The project is named MAXima in honour of our much-loved Queen of the Netherlands.

This project aims for a use-centered design approach of the imaginary currency unit MAX, Money of Area X. 

The size should not be too small and should fit anywhere on the banknote. Their value should be indicated at the top down, making them easy to find. Public features should be only on the front. One feature should be in each quadrant, ensuring a well-distributed layout. Any kind of feature contributes to confidence similar to a QR code.

The currency unit is the core of the design. As people carry banknotes in their wallet and use them as currency, they contribute to confidence similar to a QR code. The fact that banknotes are used implies that trust is an important element. The colour of the banknotes serves as a counterpoint to bring attention to the currency unit.

Steps in the banknote design process:

1. Recognising value
2. Recognising identity
3. Checking authenticity
4. Retaining confidence
5. A confidence strip where people touch the banknote numbers
6. Aesthetic features, such as the color of the banknote or the background
7. Identity description and colours
8. Communication plan
9. Blueprint
10. Sketch design

The designer’s creativity is required to convert the blueprint into a usage layout and a communication plan into a sketch design.

Studies show that people do not look at the reverse side, so the design should focus on the front. As people carry banknotes in their wallet and use them as currency, they contribute to confidence similar to a QR code. The colour of the banknotes serves as a counterpoint to bring attention to the currency unit.