DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE ENGINEERING

ADYPSOE PUNE

Subject: UI and UX

Project Title: FitTrack – Fitness Tracking App

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Practical Title: Usability Testing Simulation

1■■ Objective

The objective of this practical is to conduct usability testing on the FitTrack fitness tracking app prototype. The purpose is to analyze its ease of use, efficiency, and overall user satisfaction, and to identify improvements for a better user experience.

2■■ Prototype Overview

The FitTrack app is a high-fidelity mobile prototype designed in Figma. It allows users to track workouts, monitor progress, set goals, and view health insights. The prototype consists of seven primary screens: Splash, Login/Signup, Home Dashboard, Workout Tracker, Goal Setting, Progress Visualization, and Profile.

3■■ Usability Testing Plan

Target Users: Students aged 19–22 from ADYPSOE Pune.
Testing Method: In-person observation using the Figma prototype.
Session Duration: 25 minutes per participant.
Tasks: Navigation, workout tracking, goal setting, and progress checking.
Metrics Collected: Task success rate, time taken, user satisfaction, and qualitative feedback.

4■■ Participant Details

Name	Age	Year	Gender	Experience with Fitness Apps
Aarav Patil	20	SE	Male	Moderate
Sneha Deshmukh	21	TE	Female	High
Rohan Jadhav	19	SE	Male	Low
Priya Kulkarni	22	BE	Female	Moderate
Aniket Shinde	21	TE	Male	High

5■■ Task Performance Results

Participant	Task Success (%)	Avg Time (min)	Errors	Satisfaction (1–5)	Remarks
Aarav Patil	95	22	1	5	Smooth navigation, liked design
Sneha Deshmukh	100	20	0	5	Very intuitive, good font sizes
Rohan Jadhav	85	27	3	4	Minor confusion in Progress tab
Priya Kulkarni	90	25	2	4	Goal setting could be simpler
Aniket Shinde	100	21	0	5	Loved motivational quotes

6■■ Analysis of Results

The usability testing achieved an average task success rate of 94%, indicating a highly user-friendly interface. Average completion time was 23 minutes with minimal errors. All participants reported high satisfaction levels, particularly appreciating the clean layout, modern typography, and motivational features. Minor usability issues were observed in the 'Progress' section and goal input area, which will be improved in the next iteration.

7■■ Findings & Insights

Aspect	Observation	Improvement Suggestion
Navigation	One participant confused by Progress tab	Add clearer icon label
Button Visibility	Finish Workout button overlooked by 2 users	Increase color contrast
Text Clarity	Font slightly small on smaller screens	Increase base font to 16px
Motivation	Quotes liked by all users	Add streak-based badges
Goal Setting	Some found text input unclear	Use numeric sliders

8■■ Iterations & Improvements

After analyzing participant feedback, the following refinements were made:
• Enhanced the bottom navigation icons with labels.
• Increased button contrast for 'Start' and 'Finish Workout'.
• Enlarged base text sizes to improve readability.
• Simplified goal setting fields using number inputs.
• Added progress streak counter for motivation.

9■■ Conclusion

The usability testing for the FitTrack app demonstrated excellent usability and user engagement among students. Participants found the interface intuitive and visually appealing. Minor improvements were identified and implemented, enhancing accessibility and clarity. This practical successfully highlights the importance of user-centered design and iterative testing in UI/UX development.