**Findings from user-based evaluation and proposed alternations to the prototypes**

**Introduction**

As part of our ongoing efforts to create a user-centered gym application on this coursework, we conducted a thorough evaluation of our prototypes to gather valuable insights from potential users. We have used surveys and usability testing sessions, we sought to understand user preferences, identify usability issues, and gather feedback to inform iterative improvements.

In this section, we present the findings from our user-based evaluation and propose alterations to the prototypes based on these insights. By analysing user feedback and observations, we aim to address usability challenges, enhance user experience, and refine the prototypes to better meet the needs of our target audience.

We will now delve into our findings from our user-based evaluations and discuss the proposed alterations to the prototype in detail

**Proposed altercation to the prototypes**

**What is a survey**

A survey is a research method used to collect data from a sample of individuals by asking questions and recording their responses for a research/study. Surveys can be conducted through various mediums, such as online questionnaires, phone interviews, or in-person interviews, and are often used in social science research, market research, and opinion polling to gather quantitative and qualitative data (Qualtrics, 2021)

After having carried out a survey that allowed participants to voice their opinions and their preferences, we have come up with some alterations to the previously developed design of the gym application.

Surveys are a widely used and effective method for collecting data and information due to several key advantages. Firstly, surveys can reach a large and diverse audience, making it possible to gather data from a broad range of respondents. Additionally, surveys are cost-effective, particularly when conducted online, making them accessible to researchers with limited resources. Anonymity is another important aspect of surveys, as it encourages respondents to provide honest and candid feedback without fear of judgment or bias.

**Simplification of the UI design**

After carrying out our survey we have come to the conclusion that the UI of the application must be simplified, this is important for potential users to the application, users found the prototype to have been clunky and had too many features on one page, essentially there was no simplicity to the application. We have since simplified the application. On the final design we have implemented easier to use functions.

**Performance**

Users found that after using the application that the performance was not up to standard, some of the issues they have found was related to slow loading time, particularly when attempting to access certain features of the application for example when attempting to access content heavy sections of the application. Another issue that users found was the experience of delays in loading screens, this has caused disruption to their workflow, and it’s been a persistent issue. This sluggish performance impacted performance of the application impacted users' perception of its reliability and efficiency, highlighting the importance of optimising performance for a smoother user experience.

**Accessibility enhancements**

The previous prototypes did not have accessibly features so it was not possible for blind, deaf users to use it effectively, however we have introduced many new features that include screen reader compatibility, keyboard navigation support, and options for adjusting text size and contrast. This is important for users who may be physically challenged, such as blind users, they can use voice over action to narrate the website and the features available.

This is essential for the application as it becomes a disability-friendly platform, aiming to make it user-friendly for everyone regardless of their challenges.