Due to the educational applications we will develop are for beginners, we need to test it from two perspectives: 'Is it really simple?' and 'Is it educational about health?' First, to test an application, you register the application in the application market such as 'appstore' and 'Google player' then add the word 'for test' after the application name and description. Gathering people and giving them two choices. The group of people who are new to the sport is referred to as "Group 1" and the group of fitness trainers as "Group 2." The testing will begin if both the people in Group 1 and the people in Group 2 are filled. The application will ask people to review the test after it is finished. In addition, the people who have finished application during the testing date will be given prizes such as protein powder to a few people through a raffle and the reviews will produce results on whether or not the experiment was successful. For example, if our experiment was successful, we could collect three or more of the five stars and this application was made from a beginner's point of view.' or 'This application is educational.You'll be able to check out comments like ' Moreover, ratings and comment reviews will be more useful because various errors can be confirmed by many users.