**FITM8 – User Evaluation Report**

**Introduction**

This evaluation summarises feedback from a user who directly interacted with the FITM-8 running app prototype in real-time. The user navigated the app independently without requiring clarification and completed each task with ease. The test was conducted informally, and the user navigated the prototype freely while expressing thoughts aloud.

**TASK 1 – Interaction & Motivation Features**

User says: “The design looks clean, but I feel like something fun like emojis would give it more life.”

User says: “It would be cool if the app had some kind of achievements or trophies when you complete a certain number of runs.”

Observation 1: While trying to send a message to another runner, the user mentioned the absence of emoji support in the keyboard area and suggested that adding emojis could make the interaction more expressive and fun.

Observation 2: In the profile section, he expected some kind of motivational reward system.

Suggestions:

* Add emoji support in the chat input field to make communication feel more natural and expressive.
* Add a gamified achievement system (e.g., trophies, badges) to encourage progress and consistency.

**TASK 2 – Set up a run plan**

Scenario: The user tries to plan a run and explore matching partners.

User says: “The filter icon isn’t very clear — I almost missed it.”

User says: “I don’t really know what pace I should choose. Maybe it could say beginner or something?”

Observation 1: The user was able to find and use the filter function, but only after some hesitation. The icon’s design and placement were not immediately recognisable, which caused a brief delay in task execution.

Observation 2: The user completed the plan easily but asked for more guidance and clarity in labelling.

Suggestions: -Add labels like “Beginner” or “Advanced” next to the pace values to make them more understandable. Also make the filter icon clearer, either by changing its design or add a text label, to help users notice it more easily.

**TASK 3 – Homepage & Saved Content**

Scenario: User revisits homepage and explores discovery content.

User says: “Why do I have ‘training partners’ on the homepage if I already chat with them?”

User says: “I wish I could save some runners I liked in the Discover section.”

Observation: The user navigated through the homepage and discovery easily but questioned some structural decisions.

Suggestions:

- Remove or replace ‘Training Partners’ on homepage (redundant with chat). - Add a 'Saved' section under 'Discover' to store favourite users or planned runs.

**Conclusion**

The user successfully navigated all core features of the FITM-8 app prototype without assistance, indicating strong baseline usability. The session revealed no major obstacles, but several improvements were suggested in real-time to enhance clarity, motivation, and visual appeal. These included using emojis, improving filter icons, renaming buttons, and adding features like a 'Saved' section. These insights demonstrate a smooth user experience with opportunities for refinement.