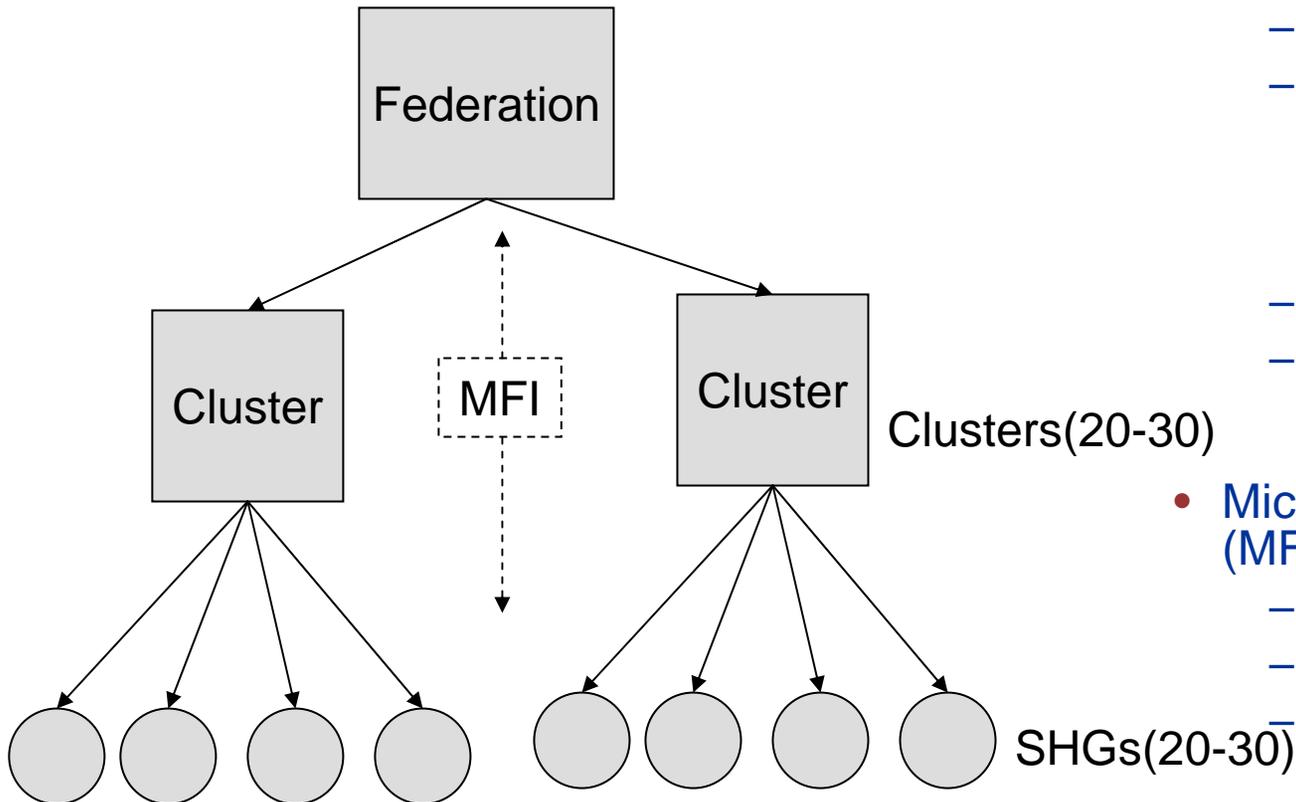

Review: Design Studies for a FMS for Micro-credit Groups in Rural India

Anonymous MIT Student

General Overview

- Authors – Tapan Parikh(UW), Kaushik Ghosh(MIT), Apala Chavan(Humanfactors)
- Design a User Interface
 - Needs Analysis
 - Iterative Process
 - Prototyping
- Target – Community based micro-credit groups
- Focus – Rural India (Aurangabad, Madurai)

Micro-Finance in India



- Self help group (SHG)
 - 10-20 women
 - Basic transactions
 - Payments
 - Loans
 - Deposits
 - Monthly meetings
 - Community liability (high repayment rates)
- Micro-finance institution (MFI) are NGOs
 - Create, Support
 - Training
 - Linkages within & with banking sector

Micro-Finance Issues

- High Illiteracy (43% - 286 million Adults)
- Documentation at various levels
 - Tracking finances, credit
 - Better management of funds
 - Law requirements
 - High volume (small transactions)
- Remote Areas
- Technology limitations

Numeric Interfaces – Field Visit 1

- Genesis at Self-employed Women Association (SEWA) bank in Ahmedabad
 - “Oh, we can understand numbers fine, We can even do most simple calculations ourselves. It is only text and words we have a lot of difficulty with.”
- Field Visit 1 : Aurangabad
 - Contextual Studies
 - Notebooks & Ledgers
 - Help for educated kids attending school
 - Sequential entries (tabular, ordered by name)
 - Paper prototypes

Field Visit 1

- Paper Prototype
 - Understood well
 - Good Feedback

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Figure 2 – “An early keypad-based paper prototype.”
In Parikh, Tapan, Kaushik Ghosh, and Apala Chavan.
“Design studies for a financial management system
for micro-credit groups in rural India,” In *Proceedings
of the 2003 Conference on Universal Usability*.
Vancouver, British Columbia, Canada: ACM, 2003.
doi: 10.1145/957205.957209.

Field Visit 2 – Madurai, TamilNadu

- More Mature SHGs managed by CCD(Covenant Centre for development)
 - Started 150 SHGs, 4 Federations
- Context
 - Studied all levels, spending more time
 - Verification of learnings from Aurangabad
 - Relatively higher literacy
 - Schools kids and literate man involved
- Prototype
 - Interactive prototype (laptop) testing
 - People familiar with computers
 - Quick learners, ability to use touch device

Field Visit 2

- Prototype feedback
 - Does not match notebook format
 - More colors
 - Thrown off by Abrupt menus

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Figure 5 – “An interactive prototype...”
In Parikh, Tapan, Kaushik Ghosh, and Apala Chavan.
“Design studies for a financial management system for micro-credit groups in rural India,” In *Proceedings of the 2003 Conference on Universal Usability*.
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Field Visit 3 - Madurai

- Extended 2 month study
 - Focused groups(32 women, A to D – order of literacy)
- Icons correlated to ideas are better!
 - Led to new interactive prototypes
 - Frequent sessions, rapid development
 - Direct feedback from users
- Final Design emerged
 - Well understood by 3 groups, D got quite familiar

Final Design

- Tabular Data Organization
- Numeric Data Formats
- Icons
- Iconic Legends (audio feedback)
- Discrete Task Spaces
- Color

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Figure 6 – “One of the final successful designs...”
In Parikh, Tapan, Kaushik Ghosh, and Apala Chavan.
“Design studies for a financial management system for micro-credit groups in rural India,” In *Proceedings of the 2003 Conference on Universal Usability*.
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Conclusions

- Context is very important!
- Numeric to Iconic Correlation
- Importance of physical models and tangible artifacts (touch & feel)
- Learnt the entire system – MIS being developed
- Hybrid technologies (paper using RFID etc)

Questions

- Why not just Ahmedabad (first study)?
- Quest for focused lead Users?
- Does this help? – Study was not for mobile phones
- Experiences with UI design so far?

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