

Usability Test Interviews Data

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Mohammed Questionnaires:

Test number 1:

Pre-test Questionnaire:

1. How old are you?
28
2. What is your gender?
Male
3. Have you used a fitness app before?
Yes, I have used a fitness app called Fitbod

Test results :

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	8 seconds	2 clicks	1 error (signed up instead login)	yes
Navigate to step tracker page	8 seconds (activity menu) 2 seconds (home page navigation to step tracker)	2 clicks (Activity menu) 1 click. (from homepage)	0	yes
Navigate to weight tracker page	9 seconds	2 clicks	0	yes
Navigate to the Awards page	8 seconds	2 clicks	0	yes
Navigate to the Friends page	7 seconds	2 clicks	0	yes
Navigate to the coaching page	3 seconds	2 clicks	0	yes
Navigate to the profile and setting page	5 seconds	2 clicks	0	yes
Navigate to the homepage	3 seconds	2 clicks	0	yes

Post-test Interview:

1. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype?

10, they were easy to complete

2. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify.

The only issue I faced was signing up instead of logging in the first time because I didn't clearly see the login part and didn't understand.

3. Were the instructions provided clear and easy to follow?

Yes, they were completely clear and easy to follow.

4. Did you find the overall layout and organisation of the interface easy to use?

Yes, they were actually easy to use.

5. Do you think the placement of the navigation menu items are appropriate? If not, please describe why.

They were good. They satisfied me when using it.

6. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

Having the profile up there on the top right of the page is fine, but if there were fewer menu items, I would prefer it to be at the bottom of the page. The reason is that the settings are also within the profile.

7. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

9 out of 10 because the photos and graphics used are related to the menu, they can be easily tracked even without reading the text.

8. Did you find the default colour scheme appealing? If not, which colours would you change and why?

I enjoyed the color scheme used in the app because it's light and soft, but for example, the Fitbod app that I used before had used red colors, which I didn't like.

9. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

The used text was appropriate, both font and size were also properly chosen.

10. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

Yes, they were completely appealing for me.

11. Were you happy with custom appearance changes that were available to users? If not, what would you add/remove?

Yes, I always like additional features!

12. Were there any features or functionalities that you expected to find but were missing?

I wanted to see more bodybuilding-related features in the app. Especially in the "Activity" menu section, they used a dumbbell icon for the menu, but there weren't many specific bodybuilding items in it.

13. Do you have any additional comments or suggestions for improving the usability of the prototype?

I'd like the login section to be clearer so that I can understand it the first time around.

Test number 2:

1. How old are you?

25

2. What is your gender?

Female

3. Have you used a fitness app before?

Yes, but I don't remember the name of application!

Test results:

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	8 seconds	2	1 (sign up instead of login)	yes
Navigate to step tracker page	13 seconds	2	0	yes
Navigate to weight tracker page	3 seconds	2	0	yes
Navigate to the Awards page	8 seconds	2	0	yes
Navigate to the Friends page	7 seconds	2	0	yes
Navigate to the coaching page	5 seconds	2	0	yes
Navigate to the profile and setting page	6 seconds	3	0	yes
Navigate to the homepage	5 seconds	2	0	yes

Post-test Interview:

1. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype?

10 out of 10

2. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify.

The login icon was not clear for me in the first attempt, so I signed up in the first try instead of login.

3. Were the instructions provided clear and easy to follow?

Yes, completely.

4. Did you find the overall layout and organisation of the interface easy to use?

Yes, I rate it 10 out of 10 since it was very smooth

5. Do you think the placement of the navigation menu items are appropriate? If not, please describe why.

Yes, they were appropriate, but I'd prefer weight tracking also in the homepage.

6. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

Yes, it was suitable for me. I like that.

7. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

I rate it 8 out of 10.

8. Did you find the default colour scheme appealing? If not, which colours would you change and why?

Well, I'd like the app to use more diverse and varied colors for text and visual design.

9. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

Yes, it was ok for me , I rate it 9 out of 10

10. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

Yeah, the photos and graphics were good, but I would have liked them even more if all the images and graphic designs followed a consistent color theme or were very closely related in color.

11. Were you happy with custom appearance changes that were available to users? If not, what would you add/remove?

Honestly, I am not a fan of dark mode feature in applications, and I don't like customizing features in apps!

12. Were there any features or functionalities that you expected to find but were missing?

In the calorie tracking section, I would have liked to be able to search for types of foods and grocery items available in UK stores and understand their nutritional values like protein, fat, carbohydrates, etc. Some apps have this feature where you can search and find out the nutritional value of foods and products before buying them, without having to visit the store.

13. Do you have any additional comments or suggestions for improving the usability of the prototype?

No , it was totally good 😊

Uzairs Questionnaires:

Usability Test Interview Data

Pre-test Questions

How old are you? 24.

What is your gender? Male.

Have you used a fitness app before? Yes.

Recorded Data:

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	0:03	1	0	Yes
Navigate to step tracker page	0:05	1	0	Yes
Navigate to Weight tracker page	0:04	2	0	Yes
Navigate to the Awards page	0:03	2	0	Yes
Navigate to the Friends page	0:05	3	0	Yes
Navigate to the coaching page	0:03	2	0	Yes
Navigate to the profile and settings page	0:07	2	0	Yes
Navigate to the homepage.	0:10	4	1	Yes

Post-test Questions

Interviewer: So, now that you have completed the tasks, on a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete them?

Participant: I'd give it 8, yeah, the tasks were simple and easy to do.

Interviewer: Did you encounter any difficulties or errors while completing the tasks? If yes, please outline them.

Participant: Nah, not really, just a couple of times I clicked in the wrong place, but that was mostly my fault.

Interviewer: Were the instructions provided clear and easy to follow?

Participant: Yeah, they were.

Interviewer: And did you find the overall layout and organisation of the interface easy to use?

Participant: Uhm... yeah I guess. It looks like other apps I've used, in terms of the layout and stuff. Which I guess is a good thing.

Interviewer: Do you think the placement of the navigation menu items are appropriate? If not, please describe why.

Participant: Yeah, they were good too. Again, it's like most apps these days which is good. The main stuff is all at the bottom with like the back arrow on the top. So yeah, it was easy to understand.

Interviewer: Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

Participant: Yeah, I think it's the same for most social apps these days, right? They're usually on the top right or bottom right like Instagram. So I guess it's a decent place to put it.

Interviewer: How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

Participant: I'd give it like an 8.

Interviewer: Did you find the default colour scheme appealing? If not, which colours would you change and why?

Participant: Yeah, I liked it. Most of my apps are in dark mode so I liked the colours. The black and the blue go nice together, and it makes the buttons and text really stand out against the background.

Interviewer: What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

Participant: Yep, they looked pretty good. I could read and understand everything clearly.

Interviewer: Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

Participant: Most of the images looked good. The menu images were suited to what link it was taking you to. And even in the trackers, yeah, the images were nice.

Interviewer: Were there any features or functionalities that you expected to find but were missing?

Participant: I dunno... maybe like a sports section with different tips for training in a specific sport? Or would that be in the coaching section? I dunno, maybe something like that.

Interviewer: Do you have any additional comments or suggestions for improving the usability of the prototype?

Participant: Nah, I think the app was good overall.

Interviewer: Ok, thank you for your time.

PARTICIPANT 2

Pre-test Questions

How old are you? 19.

What is your gender? Female.

Have you used a fitness app before? No.

Recorded Data:

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	0:03	1	0	Yes
Navigate to step tracker page	0:06	2	0	Yes
Navigate to Weight tracker page	0:06	2	0	Yes
Navigate to the Awards page	0:04	2	0	Yes
Navigate to the Friends page	0:06	3	0	Yes
Navigate to the coaching page	0:05	2	0	Yes
Navigate to the profile and settings page	0:07	2	0	Yes
Navigate to the homepage.	0:04	2	0	Yes

Post-test Questions

Interviewer: So, now that you have completed the tasks, on a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete them?

Participant: Probably like a 9.

Interviewer: Did you encounter any difficulties or errors while completing the tasks? If yes, please outline them.

Participant: No, everything was pretty clear.

Interviewer: Were the instructions provided clear and easy to follow?

Participant: Yes.

Interviewer: And did you find the overall layout and organisation of the interface easy to use?

Participant: Mostly, yes. But sometimes the back button didn't work, and I had to take a longer way round to get to the page. But I think the menus were clear to use.

Interviewer: Do you think the placement of the navigation menu items are appropriate? If not, please describe why.

Participant: Ummm...yeah. It's the same as most other apps.

Interviewer: Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

Participant: It's OK, but I think having it on the bottom would be easier to press. I think most apps are changing it now to put stuff like that at the bottom.

Interviewer: How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

Participant: Like a 6 or 7.

Interviewer: Did you find the default colour scheme appealing? If not, which colours would you change and why?

Participant: It's a bit boring, I prefer lighter colours. I know that most people like dark mode on their apps, but I think white backgrounds with brighter colours like pink would be nice. But I saw you could change it in settings which is good.

Interviewer: What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

Participant: It was fine, yeah. Everything was readable.

Interviewer: Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

Participant: I think the icons were all good, but some of the pictures in the tracker sections looked a bit dodgy. I think it was the Weight Tracker page, yeah, it looked a bit messy. But others like the Coaching page looked really good.

Interviewer: Were there any features or functionalities that you expected to find but were missing?

Participant: Uhh...I dunno, I haven't used a fitness app before (laughs). But, I think it had basically everything I would expect one to have. I think adding more would maybe make everything complicated for no reason.

Interviewer: Do you have any additional comments or suggestions for improving the usability of the prototype?

Participant: No, I think all the pages and features and stuff were OK, just like I said, I think some of the pages weren't as well-designed as others. But it was fine.

Interviewer: Ok, thank you for your time

Manas Questionnaires:

Interview 1 :

Human Computer Interaction Evaluation.

For the usability test plan of our prototype, we will conduct post-task questionnaires to a range of users within our target user group. As part of the post-task questionnaire; after completing each task, participants will answer a questionnaire to provide feedback on their experience, satisfaction, and perceived usability of the prototype.

First we will conduct the Pre-Test Questionnaire, collecting demographic information and assessing participants' familiarity with similar systems.

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	0:03	1	0	Yes
Navigate to step tracker page	0:02	1	0	Yes
Navigate to Weight tracker page	0:04	3	0	Yes
Navigate to the Awards page	0:03	2	0	Yes
Navigate to the Friends page	0:03	2	0	Yes
Navigate to the coaching page	0:05	2	0	Yes
Navigate to the profile and settings page	0:05	2	0	Yes
Navigate to the homepage.	0:03	2	0	Yes

Usability Test Schedule:

- Welcome participants and introduce them to the prototype.
- Brief participants about the purpose of the test and what to expect.
- Assure them that the test is evaluating the app, not their skills.
- Conduct the pre-test questionnaire.
- Conduct the test.
- Conduct the post-test questionnaire.
- Debrief participants and answer any potential queries they might have.
- Thank participants for their time and end the test.

Pre-test Questionnaire:

1. How old are you?

24

2. What is your gender?

Male

3. Have you used a fitness app before?

Yes

In-test procedures:

1. Login to the homepage. (1)
2. Navigate to the Step Counter Page. (1)
3. Navigate to the Weight/Calorie Tracker Page.(3)
4. Navigate to the Awards page. (2)
5. Navigate to the Friends page. (2)
6. Navigate to the Coaching Page. (2)
7. Navigate to the profile page and then the settings page. (2)
8. Navigate back to the homepage. (2)

Post-test Interview:

1. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype? 8
2. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify. no
3. Were the instructions provided clear and easy to follow? yes
4. Did you find the overall layout and organisation of the interface easy to use? yes
5. Do you think the placement of the navigation menu items are appropriate? If not, please describe why. yes
6. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why. Yes but animations can be added and profile picture can be directed towards centre.
7. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good? 9
8. Did you find the default colour scheme appealing? If not, which colours would you change and why? yeah
9. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate? clear
10. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why? Nothing to change
11. Were you happy with custom appearance changes that were available to users? If not, what would you add/remove? The contrast can be improved and vibrant color patterns can be used.
12. Were there any features or functionalities that you expected to find but were missing? If a daily comparison graph is at the homepage it would be good
13. Do you have any additional comments or suggestions for improving the usability of the prototype? Nothing other than i said.

During the test, other measurements will be taken by the evaluator while the user completes the task. These will include:

- Task completion time

- Number and type of errors per task
- Number of mouse clicks to complete each task
- Number of users completing a task successfully

These measurements will infer how easy/difficult the prototype interface is to use.

Interview 2 :

Human Computer Interaction Evaluation.

For the usability test plan of our prototype, we will conduct post-task questionnaires to a range of users within our target user group. As part of the post-task questionnaire; after completing each task, participants will answer a questionnaire to provide feedback on their experience, satisfaction, and perceived usability of the prototype.

First we will conduct the Pre-Test Questionnaire, collecting demographic information and assessing participants' familiarity with similar systems.

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	0:02	1	0	Yes
Navigate to step tracker page	0:03	1	0	Yes
Navigate to Weight tracker page	0:04	3	0	Yes
Navigate to the Awards page	0:05	2	0	Yes
Navigate to the Friends page	0:05	2	0	Yes
Navigate to the coaching page	0:04	2	0	Yes

Navigate to the profile and settings page	0:08	2	0	Yes
Navigate to the homepage.	0:03	2	0	Yes

Usability Test Schedule:

- Welcome participants and introduce them to the prototype.
- Brief participants about the purpose of the test and what to expect.
- Assure them that the test is evaluating the app, not their skills.
- Conduct the pre-test questionnaire.
- Conduct the test.
- Conduct the post-test questionnaire.
- Debrief participants and answer any potential queries they might have.
- Thank participants for their time and end the test.

Pre-test Questionnaire:

1. How old are you?

21

2. What is your gender?

Female

3. Have you used a fitness app before?

Yes

In-test procedures:

9. Login to the homepage. (1)
10. Navigate to the Step Counter Page. (1)
11. Navigate to the Weight/Calorie Tracker Page.(3)
12. Navigate to the Awards page. (2)
13. Navigate to the Friends page. (2)
14. Navigate to the Coaching Page. (2)
15. Navigate to the profile page and then the settings page. (2)
16. Navigate back to the homepage. (2)

Post-test Interview:

14. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype? 9
15. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify. No Difficulties as such

16. Were the instructions provided clear and easy to follow? Yes
17. Did you find the overall layout and organization of the interface easy to use? Yes
18. Do you think the placement of the navigation menu items are appropriate? If not, please describe why. Yes
19. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why. Yes.
20. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good? 8
21. Did you find the default colour scheme appealing? If not, which colours would you change and why? Yes the default color is appealing on the dark background but when it changes to white the default colour should be of a darker shade.
22. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate? Yes font was clear
23. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why? The profile picture can be a little down as it is in the far top right corner and can be hard to reach.
24. Were you happy with custom appearance changes that were available to users? If not, what would you add/remove? Yes i am happy but a darker shade should be used on the light background
25. Were there any features or functionalities that you expected to find but were missing? No
26. Do you have any additional comments or suggestions for improving the usability of the prototype? No

During the test, other measurements will be taken by the evaluator while the user completes the task. These will include:

- Task completion time
- Number and type of errors per task
- Number of mouse clicks to complete each task
- Number of users completing a task successfully

These measurements will infer how easy/difficult the prototype interface is to use.

Maneendra Questionnaire:

Interview 1:

Pre-test Questionnaire:

1. How old are you?
A. 23
2. What is your gender?
A. Male
3. Have you used a fitness app before?

A. Yeah, I used things before like Apple Health and Garmin Connect.

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	00:15	1	0	Yes
Navigate to Step tracker page	00:05	1	0	Yes
Navigate to Weight tracker page	00:09	2	1	Yes
Navigates to the Awards page	00:11	3	0	Yes
Navigate to the Friends page	00:06	2	0	Yes
Navigate to the Coaching page	00:10	2	0	Yes
Navigate to the Profile and Settings page	00:08	2	0	Yes
Navigate to the Homepage	00:05	2	0	yes

Post-test Interview:

1. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype?

A. 5

2. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify.

A. Yes. When I clicked the home button from other pages, I faced difficulty. I need to click the home icon specifically, and then it will navigate to the home page.

3. Were the instructions provided clear and easy to follow?

A. Yes, it's comfortable but needs more improvement.

4. Did you find the overall layout and organisation of the interface easy to use?

A. Yes, it is easy to use.

5. Do you think the placement of the navigation menu items is appropriate? If not, please describe why.

A. Maybe it's fine because it's not innovative or special, just like any other app.

6. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

A. Yes, it is appropriate and a good placement.

7. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

A. 7

8. Did you find the default colour scheme appealing? If not, which colours would you change and why?

A. It's not an attractive mode while looking at the app. You need to improve the colouring, and whatever I am using now, it would be better to see it compared to this. I think the light blue colour is the best one for me.

9. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

A. Yes, it looks good.

10. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

A. I feel over the kind of graphics; the light colour appearance is good.

11. Were you happy with the custom appearance changes that were available to users? If not, what would you add or remove?

A. Not required; it's good as of now.

12. Were there any features or functionalities that you expected to find but were missing?

A. Everything is good, but I want more advanced technologies, like a small gaming kind, or if I add a new unknown friend, if I want to chat with him regarding fitness, it's better.

13. Do you have any additional comments or suggestions for improving the usability of the prototype?

A. Its fine, good work.

Interview 2:

Pre-test Questionnaire:

1. How old are you?

A. 32

2. What is your gender?

A. Female

3. Have you used a fitness app before?

A. Yes, Impact App, MyFitnessPal.

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	00:12	1	0	Yes
Navigate to Step tracker page	00:20	3	1	Yes
Navigate to Weight tracker page	00:10	2	0	Yes
Navigates to the Awards page	00:08	2	0	Yes
Navigate to the Friends page	00:11	2	0	Yes
Navigate to the Coaching page	00:15	2	0	Yes
Navigate to the Profile and Settings page	00:05	2	0	Yes
Navigate to the Homepage	00:15	3	0	Yes

Post-test Interview:

1. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype?

A. 7

2. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify.

A. Yes, when I click around to the menu icons it doesn't direct to pages, but I need to click particularly on the icon only. Give some radius around menu icons to click.

3. Were the instructions provided clear and easy to follow?

A. The instructions are clear and easy to follow.

4. Did you find the overall layout and organisation of the interface easy to use?

A. Yeah good, but the home page looks messy and not visually good.

5. Do you think the placement of the navigation menu items is appropriate? If not, please describe why.

A. Yes, appropriate.

6. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

A. The profile placement looks better and easy to use.

7. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

A. 7

8. Did you find the default colour scheme appealing? If not, which colours would you change and why?

A. The colour scheme is looking good.

9. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

A. Fonts and sizes are really good and eye catching.

10. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

A. No, the images in the weight tracker and heartrate pages not appealing good.

11. Were you happy with the custom appearance changes that were available to users? If not, what would you add or remove?

A. I think the colours, fonts and text sizes should be added more enough.

12. Were there any features or functionalities that you expected to find but were missing?

A. I think the features are fine now.

13. Do you have any additional comments or suggestions for improving the usability of the prototype?

A. Good work and if you change the things I suggested then its fine.

Abdulaziz Questionnaires:

Pre-test Questions

How old are you? 30.

What is your gender? Female.

Have you used a fitness app before? Yes.

Recorded Data:

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
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Login to homepage	0:08	1	0	Yes
Navigate to step tracker page	0:19	1	0	Yes
Navigate to Weight tracker page	0:21	2	0	Yes
Navigate to the Awards page	0:08	2	1	Yes
Navigate to the Friends page	0:27	8	3	Yes
Navigate to the coaching page	0:13	2	0	Yes
Navigate to the profile and settings page	0:07	2	0	Yes
Navigate to the homepage.	0:11	4	1	Yes

Post-test Questions

1. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype?

I'd give it a 6. The tasks themselves were not too hard, but some features were less interactive than I'd hoped.

2. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify.

Yes, a few times. I clicked the wrong icons because they seemed a bit too close to each other.

3. Were the instructions provided clear and easy to follow?
They were clear, but more detail would have helped, especially on where exactly to click on the icons, some of them you had to exactly click on the icon.

4. Did you find the overall layout and organisation of the interface easy to use?

It's alright, but a bit cluttered for my taste. A cleaner design would make navigating the app more smoother.

5. Do you think the placement of the navigation menu items are appropriate? If not, please describe why.

The placement is okay, though some items seemed out of place.

6. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

It's in the usual spot

7. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

I'd say a 5. It's a bit behind in terms of modern app designs the colours and some of the pages there was a lot going on.

8. Did you find the default colour scheme appealing? If not, which colours would you change and why?

It's too dark for me, I prefer something lighter.

9. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

The text is too small need it a bit bigger.

10. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

There are not very captivating.

11. Were you happy with custom appearance changes that were available to users? If not, what would you add/remove?

I was underwhelmed but I like the fact you could change to light mode, allow users to pick there own background.

12. Were there any features or functionalities that you expected to find but were missing?

There was no interactive video tutorials

13. Do you have any additional comments or suggestions for improving the usability of the prototype?

Customisable themes would be great, there was no page that I could see.

Thank you for your time.

PARTICIPANT 2

Pre-test Questions

How old are you? 28.

What is your gender? male.

Have you used a fitness app before? Yes.

Recorded Data:

Task	Time taken (mins)	Number of mouse clicks	Number of errors	Task completed successfully?
Login to homepage	0:05	1	0	Yes
Navigate to step tracker page	0:06	2	0	Yes
Navigate to Weight tracker page	0:08	2	0	Yes
Navigate to the Awards page	0:03	2	0	Yes
Navigate to the Friends page	0:10	3	0	Yes
Navigate to the coaching page	0:13	2	0	Yes
Navigate to the profile and settings page	0:3	2	0	Yes
Navigate to the homepage.	0:5	2	0	Yes

Post-test Interview:

1. On a scale of 1 to 10, with 1 being very hard and 10 being very easy, how easy was it to complete the tasks using the prototype?

I'd say about a 9. Everything was smooth and straightforward for me.

2. Did you encounter any difficulties or errors while completing the tasks? If yes, please specify.
No, not really.

3. Were the instructions provided clear and easy to follow?

The instructions were clear enough. I didn't have any problems following them.

4. Did you find the overall layout and organisation of the interface easy to use?

The layout is good because it's similar to other apps I used

5. Do you think the placement of the navigation menu items are appropriate? If not, please describe why.

Everything was where I expected it to be.

6. Do you think the placement of the profile image on the top right is appropriate? If not, please explain why.

It makes sense where it is, it's where it is on other apps I use so im familiar, and its accessible without being in my way.

7. How would you rate the visual design and aesthetics of the prototype from 1-10, 1 being very bad and 10 being very good?

I like it I'd give it a 9.

8. Did you find the default colour scheme appealing? If not, which colours would you change and why?

Yes, the dark theme works really well for me, especially because I work out at night.

9. What are your opinions on the text used in the prototype? Were the fonts and sizes appropriate?

All good here.

10. Were the images and graphics used in the prototype appropriate and appealing? If not, which ones would you change and why?

Yes, the icons are clear and the graphics are good

11. Were you happy with custom appearance changes that were available to users? If not, what would you add/remove?

Allow use to share achievements on social media directly from the app.

12. Were there any features or functionalities that you expected to find but were missing?

No

13. Do you have any additional comments or suggestions for improving the usability of the prototype?

No all good here.