For my part of the user testing, I conducted the interview with a participant named Aminah. The process began with an introduction, consent form, and an explanation of the research purpose. I then guided her through several tasks using our app prototype on Figma. Since neither one of us owned an iPhone 16 Plus, which was the prototype’s model, we opted in moving through the prototype on a MacBook. One challenge I encountered was keeping the user focused while also collecting useful observations, especially when technical difficulties or misunderstandings arose– like when the participant didn't know where to click or swipe up to launch the main page. I learned that clear instructions are extremely important during user testing, especially for first-time users who are not familiar with design terminology or app expectations. To start, I wanted to see how easy it would be for a user to figure out how to use the application without the help of outside instructions. So after the interview, I realized that the app may need initial instructions to help the user understand how to interact with the different features of the application. It also became clear that our UI could use improvement in feedback clarity and visual intuitiveness, especially on the Discover page. Overall, it was a valuable experience that helped us see our design from a real user's perspective.