

A5a: Prototype Documents

CSC318

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Tutorial 3

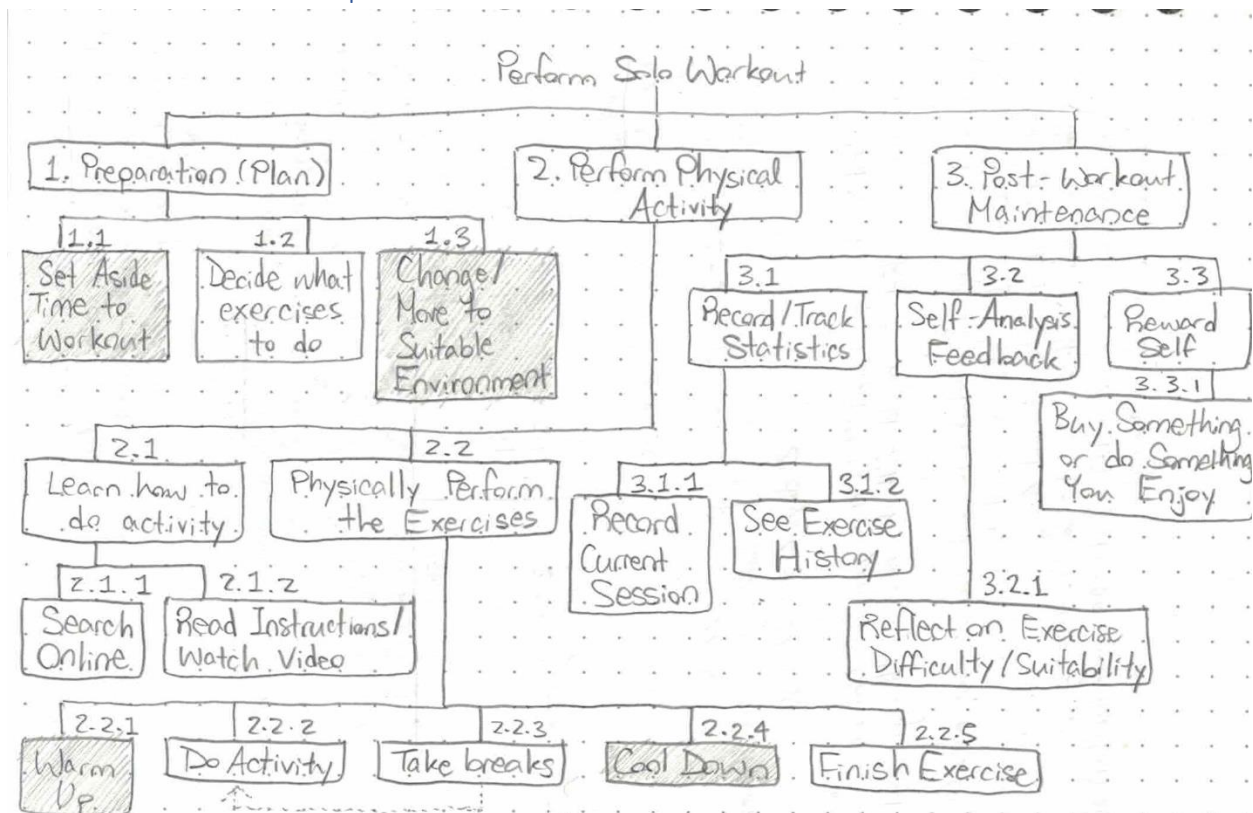
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Hierarchical Task Analysis

Due to the way we discussed critical tasks as a group prior to starting on this assignment, we have determined that many of my group members will be focusing on the socialization and community aspect of the application, which involves finding partners for an instance or reoccurring instances of exercise. However we have also decided that we want the application to be usable as well if a user just decides to go for a solo run or gym workout. Here I will focus on the non-social experience of using the application.

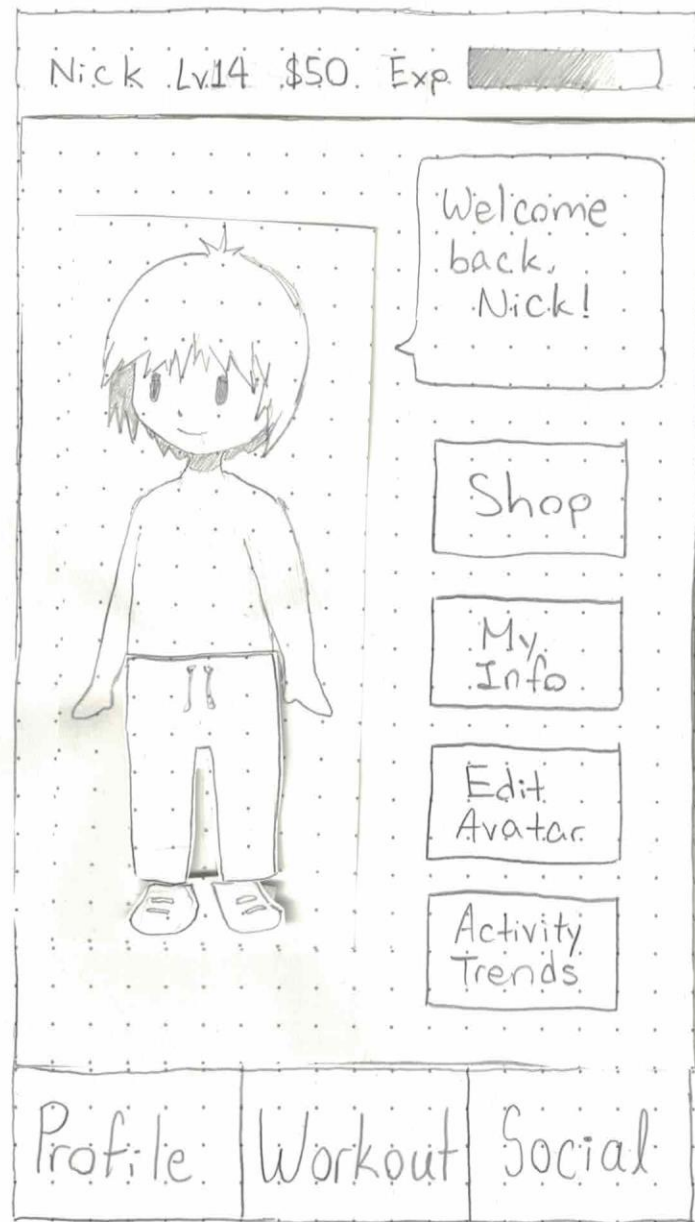
Hierarchical Task Decomposition



The user may come into the app with a pre-existing exercise plan or idea of what they want to do, and so 1.2 will be optional. Otherwise, the 'exercise challenges' will take care of 1.2 and 2.1 by giving the user a pool of exercise suggestions and displaying guidance videos based on the exercise they choose. 2.2 will be supported in the prototype through pause and stop functionality when tracking exercise.

3.1 will be supported by automatically logging the session (in practice, probably through connecting with a dedicated fitness tracking app or wearable such as google fit, Samsung health, smartwatches, etc.). 3.2 will be supported by asking the user to rate the difficulty and enjoyment of the exercise, and 3.3 will be handled through the use of user avatars where the user gets exp to level up (unlocks more clothing options and reflects exercise experience when searching for potential exercise partners), gold to buy items used for avatar customization, and occasional loot boxes for more difficult exercises in which they may receive a combination of exp, gold, or loot box-exclusive clothing items.

Scanned Paper Prototype Images



Clicking on "Profile" does nothing (this is the Profile page).

Social – page 4 (not implemented)

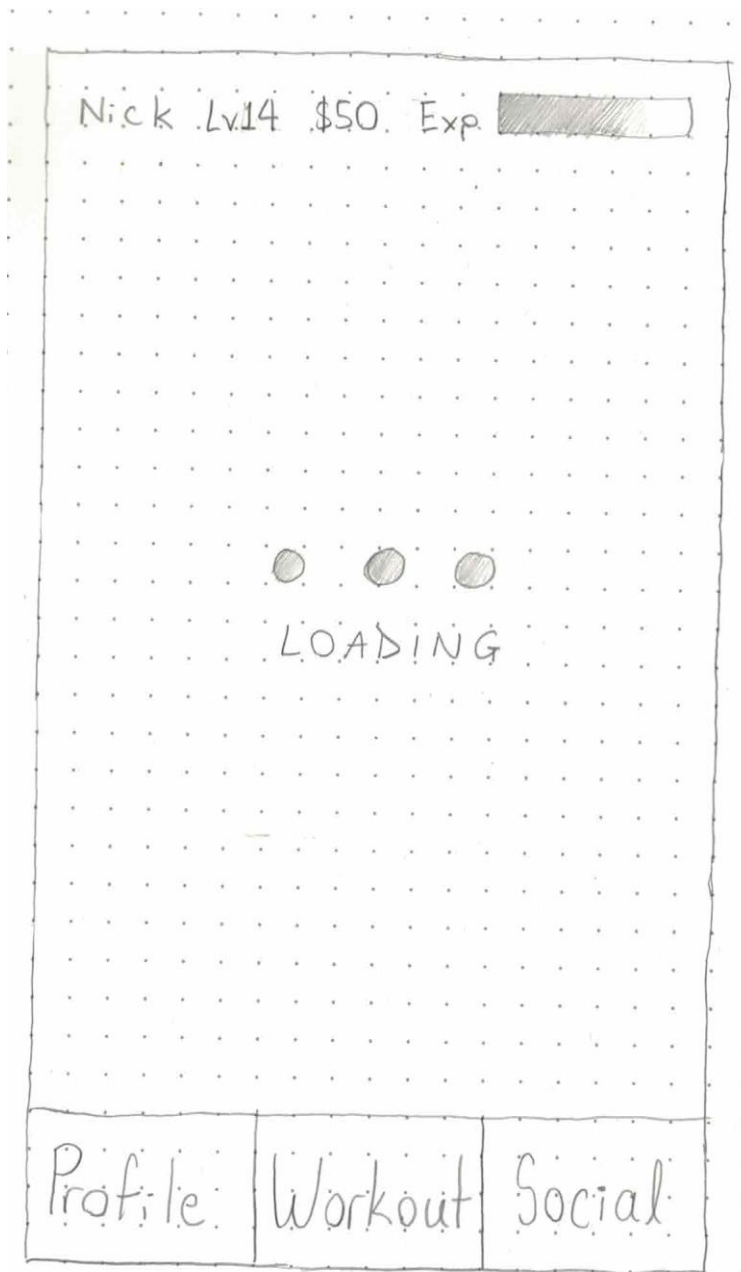
Workout – page 5

Shop – page 11

My Info – page 4 (not implemented)

Edit Avatar – page 14

Activity Trends – page 4 (not implemented)



Loading Screen that is displayed when switching out different screens.


Nick Lv.14 \$50 Exp 



Sorry!

This page is still under
construction!

Profile	Workout	Social
---------	---------	--------

Nick Lv.14 \$50 Exp 

Find A
Partner



Workout
Alone

Profile	Workout	Social
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Workout tab

Find A Partner – page 4 (not implemented)

Workout Alone – page 6

Nick Lv14 \$50 Exp 		
Tap on a challenge or track your own workout!		
15 minute Yoga	Exp +20 \$ +5	
Do 5 Jumping Jacks	Exp +3 \$ +1	
Do 30 Situps	Exp +10 \$ +3	
20 minute Run	Exp +50 \$ +30 + BONUS	
Track Your Own Workout		
Profile	Workout	Social

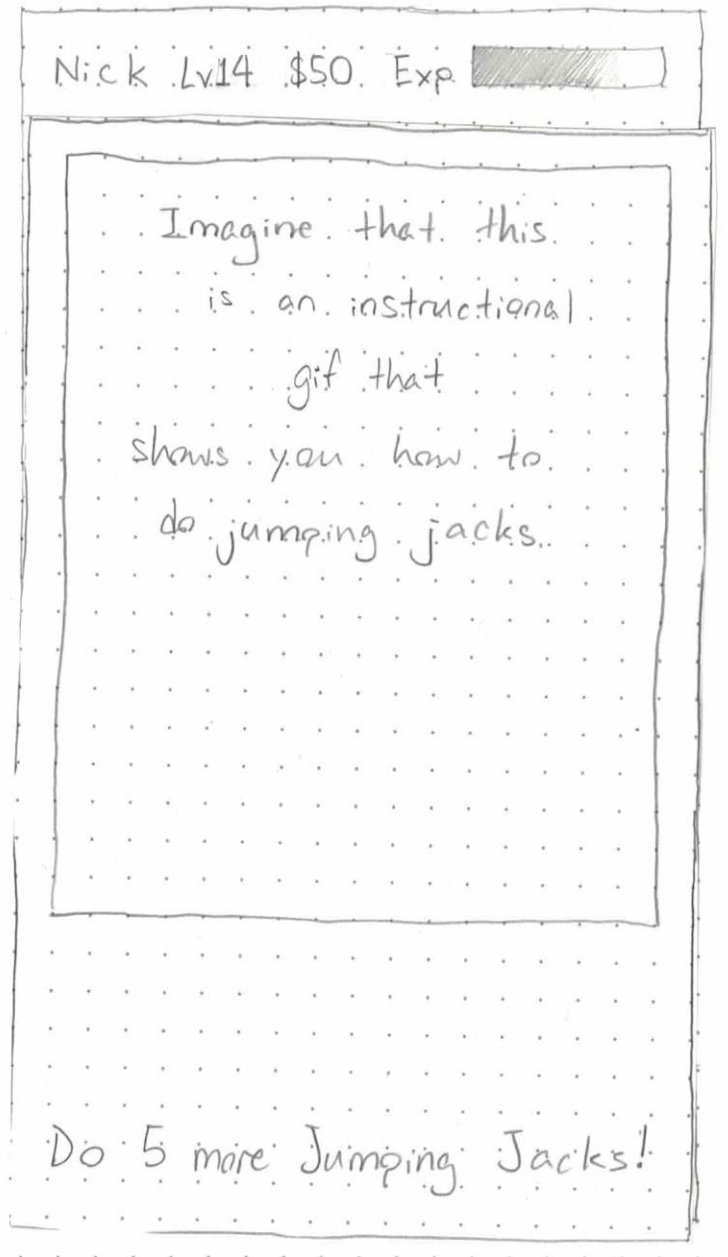
15 minute yoga – page 4

5 minute jumping jacks – page 7

Do 30 Situps – page 4

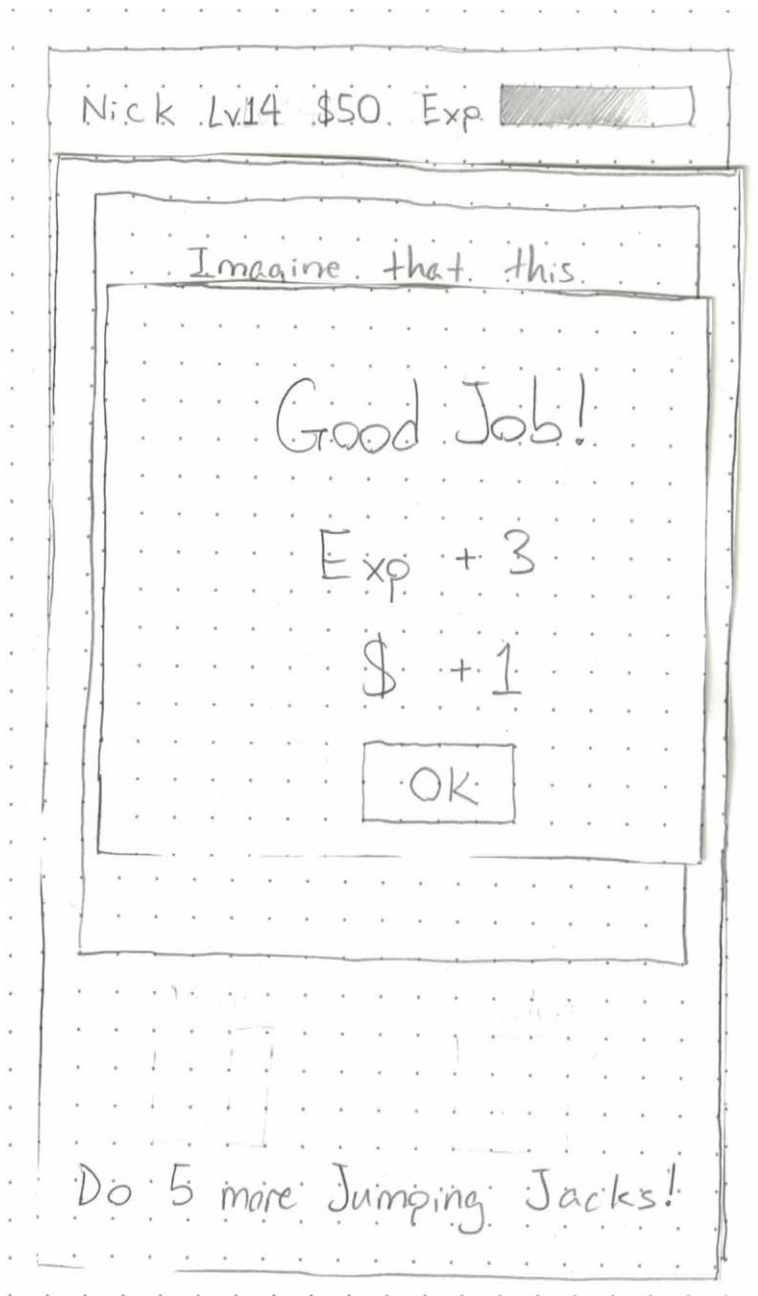
20 Minute Run – page 4

Track your own workout – page 9



Update "5 more" based on amount of jumping jacks the user has done.

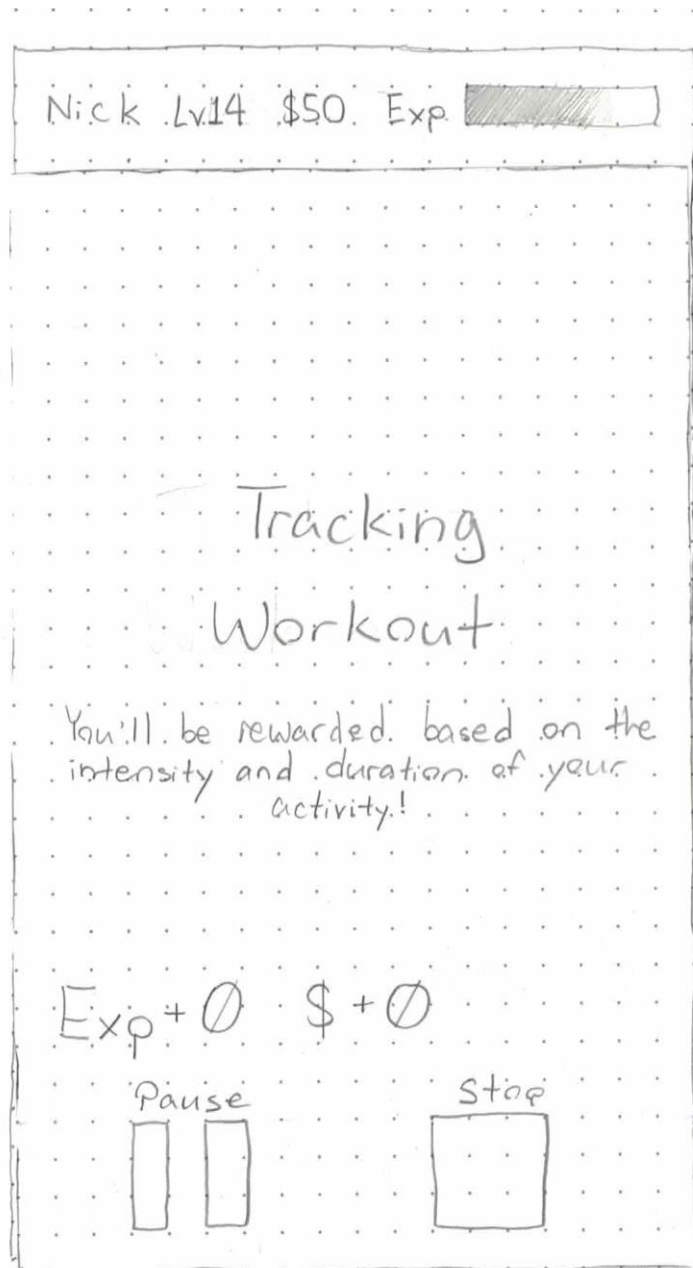
Proceed to page 8 after the 5th jumping jack.



Update the coin value in the header with pencil and eraser.

OK – page 2

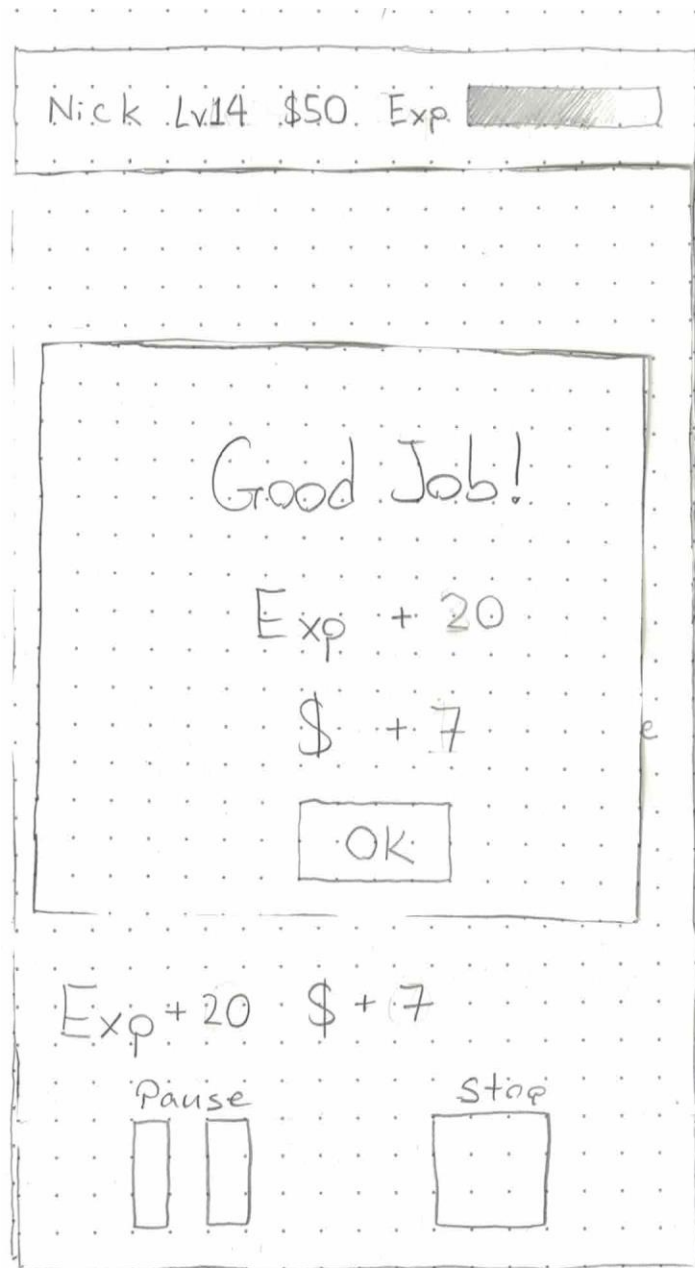
(Also concludes Task 1)



Clicking on the pause button triggers the addition of a “play” button on top of it.

Values for exp + and \$ + will be filled in with pencil and eraser.

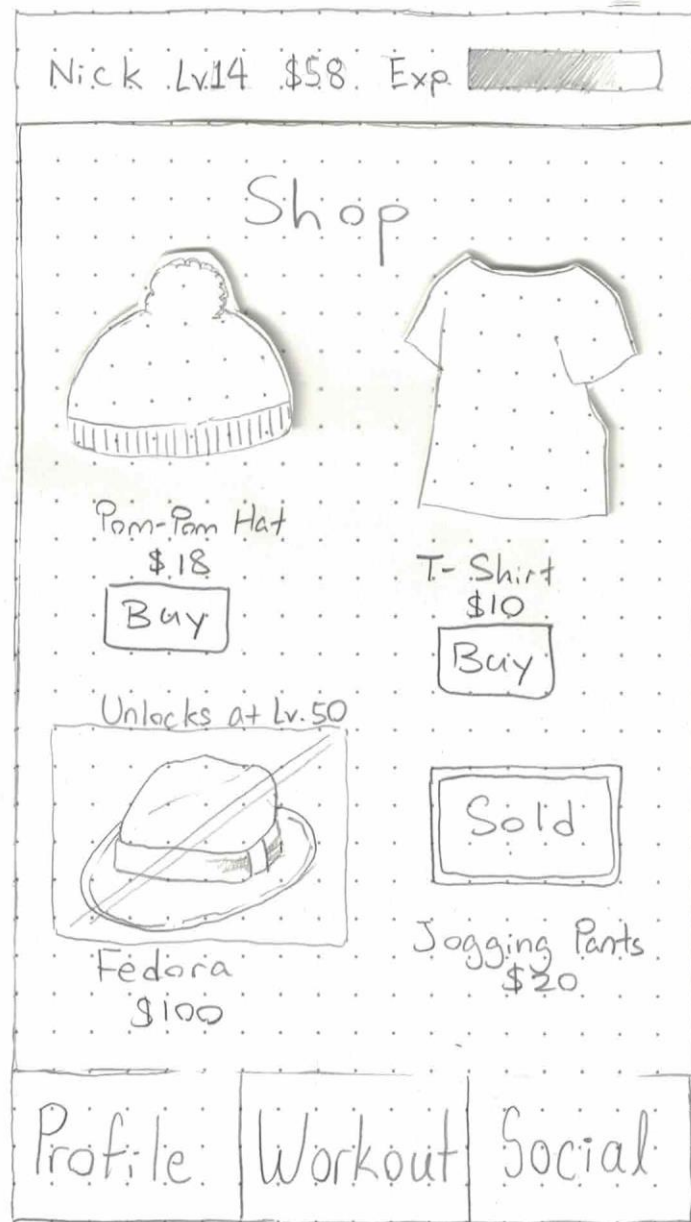
Stop button – page 10




OK – page 2

Manually update the coin value in the header with pencil and eraser after.

(This also concludes task 2)





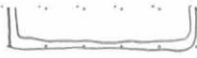
No response when users tap on the Fedora or Jogging Pants
Go to page 12 when user taps buy on either the hat or T-shirt

Nick Lv14 \$58 Exp 

Shop

Remaining Balance:
\$40



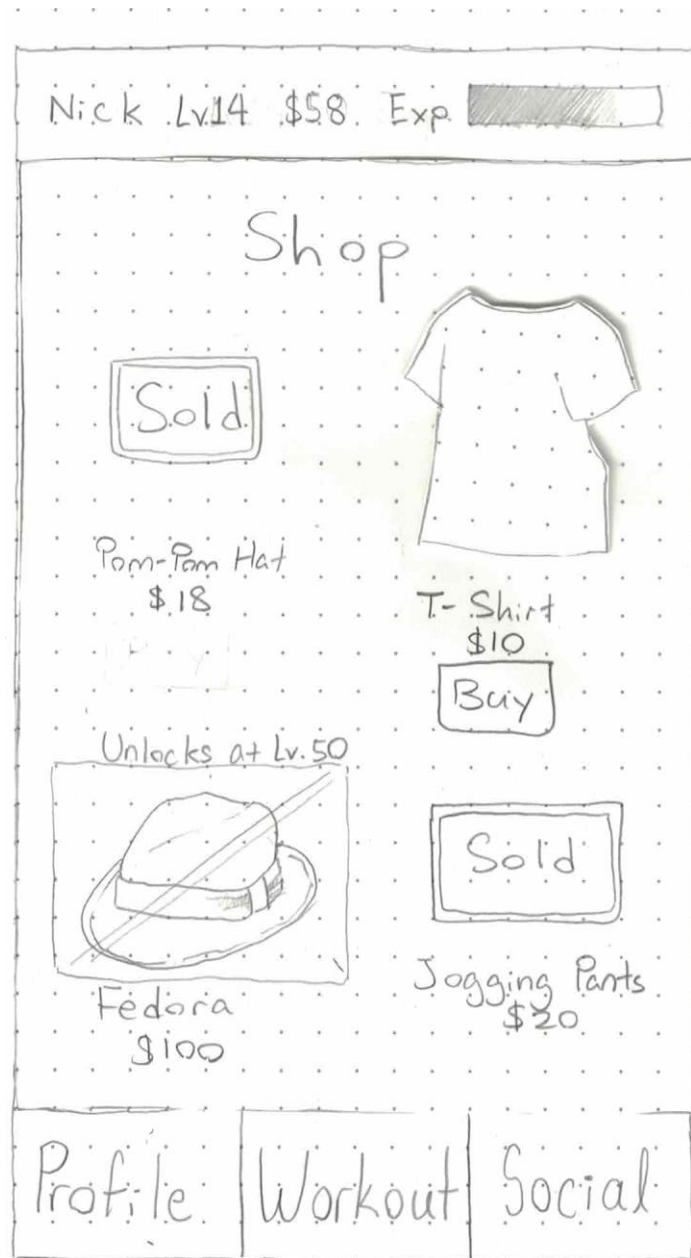



Fedora \$100 Jogging Pants \$20

Profile
Workout
Social

Adjust remaining balance field with pencil and paper depending on if they bought the hat, or t-shirt, or both.

OK – page 13



Display items bought as sold and remove buy buttons from under them.

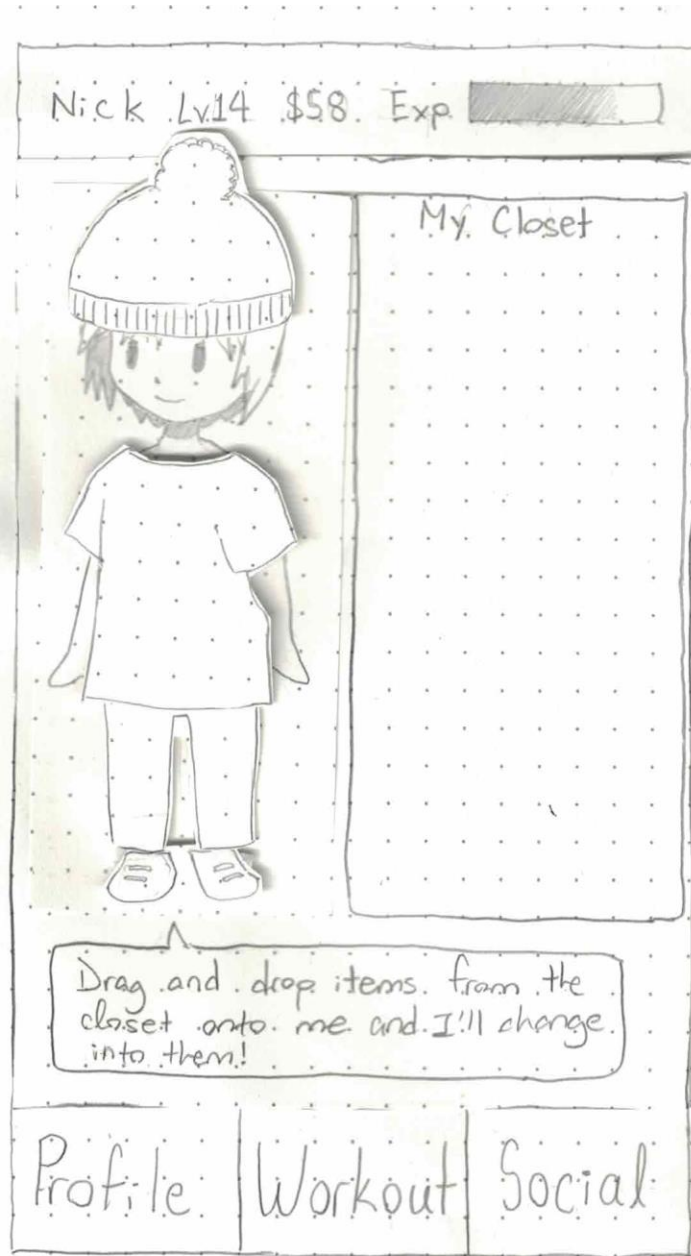
(At this point in Task 3, the intended course of action is for the user to click on the Profile tab which takes them back to page 2)



The dialogue bubble is meant to reflect how users would interact with a real smartphone app (with drag gestures) but the intended physical action here is more along the lines of picking up the hat and sticking it onto the avatar's head. (Upon which user proceeds to page 15)



At this point Task 3 has been completed and the usability test is over.



Additional page demonstrating the result if the user also decides to purchase the T-shirt.

Usability Test Script

Hello, may I have your consent to conduct a short paper prototype usability study? It will take approximately 10-15 minutes and will consist of testing the user experience for our exercise motivation application. You don't actually have to perform the physical exercises if you'd rather not.

<If person does not give consent>

No problem, thank you for your time and enjoy the rest of your day!

<If person gives consent>

Great! Thank you for agreeing to participate in our usability test. You may opt out of the experiment at any time. We will be testing a paper prototype of a smartphone application, so please hold it and interact with it as if it were a smartphone. I will need to switch out screens manually in response to how you interact with the paper prototype, which may involve me temporarily taking the device for a few seconds.

This application is meant to be a fitness motivation application. I will ask you to perform three tasks using the application, and I will not provide verbal guidance once you start the tasks in order to simulate the natural user experience. However, if you have any comments or questions please don't hesitate to ask me at any time during testing. Also, please try to think aloud when performing the tasks so that we can gain more insight about what users may potentially be thinking or feeling when interacting with our application. I know it may be hard to get used to doing this, so I will occasionally prompt you by saying "remember to think aloud" while you go through the exercises. Now, before we move on to the tasks, do you currently have any questions?

Now, you are a male college student named Nick. You are always busy, with an irregular sleep and life schedule due to your very demanding courses. You have always wanted to become more fit but you don't know where to start. You don't have a lot of motivation to exercise and often put off going to the gym in order to do assignments. You also don't have any friends to exercise. Last week you downloaded our fitness app and have been using it to motivate you to do exercises.

Task 1: Currently, you are sitting at your desk with a few spare minutes after pouring hot water into your instant ramen cup for dinner. You decide to open the app for some quick physical exercise suggestions that you can perform in the span of a minute while waiting for your ramen to be ready to eat.

<User starts from page 2, intended progression is to go to workout tab, workout alone, and click on the jumping jacks exercise>

Task 2: Now, imagine you decided to attend a drop-in fitness session at your University. Use the application to track your workout.

<User starts from page 2 again, should go to workout tab, workout alone, and Track Your Own Workout>

Now imagine that you have finished the fitness session at your gym and wish to finish the session on the application as well.

<Intended progression is that user clicks on the stop button on the workout tracking screen>

Task 3: Later in the day, you wish to use the rewards earned from your workout session. It is very cold in Toronto so you want to buy a hat for your avatar. Use the application to give your avatar a hat.

<User should go to the shop, buy the hat, then go to edit avatar and drag the hat onto the avatar>

<If user gets very stuck on any of the tasks>

Thank you for trying to accomplish the task. Please don't feel bad, as this is not a failure on your part but a result of bad design on our part. Are there any thoughts or suggestions you would like to provide to help us make the task more intuitive in our application?

<After feedback, move onto the next task>

Thank you very much for participating in our usability test! Are there any additional thoughts or comments about our paper prototype that you would like to convey to us?

Alright, thank you for all of the amazing feedback! Have a nice day!