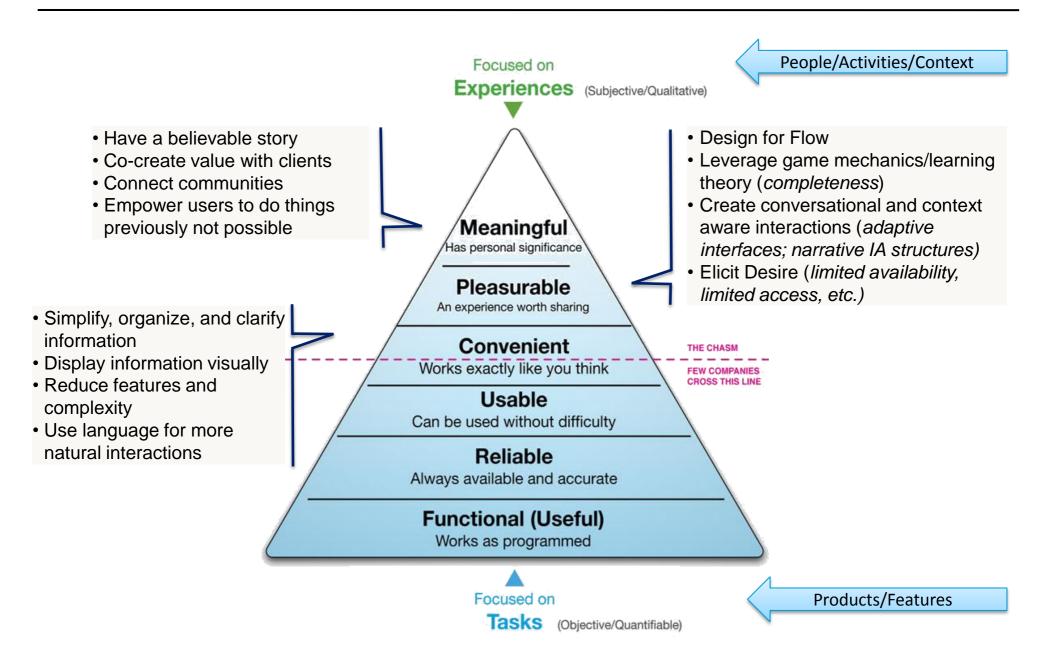






## Focusing on Experiences vs. Tasks





## **Choosing the right Research Method**



#### What do you want to find out? Which method can give you that information?

Research Method	Pros	Cons	When to Use
Focus Groups (6-8 people from your target market)	<ul> <li>Can get a clearer idea of your target market, what they think and what they want</li> <li>Can contact many clients and can be less expensive</li> <li>With group sessions, ideas can lead to the new ideas.</li> </ul>	<ul> <li>Can only gather opinions on concepts and ideas, not how well people would use designs</li> <li>Not always totally reliable - 1 vocal person in a group can influence everyone else</li> </ul>	<ul> <li>If you have little knowledge about the target market</li> <li>Performed early in the project</li> <li>If you are looking to develop something new, but aren't sure what the reaction will be</li> </ul>
Usability Labs (1-on-1 facilitated sessions)	<ul> <li>Collects more detail on each person and thoughts/opinions</li> <li>Focuses on the interaction with the website.</li> <li>Can show exactly how clients use websites (and where and why they go wrong)</li> </ul>	More expensive     You hear feedback from less clients	<ul> <li>Used when creating a new site</li> <li>Used when enhancing an existing site</li> <li>Perform these regularly during development cycles</li> </ul>
Ethnographic Research (on-site observation)	<ul> <li>Observes natural behaviors of clients in their work space</li> <li>Can reveal offline behaviors including other systems used and paper intensive tasks</li> </ul>	<ul> <li>Takes more time per client</li> <li>Schedules dependent on clients</li> <li>Clients may not act naturally during the study</li> </ul>	<ul> <li>Early stages of a project</li> <li>Used for very complex or critical design challenges</li> </ul>
Web Experiences	<ul><li>Less expensive</li><li>Can do this research all year</li></ul>	<ul> <li>Easy to fall behind given short life cycles due to innovation</li> <li>May overlook unrelated industries driving change</li> </ul>	<ul> <li>Used to evaluate approaches for user experience designs</li> <li>Used to validate latest technology capabilities</li> </ul>
Sales / Conferences / Competition / Client Input	<ul><li>Less expensive</li><li>Can collect this research all year long</li></ul>	<ul> <li>Focus is often on features and not user experience</li> <li>May not lead to differentiation</li> </ul>	<ul> <li>Validation of your websites feature set</li> <li>Used to assess Market Capabilities for Sales efforts</li> </ul>

## Putting the User in the Driver's Seat - The Usability Lab





## Sample Usability Lab: CashPro® Mobile





"Very user friendly, if I can use it anyone can use it."

"I want to give up my laptop and work only on my mobile device. CashPro Mobile is the first step toward this."

"I'm busier and busier each day, working across multiple states at any given time, CashPro Mobile will make my work life much easier."

"Mobile applications will be the next wave for corporate banking, and Bank of America seems to be at the forefront with CashPro Mobile."

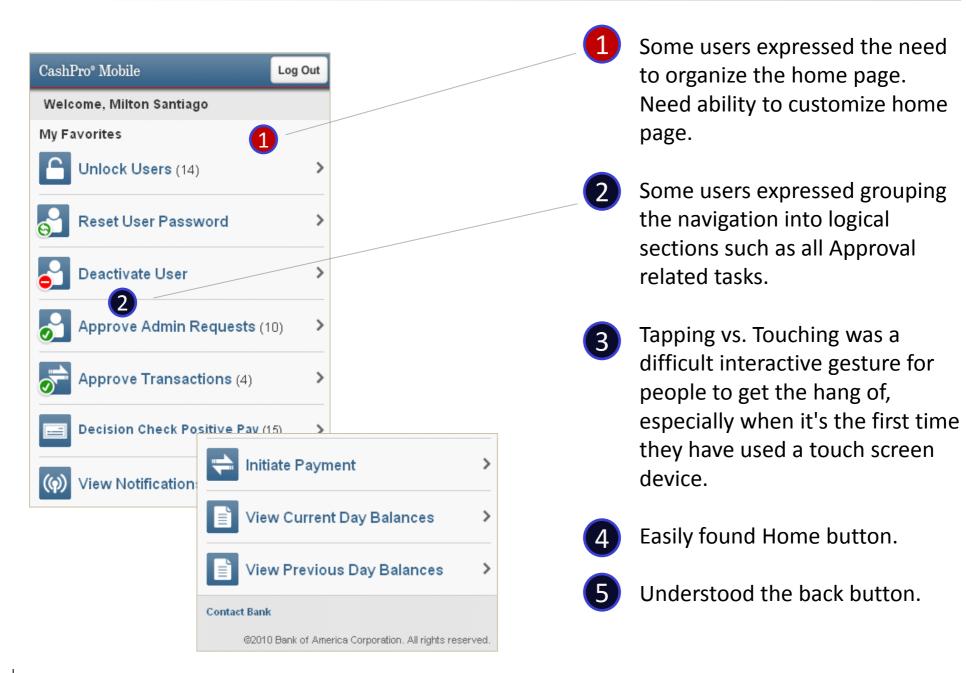
"The first thing I do after waking up in the morning is to see my Previous Day Summary Balances, CashPro Mobile will make this so easy that I won't even have to get out of bed."



## Sample Usability Lab: CashPro® Mobile



#### Focuses on Interaction with the Website / System



# Today's Web experiences are driving User Expectations

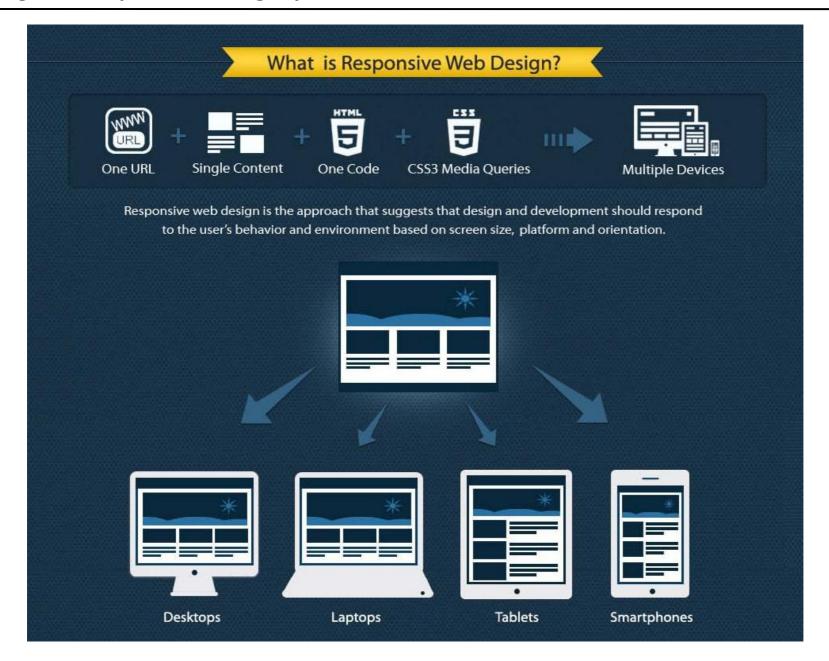




## **Responsive Design**



#### Solving for the optimal viewing experience across devices



## The Boston Globe Responsive Layouts





## **Disrupters driving Web Expectations**







#### **Driving towards "Meaningful" Experiences**



#### Data Visualization

#### **Usability benefits:**

- ✓ Lets you look at a vast quantity of data quickly
- ✓ Can help you gain more insight and discover new meanings vs. focusing on data collection
- ✓ Can create a shared view of a situation to align folks on needed actions (actionable insight)
- ✓ Getting to answers quicker



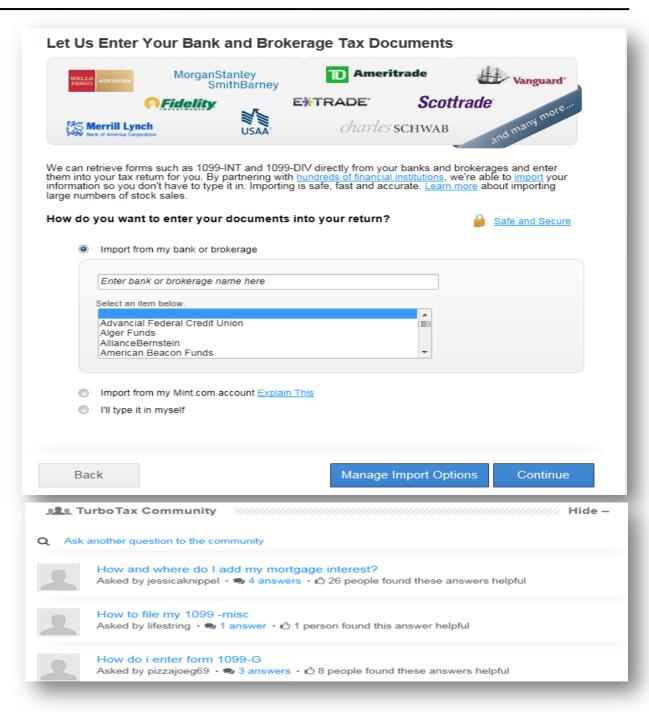
#### **Driving towards "Meaningful" Experiences**



#### Make the User Smart

#### **Turbo Tax**

- ✓ Maps my 'mail' to corresponding IRS Forms
  - 1099-INT
  - 1099-DIV
  - · etc, etc.
- ✓ Keys in the data for me (import)
- ✓ Builds a community to share knowledge (users provide insight)



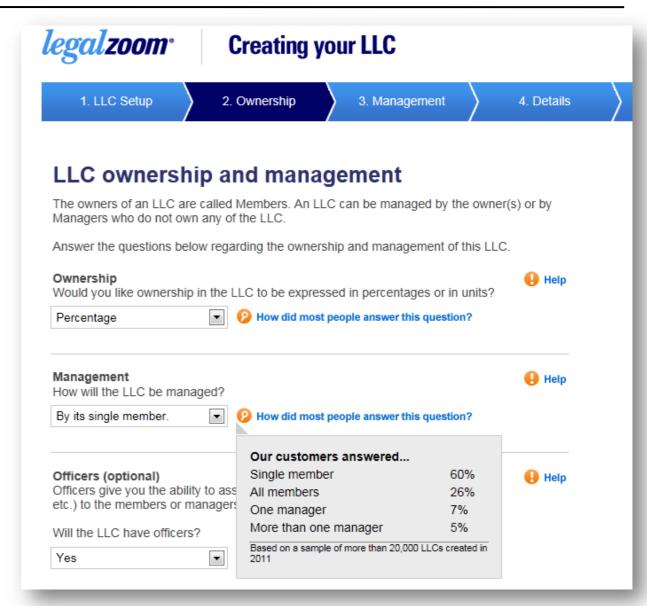




#### Make the User Smart

#### **Legal Zoom**

- ✓ Contextual Help for complex choices or terms
- Displays data to simulate community (data provides insight)
- ✓ "Flow" is clear/simple; and information is organized
- ✓ Complexity reduced with less content on page; balanced by more steps



#### **Driving towards "Meaningful" Experiences**



#### **Auto Suggestions**

#### **Using a Highlight Box**

- ✓ Key metrics
- √ Visual map
- ✓ Upcoming events
- ✓ Popular related topics

