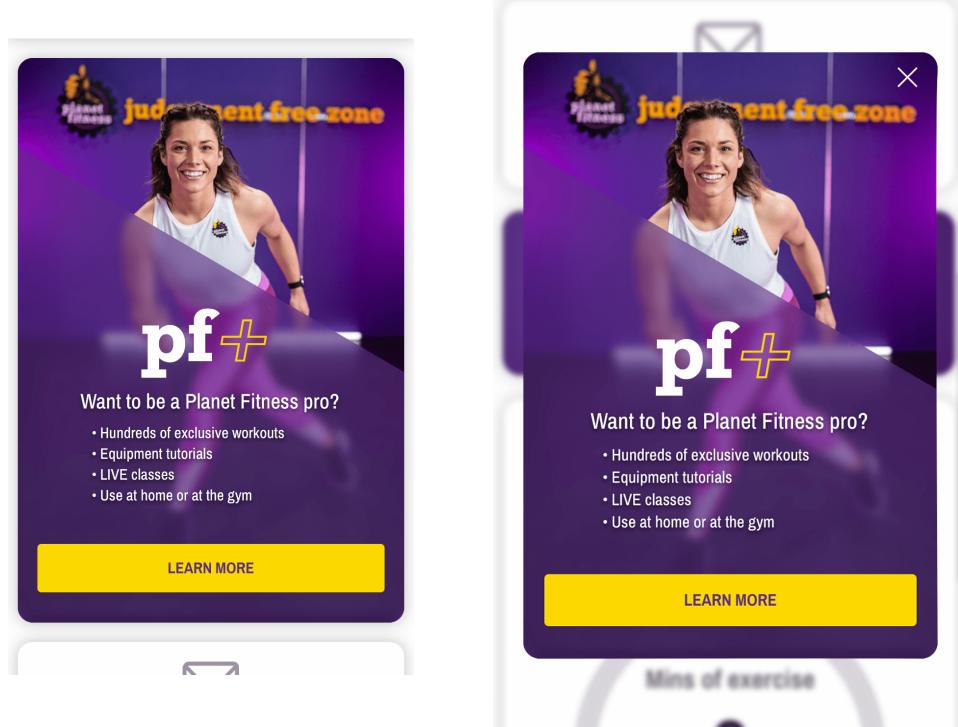
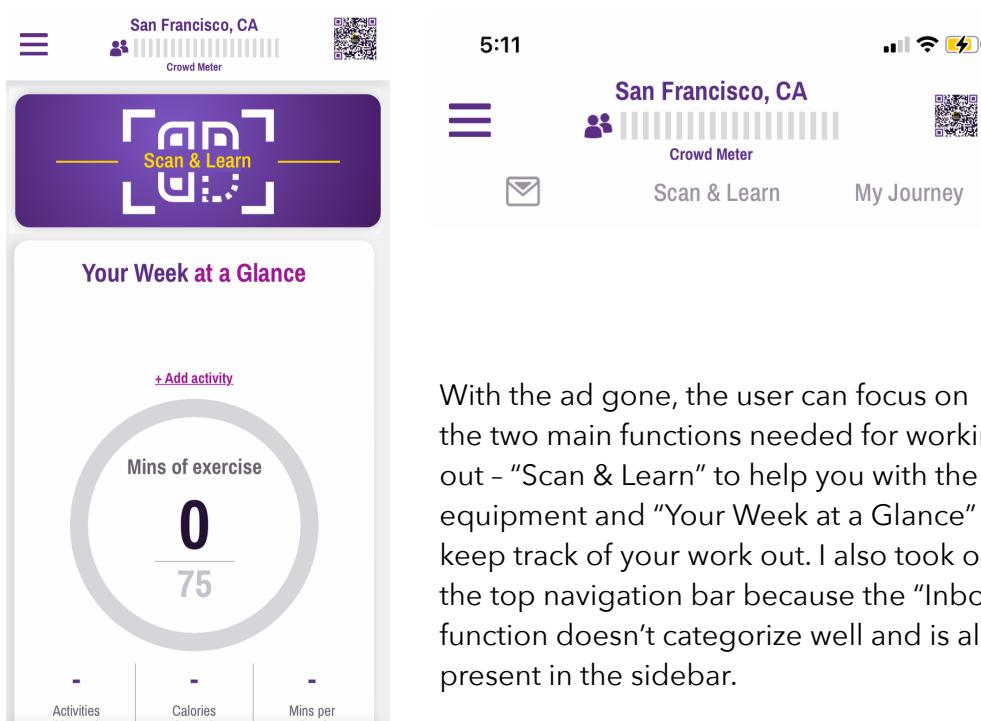


Accessibility Considerations: Planet Fitness

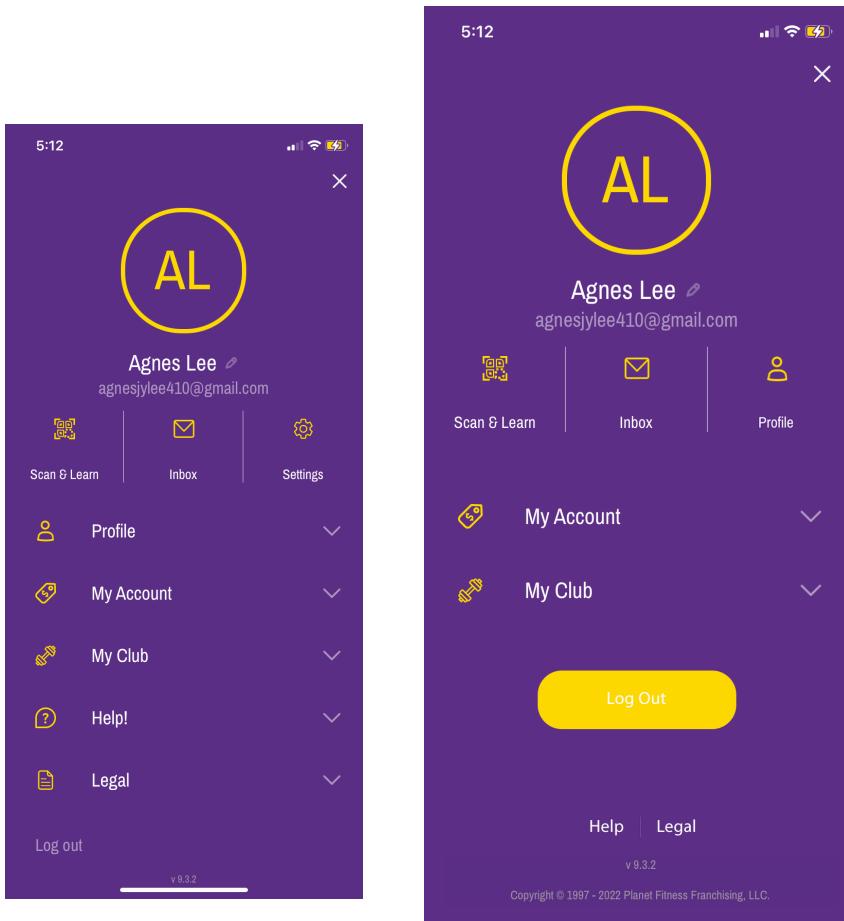
Over the weekend, I went to Planet Fitness for the first time since purchasing my membership and brought in Skye as my guest. Nonetheless, we were confused about the Planet Fitness mobile application even when we had to rely on it to get in! As a result, I thought it would be good to take this app on for the assignment.



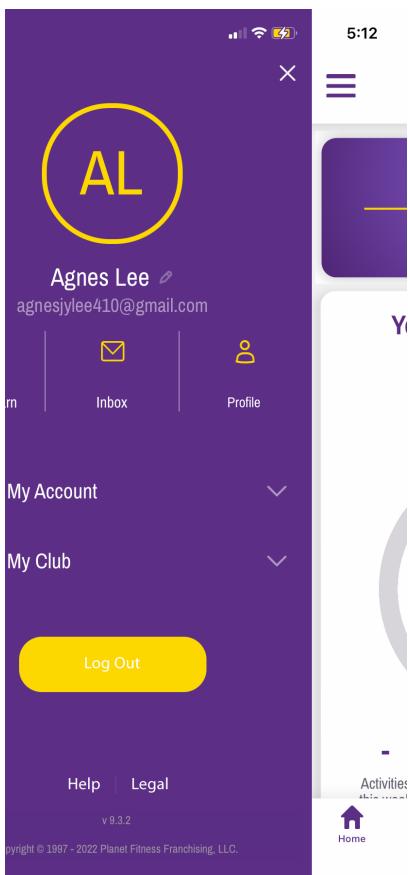
Right when you open the application, you are met with this large ad about joining PF+. As the application focuses on working out, the ad will throw the user off. Instead, by making this an ad you can exit out of, you offer the user an alternative!



With the ad gone, the user can focus on the two main functions needed for working out - "Scan & Learn" to help you with the equipment and "Your Week at a Glance" to keep track of your work out. I also took out the top navigation bar because the "Inbox" function doesn't categorize well and is also present in the sidebar.

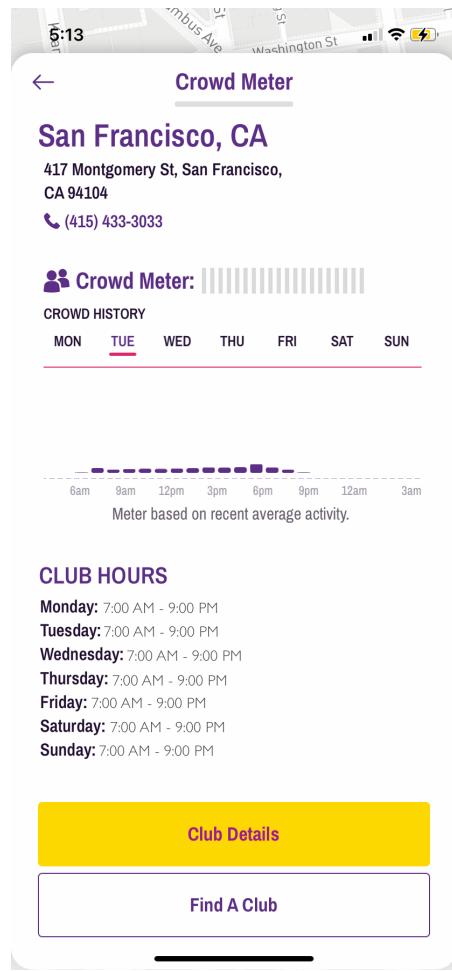
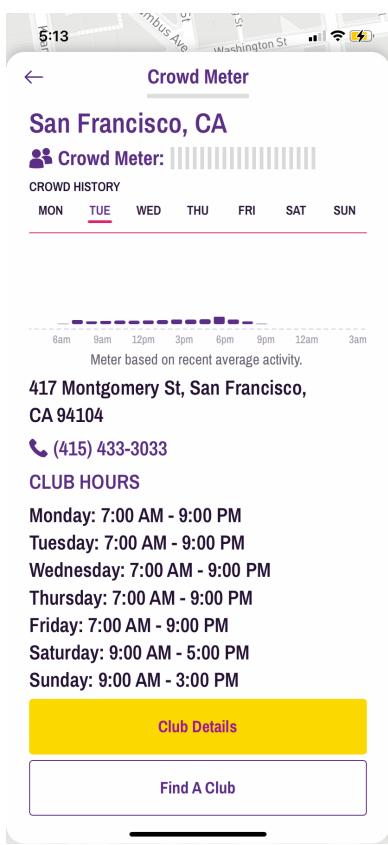


The sidebar had way too many options and functions, so I simplified the menu as much as possible. The "Help" and "Legal" buttons didn't seem as relevant to the user unless they were looking for it, so I gave them a separate section toward the bottom, also noting hierarchy. I wanted to make the "Log Out" button more obvious since a user has a high likelihood of going to the sidebar for this exact purpose as it is the only section that has this function!

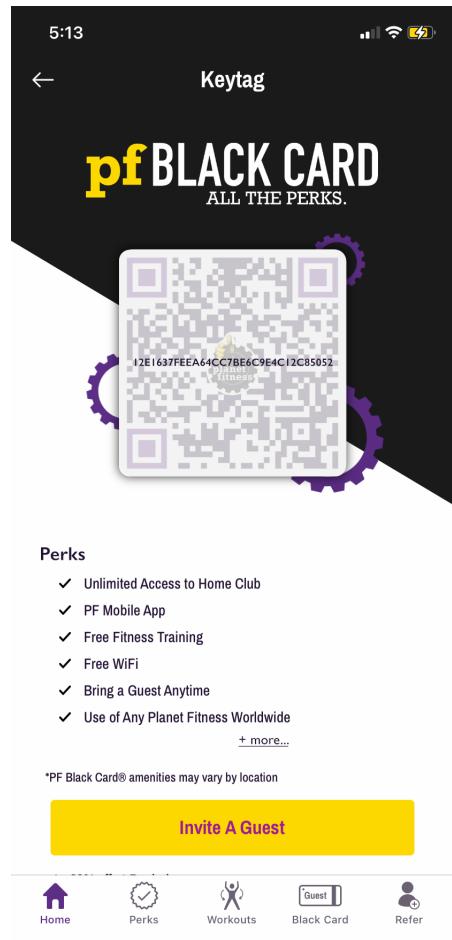
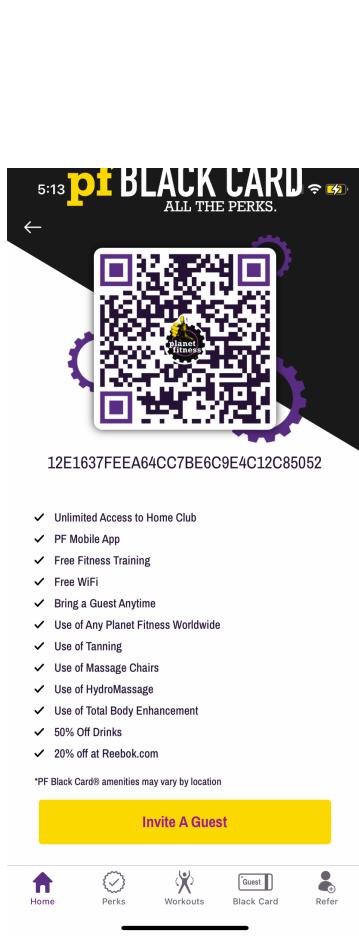


The PF application doesn't have any swipe functions to go back to certain screens like other applications commonly have today. As a result, I noticed myself doing the same exact action and expecting similar results, which never obviously occurred. As a result, I think adding this function will offer another alternative to the user who wants to go back to the home screen.

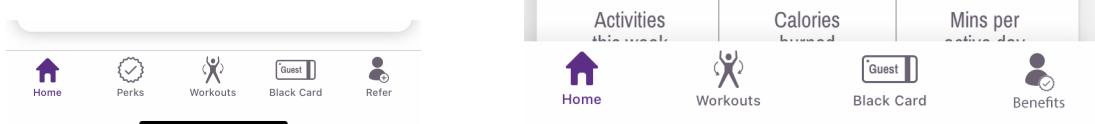
Agnes Lee



The Crowd Meter screen had a lot of content squished together with little to no hierarchy. For visual purposes, I added more white space and variety in font weight to help with hierarchy.



This QR code is needed to enter the gym, but the screen seems to be overflowing with information. I shortened the number of perks a user sees on screen while still giving the user the option to see all of them if they want to. The QR code label is usually unnecessary for the user, but in the case they need it, the user can touch the QR code image to see the long code if they need to read it out to the staff.



For the bottom navigation, I felt the "Perks" & "Refer" tabs were not too relevant to the gym experience, so I combined the two and slotted them at the end to show they are low in priority when using the application.



The QR code icon didn't seem too obvious in the original screen, so I matched the icon with what you see on the actual screen.