Test Plan 2: Trainer Account

<u>Goals</u>

The goal of the test is to determine the simpleness and effectiveness of a user having a trainer account and how it affects their overall experience on the app.

<u>Quantitative Measurement List</u>

- Task Success Rate: How many users successfully requested for a trainer account and then navigated the system.
- Single Ease Question Score: A user rating of the difficulty of the trainer tasks.
- Time on Task: How long it took the user to complete all the tasks.

<u>Scenario</u>

You have loaded onto the app and want to request being a trainer, you find the option and fill out the mini questionnaire for the opportunity to become an Exercise Trainer.
Follow-up Scenario: *After successfully becoming a trainer, you decide to post your first training scheme with a list of workouts you can complete.*

<u>Task List</u>

1. Find the request option to become a trainer.
2. Fill in the questionnaire to confirm what type of trainer you wish to become.
3. Send the request.

Follow-up Scenario:
4. Add the first fitness scheme.

<u>Qualitative Measurement List</u>

- The user finds the request and questionnaire process for the trainer necessary and clear.
- The user understands what the next steps are required after submitting the trainer request.
- The user finds the input and tool system for posting the training schemes effective and simple.

<u>Potential Observation of Users</u>

- The user hesitates when looking for the request option.
- The user is concerned about the lack of confirmation on the approval status.
- The user struggles with the input fields for their first fitness rescheme.

<u>Post Scenario Interview</u>

How clear was it to see where I needed to go to become a trainer? *

	1	2	3	4	5	
Not Clear	○	○	○	○	○	Very Clear

How clear were the questions within the trainer questionnaire? *

	1	2	3	4	5	
Not Clear	○	○	○	○	○	Very Clear

How easy was the interface for posting training schemes to understand? *

	1	2	3	4	5	
Very Difficult	○	○	○	○	○	Very Easy

Was there anything you expected to see on the trainer home screen or profile that wasn't there?

If not, leave it blank.

Short answer text

What information do you feel was missing or hard to understand?
If not, leave it blank.

Short answer text

Any additional comments?

Short answer text

Test Set-up Details

There will be 2 people attempting to use the paper low-fidelity prototype. The participant will have paper copies of the screen in front of them, pretending to go through the different screens to get the required outcome; they will be led through the correct screens at the correct time. A stopwatch will be used to assess the time it takes the user to add the new dish to the menu. The questionnaire will be completed straight after the scenario is completed.