

Introduction

Thank you for participating in our usability study for GymBuddy!

GymBuddy is a web app designed to help people find local gym partners based on shared workout preferences. Today, we will walk you through a series of tasks using a prototype of the app. Your feedback will help us identify what works well and what needs improvement.

Before we begin:

- This session should take around 20–30 minutes.
- You are not being tested, we are testing the design, so there are no right or wrong answers.
- Please speak your thoughts out loud as you interact with the interface, this helps us understand your expectations, thoughts, and frustrations throughout the process
- Your responses will remain anonymous following this session.

Do you have any questions before we start?

Background Questions

We'd like to ask a few brief questions to understand your experience and expectations better:

1. How often do you go to the gym or engage in workouts each week?
2. Have you ever worked out with a partner or used a fitness-related app before?

3. What do you usually look for in a workout partner?
4. What devices do you typically use to access apps (phone, tablet, desktop)?
5. When using a new app, what helps you feel comfortable or confident with it?

Tasks

We'll now go through a few scenarios using our wireframe prototype. Please walk through each task as if you were trying to accomplish the goal in a real-world setting.

Task 1: Create Your GymBuddy Profile

Scenario: You've just signed up for GymBuddy and want to set up your profile with your workout preferences.

- Try to enter your basic info (name, workout goals, location, etc).
- Set your preferences for partner distance, availability, and workout intensity.

Observations:

- Can the user find the correct screens?
- Do they understand the purpose of each setting?
- Are they confused by any buttons, labels, or page flow?

On a scale from 1 to 5, where 1 is "Very Difficult" and 5 is "Very Easy", how would you rate completing this task on this prototype? Why?

Task 2: Find a Compatible Gym Partner

Scenario: You want to search for someone to work out with who matches your availability and workout style.

- Apply filters to find gym partners.
- View a potential match's profile.

Observations:

- Can the user successfully apply the filters?

- Do they interpret match profiles correctly?

- Can they tell what action to take next?

On a scale from 1 to 5, where 1 is "Very Difficult" and 5 is "Very Easy", how would you rate completing this task on this prototype? Why?

Task 3: Send a Match Request

Scenario: You've found a partner that looks like a good fit, now you want to connect with them.

- Try sending a match request or message.

Observations:

- Is it clear how to initiate contact?

- Does the user see confirmation of their action?

On a scale from 1 to 5, where 1 is "Very Difficult" and 5 is "Very Easy", how would you rate completing this task on this prototype? Why?

Task 4: Navigate to and Edit Your Profile

Scenario: You've changed your mind about your availability and want to update your profile.

- Find your profile.
- Edit your workout availability settings.

Observations:

- Can users find their profile easily from any page?

- Is the update process straightforward?

On a scale from 1 to 5, where 1 is "Very Difficult" and 5 is "Very Easy", how would you rate completing this task on this prototype? Why?

Debrief

Thank you! We're almost done, just a few closing questions:

1. What was your overall impression of the app's layout and ease of use?
2. Were there any parts that felt confusing or unclear?
3. What did you like most about the design?
4. If you could change one thing, what would it be?
5. Would you consider using this app to find a gym partner in real life? Why or why not?

That concludes our session. Thank you again for your time and feedback. It is very helpful for improving the GymBuddy design!