



Designing the bank of the future — How Monzo reduced their time to market by using Marvel Enterprise

Background

Launched in late 2015 by a group of five friends, Monzo, the bank that lives in your smartphone, set the record for quickest crowd-funding campaign in history in 2016 - raising £1m in 96 seconds via the Crowdcube investment platform.

A little over a year later, in May 2017, the company announced more than £250 million had been spent through its prepaid card, thanks to its 200,000 customers. Today that figure is more than half a million users and more than £800 million spent.

To be able to grow and scale at that pace requires design and development tools that teams can work on quickly and simply without bottle necks. That's where Marvel comes in.

Challenges

- Finding a tool that fits into their workflow
- Reducing bottlenecks between design and development
- Creating an inclusive design process where everyone can input

Solutions

- Using Marvel prototypes as a source of truth, updating in real-time when changes happen
- Keeping teams up to date through sharing Marvel projects as presentations
- Centralise all design work across the business using Marvel

■ 3,000

Artboards

Marvel is compatible with Sketch and supported the team's big projects

■ 100+

Prototypes

Marvel enables the team to work to scale and supports high project activity

■ 2

Weeks to ship

Prototyping with Marvel's allows the team to accelerate their entire design process

“When we share new features with the rest of the company, we run Marvel on a big projector. I don't even think many of our teams know what Marvel is, it's that embedded into the way the company works.”



Hugo Cornejo
Head of Design