# ABSTRACT

*In Indonesia, Fintech offers numerous conveniences to the community, including access to financial loans and seamless fund transfers. However, the development of IT (Information Technology) services in the financial sector cannot be enjoyed by people with disabilities, especially those with visual impairments disability. Derived from data collected from 10 visually impaired respondents in Bandung, empirical evidence indicated the existence of three prevailing challenges for these individuals when using the e-Wallet. Namely, the Screen reader that cannot read the app display accurately, constraints on using gesture functions such as slide to pay, and lengthy process to perform one transaction. Furthermore, the objective of this study is to develop a fintech e-Wallet mobile application that is comprehensively accessible to screen reader users using Inclusive Design Methodology. Evaluation in this study using System Usability Scale (SUS) and Single Ease Question (SEQ) to test the usability derived from data collected from 10 visually impaired respondents. The result from the evaluation of this study through three iterations using the System Usability Scale (SUS) and SEQ indicates that the developed fintech application has achieved a high level of usability, as evidenced by SUS and SEQ values of 85,25 and 65 in the first iteration, scores of 93 and 67,4 in the second iteration, and scores of 93,5 and 67,6 in the third iteration.*

***Keyword****: Inclusive Design, e-Wallet, User Experience, User Interface, Usability, SUS, Visual Impairment*