

**Objective:** To assess the usability, effectiveness, and accessibility of the fitness app for gamers, focusing on the steps-to-time exchange system, exercise customization, and accessibility features.

**Tasks for Users:**

1. Complete the initial app setup and link a gaming account.
2. Earn gaming time by:
  - Taking 1,000 steps.
  - Completing three exercises from the customization menu.
3. Use the colorblind-friendly UI and test its usability.
4. Provide feedback on motivation, functionality, and inclusivity.

**Feedback Questions:**

1. Was the app's setup process intuitive? Did you encounter any technical issues?
2. How clear and engaging did you find the steps-to-time system?
3. Was the exercise customization menu easy to use?
4. Did the accessibility features meet your needs? Were any gaps evident?
5. What improvements would you recommend for the app?

**Documentation Method:**

- Observations recorded by the facilitator during tasks.
- Verbal and written feedback collected after testing.
- Screen recording to capture user interactions.

**Roles and Procedure:**

- **Facilitator:** Guides users through tasks and answers clarifying questions.
- **Observer:** Notes behavioral patterns, challenges, and emotional responses.
- **Test Users:** Avid Gamer A (healthy adult gamer) and Casual Gamer B (mobility-limited gamer).
- **Procedure:** 30-minute testing session for each user, followed by a 15-minute feedback session.

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**User A: Leona Bakalis (Experienced Gamer)**

- **Observations:**
  - Found the setup process seamless.
  - Motivated by the steps-to-time system but suggested adding visual cues to show progress toward earning gaming time.
  - Exercise customization was functional but overwhelming due to unclear labels.
  - Appreciated the colorblind-friendly UI, especially symbols differentiating progress bars.
- **Feedback:**

- “The app’s core idea is fun and motivating, but I’d like more immediate feedback on my progress.”
- “The customization menu needs better categorization.”

### **User B: Jeffrey Luong (Casual Gamer)**

- **Observations:**

- Faced issues integrating the app with their gaming account.
- Found the steps-to-time system less engaging as they had difficulty walking but appreciated customizable exercises.
- The colorblind-friendly UI was irrelevant but noted that other accessibility options (e.g., larger text) could enhance usability.

- **Feedback:**

- “I’d like alternative ways to earn gaming time, like chair-based exercises or hand-based activities.”
  - “Some accessibility features are great, but the app could use more general usability options.”
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### **Changes Based on Feedback:**

1. **Progress Tracking Enhancements:**

- Added a progress bar to show real-time steps/exercises completed toward earning gaming time.
- Included motivational messages (e.g., “Almost there! Keep moving!”).

2. **Simplified Customization Menu:**

- Introduced predefined categories (e.g., “Upper Body,” “Lower Body,” “Seated”).
- Added tooltips explaining each exercise.

3. **Expanded Accessibility Features:**

- Added a larger text mode for users with visual impairments.
- Enabled earning gaming time through hand movements or wheelchair-specific activities.

4. **Improved Integration Support:**

- Enhanced error messages and troubleshooting guides for account linking.
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### **Key Insights:**

1. **Motivation and Engagement:**

- The steps-to-time system is engaging for most users but needs clearer progress indicators.
- Gamers want more feedback during activities to maintain motivation.

2. **Accessibility Gaps:**

- While exercise customization works, there’s a need for broader accessibility options beyond colorblind-friendly UI.

- Mobility-limited users benefit from alternative exercise options.
- 3. **Onboarding and Customization:**
  - The setup process works well for most users but requires better support for troubleshooting.
  - The exercise customization menu needs improved clarity and organization.

**Prioritized Suggestions:**

1. Enhance motivational feedback through progress bars and prompts.
2. Expand accessibility features to include alternative activities and usability enhancements.
3. Simplify the customization menu with clear categories and tooltips.
4. Improve technical support during account integration.

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