Report

       After conducting our User Testing Interviews in Milestone 3 using the think aloud technique and partaking in the second project bakeoff, we were able to identify many usability issues that users were struggling with. These issues involved gulfs of execution for our calendar and for completed workouts, as well as understanding what the like button did and how to use our search feature. By resolving these issues, we were able to vastly improve usability, especially for the calendar page and the page to complete workouts which are core to our app functionality. For the calendar section, we noticed that after the changes were made, users had a much easier time syncing their workouts to the calendar as well as finding which workouts were on the various days which ameliorated the flow of exploring your calendar and finding a workout from the calendar. When the user then would attempt to complete the workout, they now were able to like the workout rather than trying to find where this functionality would be. We also found that users were now initially using the search bar to find workouts rather than scrolling through the feed which could be time consuming given a long list of workouts to parse through. Overall, the changes we made in milestone 3 streamlined our user interface and optimized the flow navigating throughout our app.

       After carrying out our 2nd round of user Testing Interviews, we were able to observe that our current solution was incredibly useful to our Users. Our first user was able to smoothly navigate through the task without any complaints. While they were slightly confused with the various workout pages as well as the currency system, they had a positive experience with the application. The same could be seen for users 2-4, however some of the users wanted a bit more out of the app to prove more useful to them. User 3 desired the ability to favorite workouts before completing them as it would give them the option to save these workouts for later. User 4 wanted a more interactive experience when completing a workout as there was nothing in between starting and completing the workouts. Aside from these requests, all the users were able to intuitively navigate through the app and felt that this app would be useful to them if fully implemented. However, these interviews also uncovered some serious issues that affect the core functionality of the app. From our User Test Interview 3, the user went straight for the search bar when searching for a workout but was unable to use it as there was missing functionality to type in and search in the field. This highlights a serious hole in our prototype as the inability to search workouts leads to considerably more time for users to locate the workouts they want to complete, which is one of the main use cases for our application. Another massive concern for our prototype is our calendar feature. From our User Test Interview 2, when the user attempted to sync their workouts to the calendar, there was no visual feedback that their workouts were successfully synced. This creates a gulf of evaluation when populating the calendar and essentially renders our calendar useless if users cannot visibly see what workouts are scheduled. Going forward, we need to implement search bar functionality and update the calendar when it is synced as these features are essential to the operability of our product and these fixes will further enhance the usability of our app.

       The problem that we initially set out to accomplish when we started this project was to create a fitness interface that was interactive for students and could help them reach their fitness goals. After conducting our initial interviews to elicit user needs, we identified 2 user needs. First, students want a variety of workouts and secondly, students want a digital platform

that will allow them to plan workouts efficiently at a reasonable cost. In terms of our first user need, our solution has accomplished this as it gives users the opportunity to create their own diverse workouts, manage them through liking and favoriting, providing a great variety of workouts to choose from. The other user need that we aimed to tackle was the cost. Most fitness apps involve some sort of monthly subscription fee or are infested with ads. Our solution avoids this by making it completely free and through our calendar feature, it allows users to plan and schedule their workouts with ease and take control of their fitness goals through our application. The main thing that our solution does not currently tackle is interactivity during the workout experience. User 4's feedback highlighted that there is a desire to interact with the app during the work out to yield a more engaging experience. This also suggests that users want real-time feedback in addition to the management features that our product currently offers. This is a feature that should be added in the future. We can create a page in between starting and completing a workout that would allow users to manually input the sets that they completed, have a running timer, as well as the ability to record sets to improve form and ensure high quality results throughout the workout.