

Usability and Bluelining for the Catbit

Introduction

There are many people that need an easier way of keeping track of activities: People like Jane (Figure 1.1), who is trying to lose weight but doesn't have a lot of time on her hands because of Grad School, needs something that she can easily pull up any where. She also needs to list the food she has eaten and something that tells her how many steps or calories she has been burning. Then, there is John (Figure 1.2), who has always been an ambitious person. For him, the only way to stay active is to be competitive. He wants to be able to compare himself with his friends. Yet, he doesn't have the same schedule as his mates to have a competitive activity to keep in shape. There are many ways that this problems can be fixed, but we consider it would be real nice if it can be fitted into just one application that way everyone's problems can be solved.

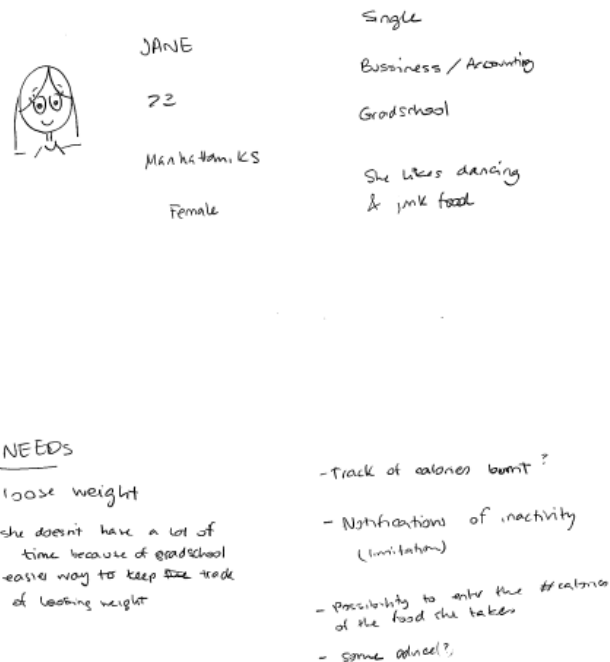


Figure 1.1

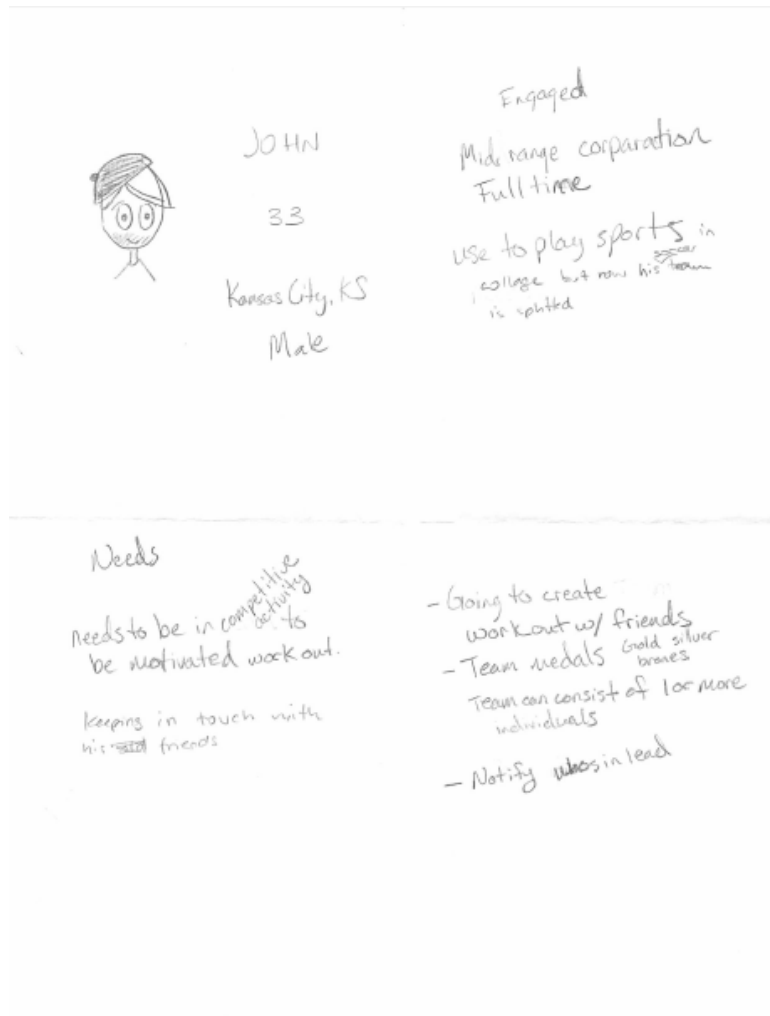


Figure 1.2

Most of the applications that are out there do only one or two issues of keeping track of food, activity or competition with friends. Usually, you must download more than one application to have all these features. But we could not find an application that does all of these functions and works the same way on different operating systems. The ones that work on different operating systems have different features or are missing some of the features we want for our solution. The application that we want to make can help in offering people the chance to have all the features they want besides the operating system their device run -all they need is a web browser.

People want accessibility, and with an application that is able to work on a web browser people are able to access it everywhere. This is one reason why our application is more effective than others out there. The first section in this paper we will be talking about related work. This contains information about other applications and what we thought was a good idea and as well disadvantages to these apps and what we could do differently. The second section is about prototypes that we have come up with and then our final vision of what we want our app to look like. The last section is about evaluation, where we discuss what we found by asking user what they would like better or prefer in their Fitbit application.

Related Work

Currently, there are many applications in the market. We have searched for them, read their reviews and found ideas.

We have discovered several similar applications for Android devices, such as Jawbone's Up, one of the most complete apps. Using it as well with your Jawbone wearable, you can track your steps, your activity, log the food you eat and compete with friends.

There are others that also have the feature of competing with your friends, as Nike+ FuelBand or Garmin Connect, focused on running and lacking food track; and Withings's Health Mate, also without the possibility of logging what you eat.

The official Fitbit application does not allow you to compete within your friend network. You can log the food you eat, either by scanning the bar-code or by entering the number of calories you have had. People say they would like to have the chance to create "food", so, instead of entering the number of calories an aliment they are used to have, they could save, under a name, the number of calories, and use that information whenever they eat it.

We found a Windows application as well which seemed very confusing. Most of the people that have used this application also think that it is confusing and not user friendly. They also dislike how there are not a lot of features. One of our goals is to make our application more user friendly and less confusing for people to navigate. We also plan to make the food entering easier as well because people say that it is difficult to enter in what they have eaten. They have improved the Windows application some but it is not everything that people want.

After reading the customer reviews of the Fitbit app for iphone as well as using it with the Fitbit product , we found that this app is functional enough- you can track statistics like steps, floors climbed, active minutes, calories burned, also you can record workouts, sleep, log food, etc. However, it's not very straight forward and could be hard to figure how to use for some customer. For example, you can see your exercise, but it might take you a while to figure out how to add a new one, since the button is inconspicuous and the icon is rather confusing. What's more, this is app provides little chance for user to custom the way they log food and workout as well as edit their data, which would be inconvenient when you want to add some kind of food or workout that is not in the database.

Prototypes



Figure 2.1

Prototype one, shown in Figure 2.1, is where a user will have buttons on their screen. This idea came from the zoom desktop application. This seems to be more user friendly: everyone with any size of hand or degree of vision can be able to easily see and select the item that they would like to look further into. The information that would then show up would be the bar graphs. Then we have the menu button to the upper left side which is found in most Fitbit application. It would store your profile information and some other options. Also, the settings button to the upper right. enables you to set your goals to whatever you want and put it into intervals of your choosing.

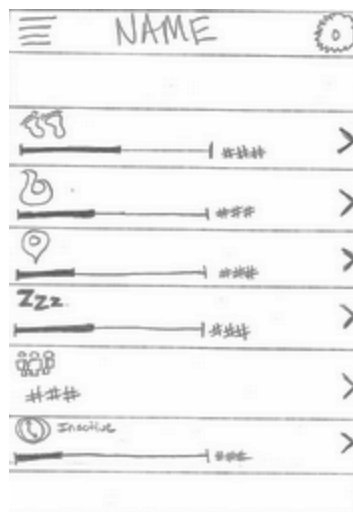


Figure 2.2

Prototype two, shown in Figure 2.2, is where users will be able to see statics bar of their progress that they have made on their goal of that section. The number to the side is the amount left for the goal to be complete. Then, if the user wants to see more information they can click on the arrow to see more. The prototype also has the menu and settings button as prototype one.

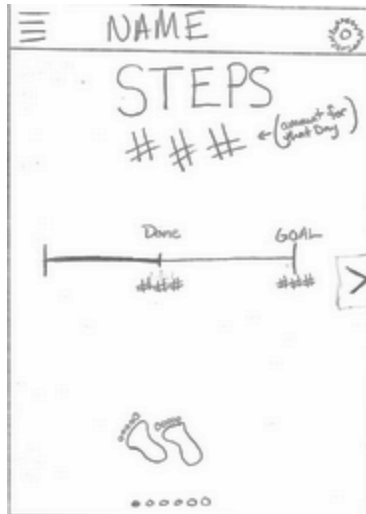


Figure 2.3



Figure 2.4

Prototypes three and four, shown in Figure 2.3 and 2.4, have similar functions but just a different setup of what is on the screen. These prototypes will start up after login just like shown with steps first. Then you will be able to swipe the screen from right to left to see the next section calories within the app. The menu and settings would still have the same setup as the first prototype.

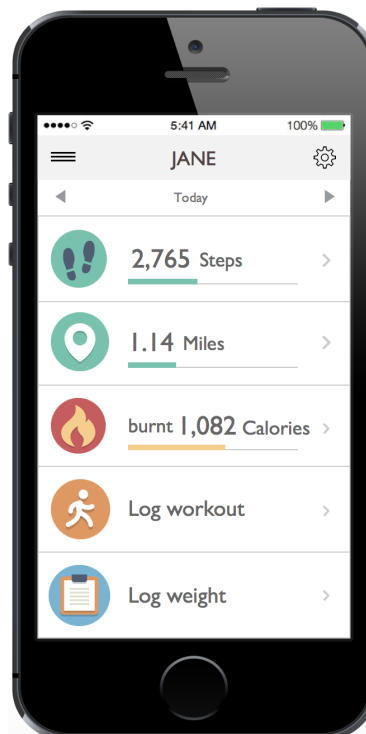


Figure 2.5

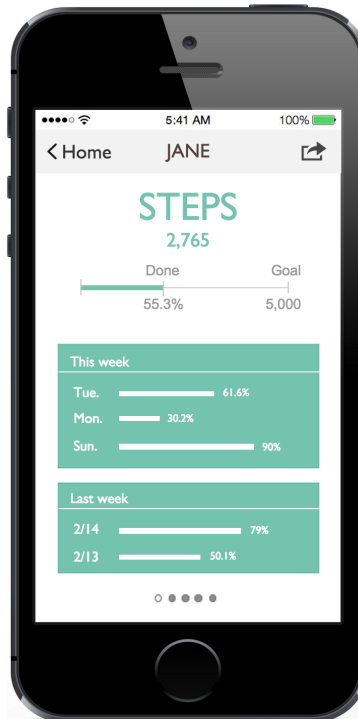


Figure 2.6

All of the prototypes are good ideas for this application but we are only going to be able to do one. The one that we decided above on is as followed in Figure 2.5. There will be a login screen at the beginning where the user will need to enter their information or create an account. Then it will continue to the main screen as you seen in Figure 2.5. The main screen will contain the links to the pages for steps, calories, miles, sleep, placement compared to your friends, Inactive time, food log and weight history. The menu button in the upper left corner will have connection back to the main screen, the user Profile link, and create challenge in it. The profile will contain the information of the the peoples' profile name, age, weight, height, gender, and as well have options to change password. The create challenge will have the option of selecting a group of friend to have a challenge of how can get to a certain goal of steps. The setting button on the upper right corner that will open a new window where you can be able to set your goals for your activities and a color theme. When opening the Steps or other categories, there will be a bar graph showing your history of each day and how many steps you have gone for each of those days (Figure 2.6). These are the basics of what we want our application to do.

Evaluation

The fourth option in the prototype section were shown to several individuals to get their opinions on which one they would like more, as well as any additional ideas that they had from what they are using now, if they had a Fitbit. A male Fitbit user said that it needed to come with a different color option, because the colors that are with the application for the Apple are very girly, that it needs to be more neutral gender. Another said that they liked all of the prototypes and came up with some ideas which people like most out of Figure 2.1 and 2.2 use them. Then take something like Figure 2.3 and

2.4, once you select what item you want to look further in it will have the functionality of swiping to the next section. They also suggest that compared to the prototype in Figure 2.4, the one in Figure 2.3 provides the user with a clearer view of the progress they had made. These people had great input we are going to put some of this in to our application.

Some people suggested they would like to link their achievements in other social networks, as not everybody uses Fitbit. We thought this was a good idea, since for both our Personas, this can improve their Fitness experience. Jane could, for example, add a picture in Instagram whenever she logs a meal, or John could tweet how many steps he had done at the end of the day.

Conclusion

There are many application out there for Fitbit but we are going to make an application that can stand out from others. We will create an app that will do all the features needed to solve the problems of Jane, John and others. We are making the user happier with an application that they will love and have no issues with; It will be a user friendly application. There are many people that want an application they can love and use easily when on the go. This application help the user make their lives easier and healthier.