





Mac Adams

Senior Product Designer and UX Research Lead

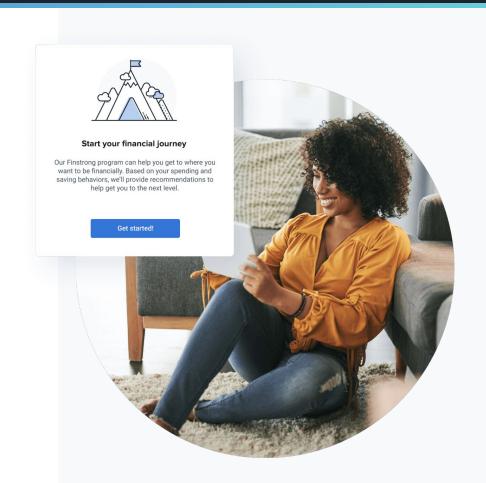
Mac believes understanding the customer is fundamental to building great products. He enjoys speaking with customers and considers it essential to designing effective solutions.

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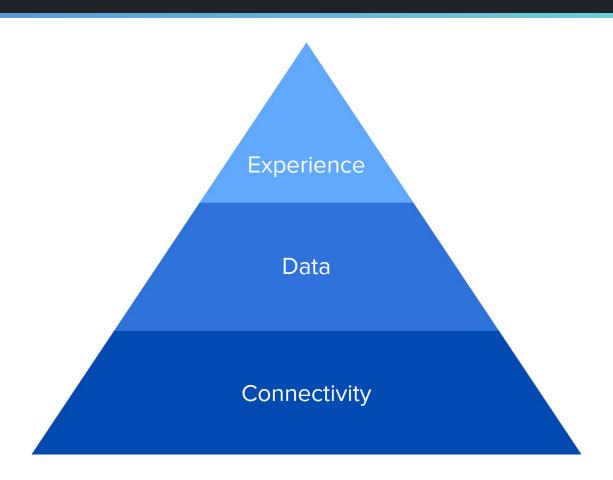
Advocating the **financial health** of your customers

Impactful insights based on real behaviors





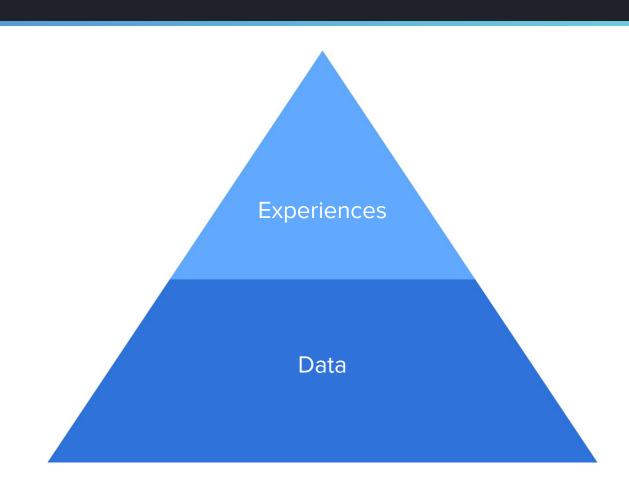
Our mission is to empower the world to be financially strong.



Financial Health Challenges

How do you improve a person's financial health?

How do you calculate financial health?



Experiences = Behavior Change

Meaningful changes in customer behaviour — i.e., outcomes — are the only way to know if we've delivered value.

Jeff Gothelf

Experiences & Behavior



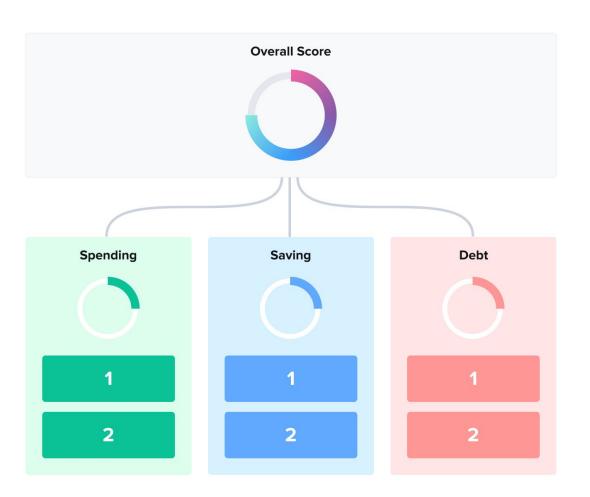
FinStrong Data

Measuring Financial Health



Financial Health Assessment

- Short
- Scalable
- Self-reported
- Self-initiated
- Inaccurate





FinStrong Experience

Behavioral Science



CCL Workshop

- Financial Literacy
- Ostrich Effect
- Friction Costs
- Decision Paralysis
- Social Proof

PHASE ONE

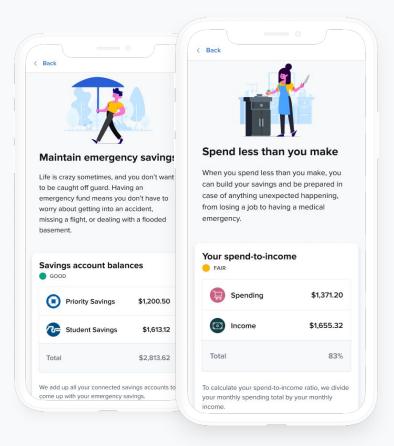
Comprehension and clarity

PHASE TWO

Actions and next steps



Financial Literacy / Phase One



0.1% Variance in behavior

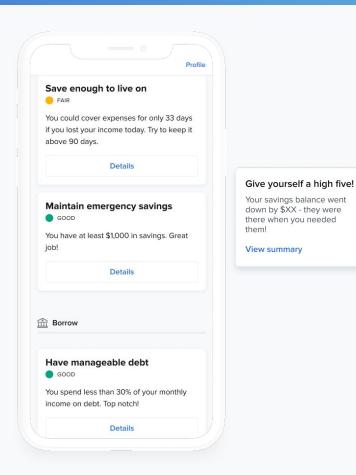
Based on meta-analysis of 188 research studies, The Effect of Financial Literacy and Financial Education on Downstream Financial Behaviors, 2014

Micro-learnings

After removing all educational copy we added micro learnings to give some context as to why the indicator is important.



Ostrich Effect / Phase One



Ostrich Effect

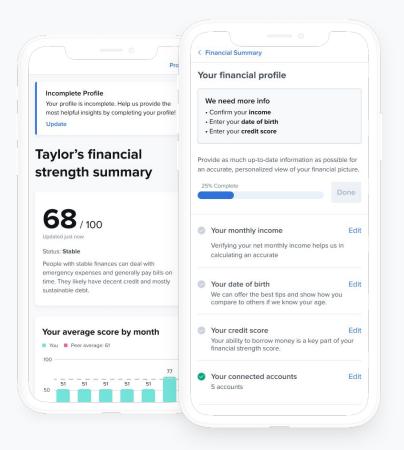
Avoiding or ignoring an obviously negative situation.

Solutions

Positive language Praise Highlight progress



Friction Costs / Phase One



Friction Costs

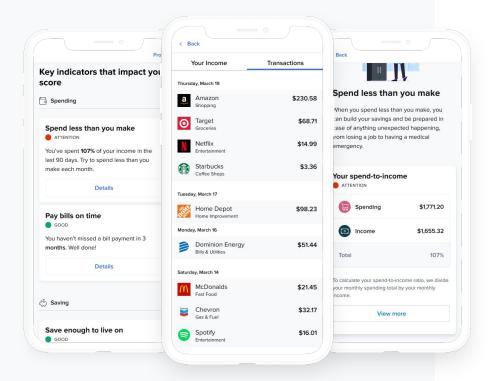
People can be deterred by even the smallest bumps in the road

Solution

Ask for as little information as possible.

Show them their results sooner and make it easy to fix/update later.

Choice Overload / Phase One



Decision Paralysis

When confronted with too many choices, we make the easiest choice, which is sometimes no choice at all

Hick's Law

The time it takes to make a decision increases with the number and complexity of choices.

Progressive Disclosure

We tried several arrangements until we landed on the current design that maintains a sufficient level of comprehension and clarity for most testers.

Phase Two / Actions & Next Steps

GOAL GRADIENT THEORY

People tend to have higher motivation as they get closer to reaching their goals.

PRESENT BIAS

People focus on the here and now even when their choice is not good for them in the long term.

REWARD SUBSTITUTION

Short-term rewards can motivate staying on track towards long-term goals.

FRAMING/DEFAULT BIAS

Defaults provide a cognitive shortcut and signal what people are supposed to do.



Demo