

# Anonymised Evaluation Data

## Team Play-Doh

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From observation of the users testing the app, most navigated the app without any issue, however four out of the thirteen users had issues getting used to the app or openly commented about not being sure what to do with it. However, all of the users were able to use the app competently after using it for a few minutes and with very little prompting.

### Positive Comments

The users focused a lot on the look of the app rather than its functionality at the start. Two mentioned that they liked having the scroll bar on the right hand side, and that while it is an unusual choice not having it on the left, still found it very intuitive.

Four of the users stated that it was very satisfying having the one page design and that the side bar moved down the tabs automatically as the user scrolls down the page.

Four users mentioned that the site was very intuitive generally and that they didn't find any aspects of the site particularly hard to use or figure out.

Another key positive for the users was the visual aspects of the app. Five users stated that the colour scheme was satisfying, five were satisfied with the layout, and three thought that the logo looked very professional.

One user was impressed that the map starts on current location, however the map at this point just started at the Boyd Orr Building by default.

The last key positive comments we received from the evaluation were based on the social aspect of the app. Three of the users enjoyed using the messaging form at the bottom of the site, one of which mentioned that it was very satisfying seeing that the reset and send buttons "feel like they work at the very least", and three users liked having the social media options there even though they did not work at the time of the evaluation.

### Negative Comments

Most of the negative feedback received for the app came from the statistics section of the site. The feedback that we received for the stats page at this point were that five users believed the stat names were either ineffective or meaningless. Seven users though the stats on themselves were meaningless (for example one of the stats that had not been changed was total heart rate. A stat that was panned by almost all of the users that noticed it). The final big criticism of the stats page was the format. Three users commented on the format of the stats page stating that it was too long and a chore to scroll through, and that the stats were not effectively grouped (suggested fixes included putting the stats side by side rather than a scrolling list, or grouping the stats thematically)

One more criticism was given to the stats, with one user pointing out that when a stat isn't available the corresponding stat shows as 'NaN', rather than stating the stat is not available.

Separately from the stats page, further criticisms were offered regarding the functionality of the app. Three users were disappointed that the social media links did not work at the point of the evaluation. One user also felt that you should be able to click on the logo and thought it was unintuitive that it was not 'clickable'.

Regarding the functionality of the map and importing GPX files, one user thought that the tracks on the map were too close as to be distinctive and though this made the mappings difficult to decipher unless they zoomed quite far into the map. Four users did not like that they had to choose a new file every time they wanted to view other stats, rather than having a list of previous runs saved to the site. One mentioned that there should be a profile system to accommodate this. Finally, one user believed that having the map shown before the option to load in GPX files was unintuitive, which is why they explored the map for a while before realising what was intended for them to do.

## Suggested Features

The users were asked to suggest features that they would like to see *added* to the app (not a change to a feature that was already implemented).

Four of the users suggested including start and end markers to the mapping in order to make the map easier to read. Three users felt it would be useful to view the stats at each track point by hovering their mouse over a particular point on the route, whereas two users suggested that having markers on the map for highest and lowest stats would be the most helpful (e.g. marker for the point on the route with highest heart rate, or the lowest speed).

Multiple users commented on the app's inability to compare runs. Two users suggested storing previous runs, one stating that a profile system would help and would also allow for meta stats to be taken (longest run out of those uploaded). Additionally two users said they would like to be able to compare with other runners either by finding other profiles or by comparing to runs nearby in the area.

The following suggestions were made by only one user each:

- Including instructions stating what the app can do and how to use the map
- A text box stating where in the world the GPX is from (country, city)
- Implementing a button that returns the map to the location of the latest run
- Including an option for setting map to street view and locking it to the run

## What the User Would Change

Lastly the users were asked: if they could change or remove any feature that is already implemented, what would this be?

Two of the users stated that other than small tweaks to resolve the criticisms they had already offered, that they would not change anything about the app. One user suggested removing all statistics and replacing them entirely with graphs and visualisations of the data. Additionally one user suggested grouping the data thematically, or at least putting the data side by side to avoid lengthy scrolling.

The most highly suggested change however was the statistics page in general. The criticisms reflected those stated above, but generally the suggested changes were to entirely fix or re-do the statistics page.