Assignment No. 6

Usability Testing:

Usability Testing for social fitness app UI involves evaluating how effectively users can interact with app's interface to achieve their fitness goals & social interactions.

Usability Testing process for social fitness app UI :

i) Define objectives:
- Primary goal - Ensure the UI is user friendly & supports fitness tracking, social interactions and challenges.

ii) Select Participants:
- Choose a diverse group with varying fitness levels & tech proficiency.
- Include both current fitness app users and newcomers.

iii) Create Tasks for User:
- Tasks should include actions like:
• signing up and creating a profile.
• Adding friends or joining groups.
• Logging workouts or syncing with devices.
• Customizing challenges and plans.
• Accessing progress reports.

i) Conduct testing:
- moderate testing:
Guide user
through talks asking them to think aloud

- Unmoderate testing:
let users comple[te]
tasks independently while tracking their
actions.

User Feedback about UI:

When gathering user Feedback [about]
UI it's important to focus on different
aspects of user interface design, function[al]
ease of navigation and overall experienc[e]

i) Feedback collection methods:
- surveys
- Interview
- Focus groups
- Usability Testing
- App reviews

ii) Workout Tracker Page:
- Data Display
- Progress Visualization
- Ease of logging workouts.

Activity fee[d]
-
-
-
-
should focus
design for as[
ire Element
) Facilitator:
Guides t[
process.
) Tasks:
Realist[
cipant might
) Particip[
or service

iii) Activity feed :
- Interactivity
- Navigation
- Visual Clarity
- Content Prioritization
-

should focus on this all aspects of UI design for usability testing.

Core Element of Usability testing :

i) Facilitator :
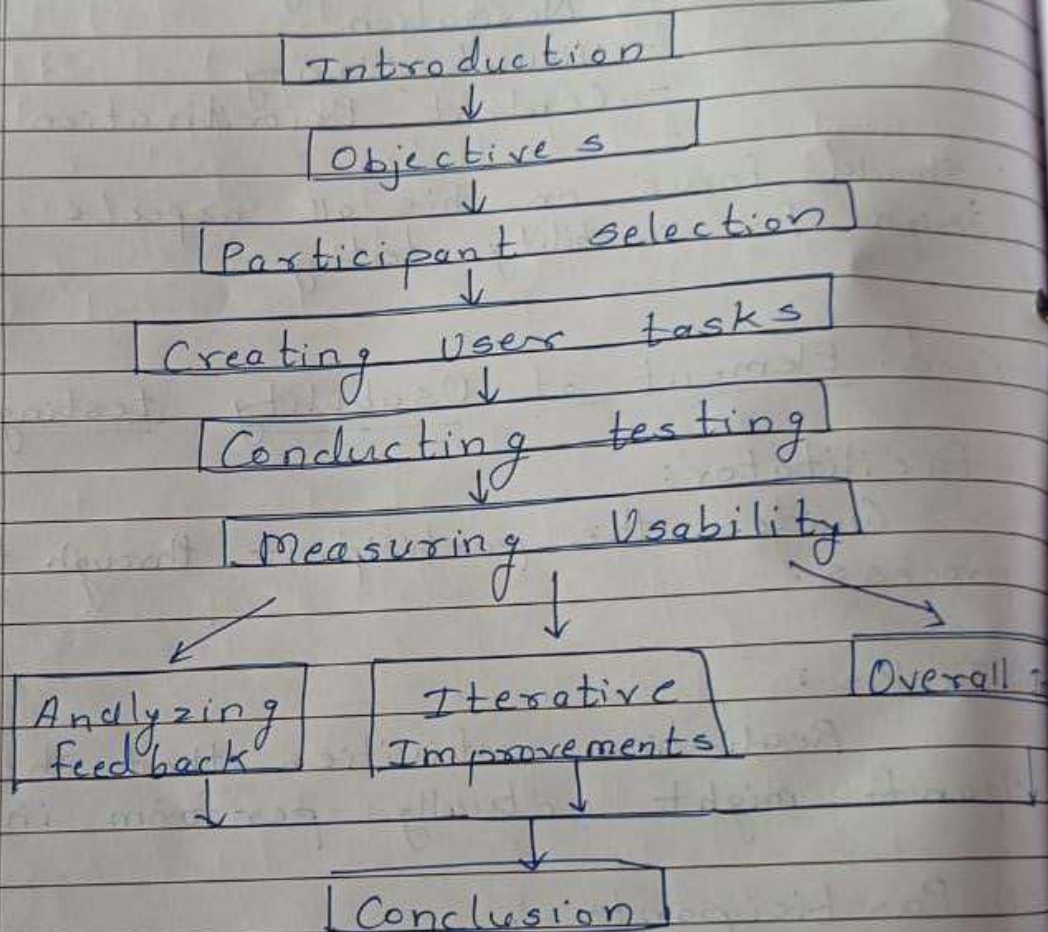Guides the participant through test process.

ii) Tasks :
Realistics activities that the participant might actually perform in real life.

iii) Participant :
Realistic user of product or service being studied.

Usability Testing Process :

Introduction
↓
Objectives
↓
Participant selection
↓
Creating user tasks
↓
Conducting testing
↓
Measuring Usability

↓ (to Analyzing feedback)
↓ (to Iterative Improvements)
↓ (to Overall)

Analyzing feedback

Iterative Improvements

Overall

↓

Conclusion