

Health Rival



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Overview

- System Concept
- Work Roles
- Design & Usability Requirements
- Design Evolution
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- Reflection

System Concept

- A competitive fitness tracker
- Interact with each other and learn more about diet through forum
- Find a friend in an area
- Setting goals
- Provide a ranking system
- Create and share schedule with friends

Work Roles

- Casual Gym Member
- Experienced Gym Member
- Person looking to lose weight (Beginner)
- Competitive Person

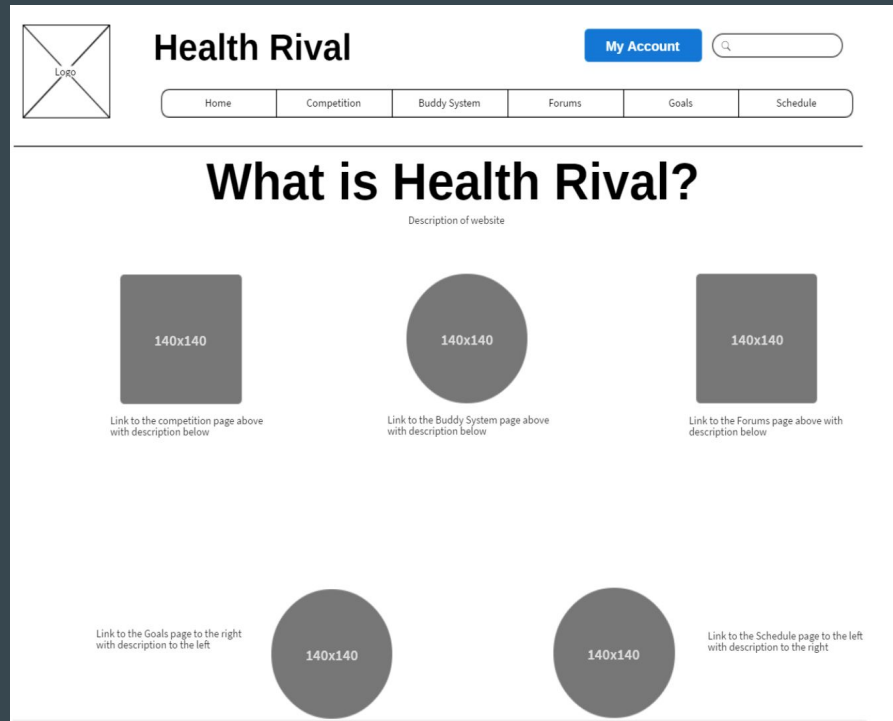
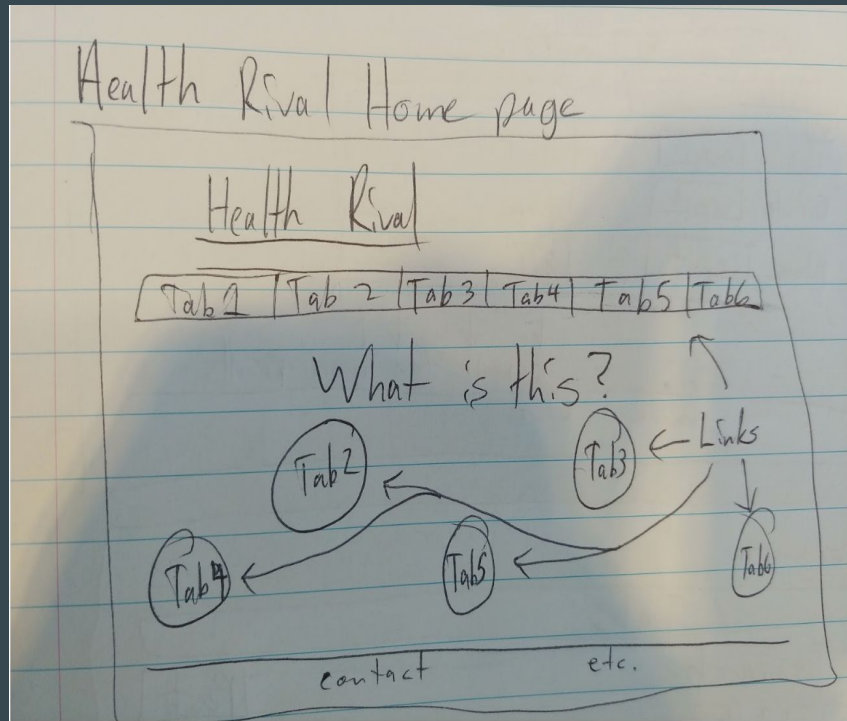
Usability Requirements

- Users will be provided with a competitive platform in the form of a leaderboard to increase their motivation
- Users should be able to find other users to go to the gym with by searching for members near me or by gym.
- Users will be provided with a resource in the form of a forum board to share, learn, and teach to or from other members.
- Users should be able to keep track of their schedules and plan out their workout times.
- Users should be able to set fitness goals as visualizing and setting a hard goal can push users to reach said goal

Design Requirements

- The interface should be easy to learn for users of different skill levels at the gym so it is not to discourage new users.
- Gym lingo should be reduced to a minimum or explained for new users so they are not confused.
- Users should be able to see their daily, weekly, or monthly progress as seeing how they have improved is a satisfying accomplishment.
- The need for memorization should be minimal and using the product should be simple and straightforward.

Design Evolution - Home Page



Final Home Page

Health Rival Home Competition Buddy System Forums Goals Schedule User ▾

What is Health Rival?

Health Rival is a community in which you can compete with friends and get motivated to get fit as well as stay organized in your life. Find friends, share ideas, and connect with the community!

Competition

Compete against friends and other users to see who is leading in weights and reps for each exercise. Motivate yourself to get to the gym and make gains! *Please be honest when using this feature as integrity is everything.

[View details »](#)

Schedule

Get organized! Keep a schedule to record when you plan to go to the gym and record other activities so that you know when you have free time! Feel free to share with friends.

[View details »](#)

Buddy System

Find friends who live nearby to go to the gym with! Going alone can become tedious and boring (unless you enjoy it). If you have a friend, you might just find yourself excited to go and keep each other honest with your goals.

[View details »](#)

Forums

Get involved with the community. The forums are a place where you can share and view various topics ranging from diets to workouts to ideas for what to do next. The possibilities are endless!

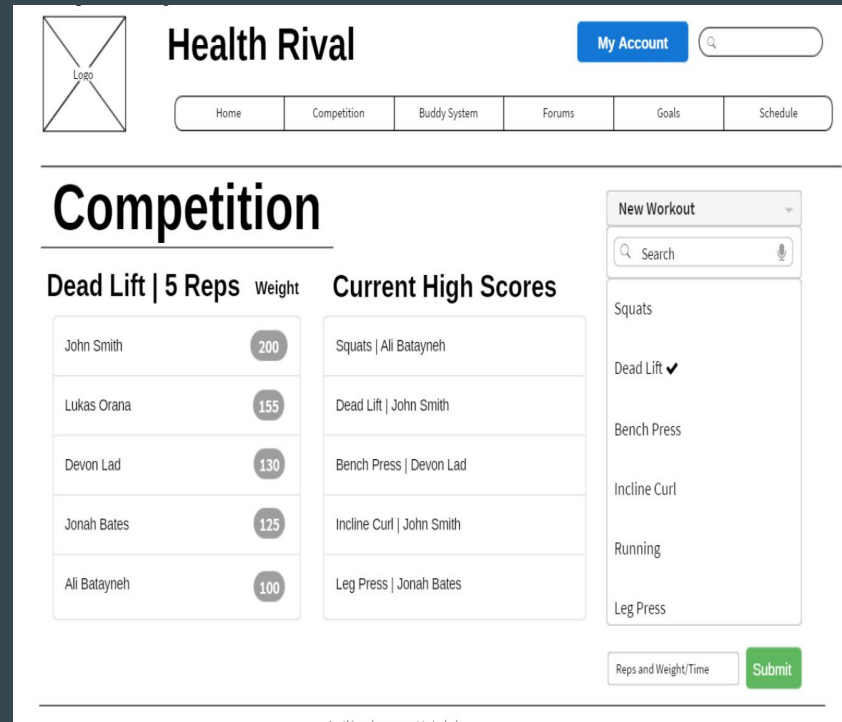
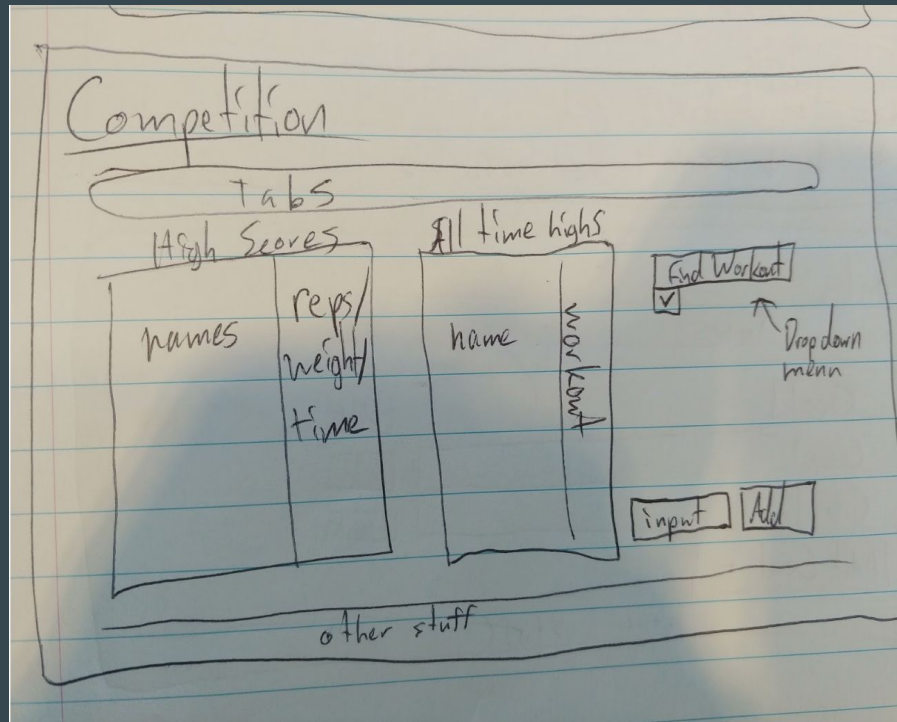
[View details »](#)

Goals

Set goals for yourself to keep track of what you want to achieve with not only your health, but with your life. Check here daily to remind yourself what you want to achieve in life.

[View details »](#)

Design Evolution - Competition



Final Competition Page

Health Rival Home Competition Buddy System Forums Goals Schedule User ▾

Competition

Dead Lift | 5 Reps

John Smith	9
Lukas Orana	9
Devon Lad	9
Jonah Bates	9
Ali Batayneh	9

Current High Scores

Squads Ali Batayneh
Dead Lift John Smith
Bench Press Devon Lad
Incline Curl John Smith
Leg Press Jonah Bates

New Workout

Squats ✓

Deadlift

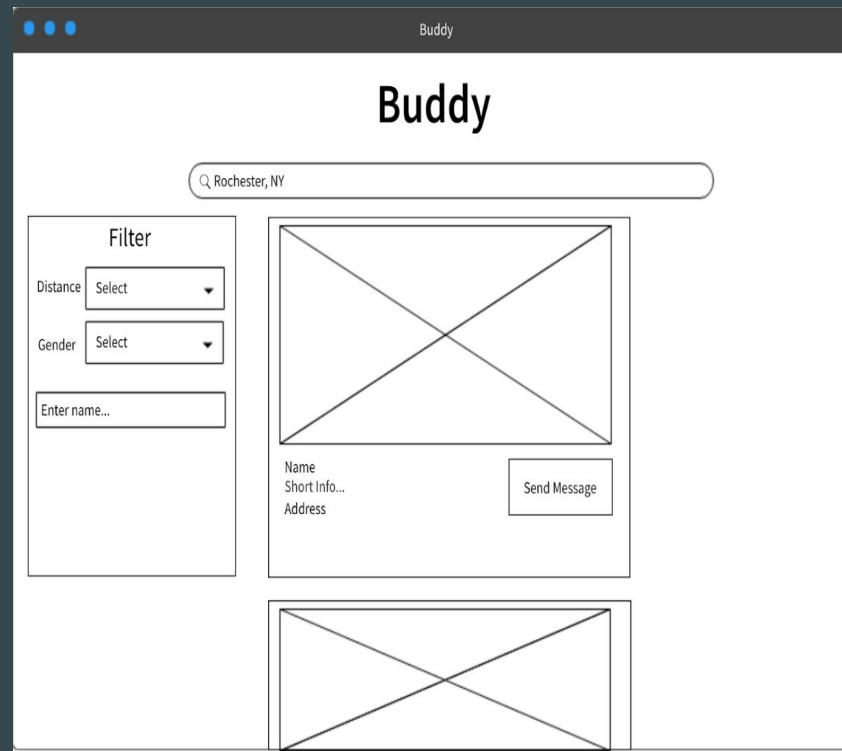
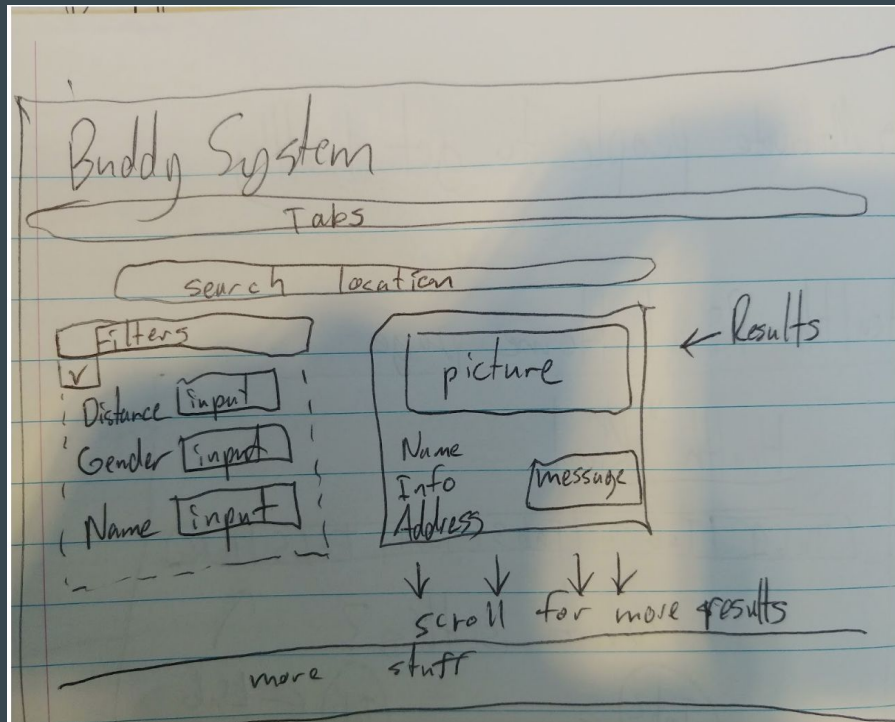
Bench Press

Incline Curl

Running

Submit

Design Evolution - Buddy System



Final Buddy System

Health Rival Home Competition Buddy System Forums Goals Schedule User ▼

Buddy System

Rochester, New York

Gender

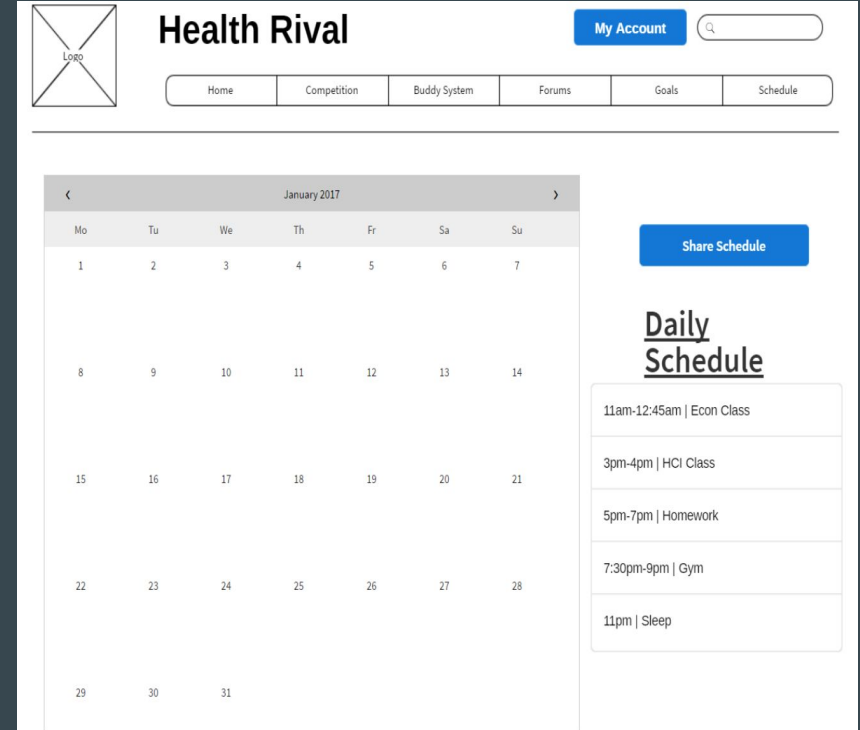
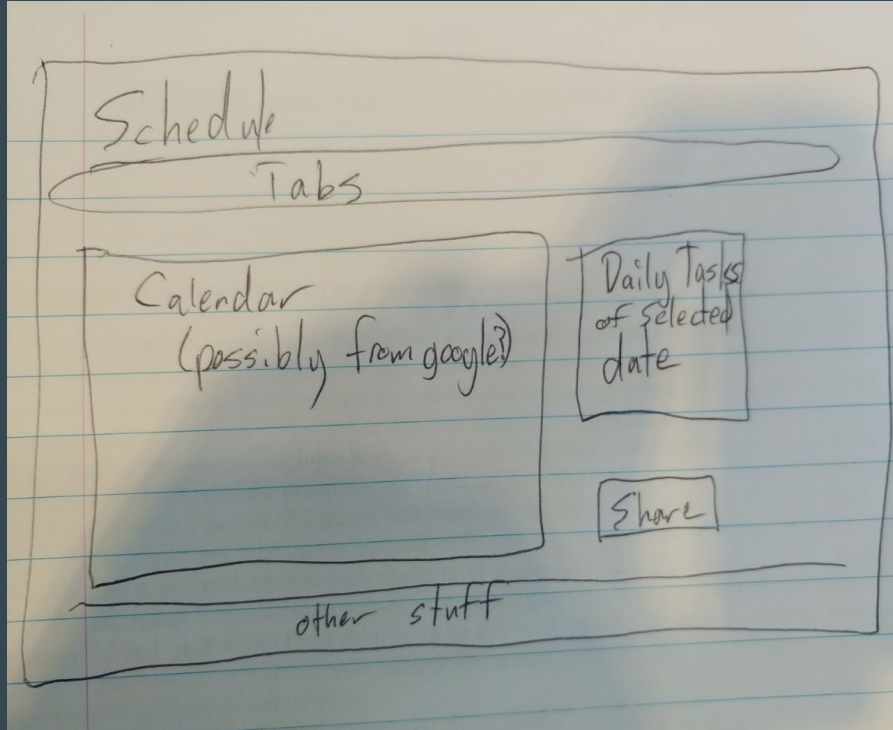
All



Enter name...



Design Evolution - Schedule



Final Schedule

Health Rival Home Competition Buddy System Forums Goals **Schedule** User ▾

Schedule

December 2018

today

<

>

Sun	Mon	Tue	Wed	Thu	Fri	Sat
25	26	27	28	29	30	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

Share Calendar

Daily Schedule

Cras justo odio

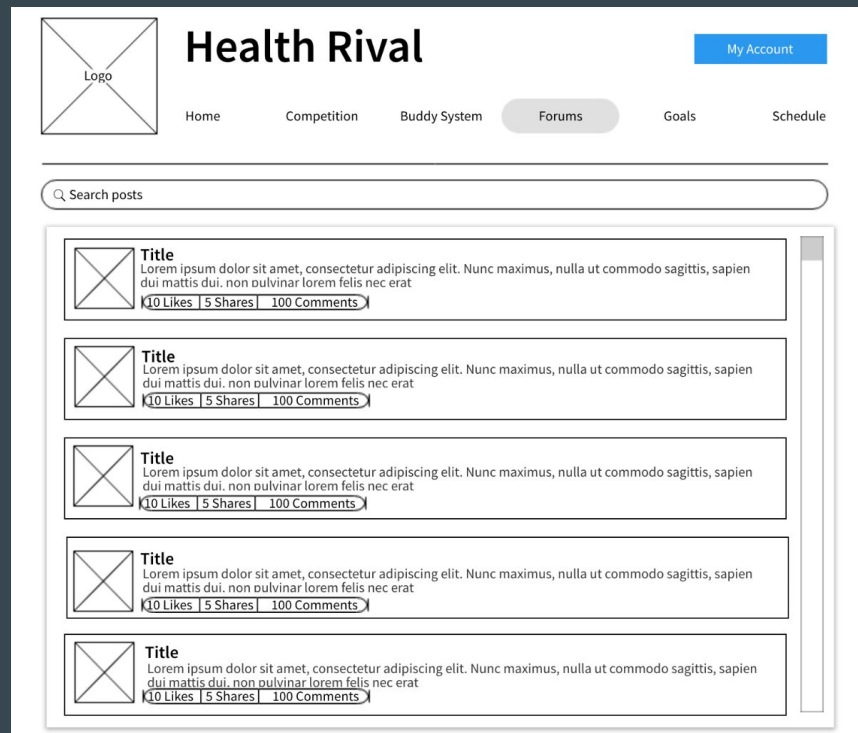
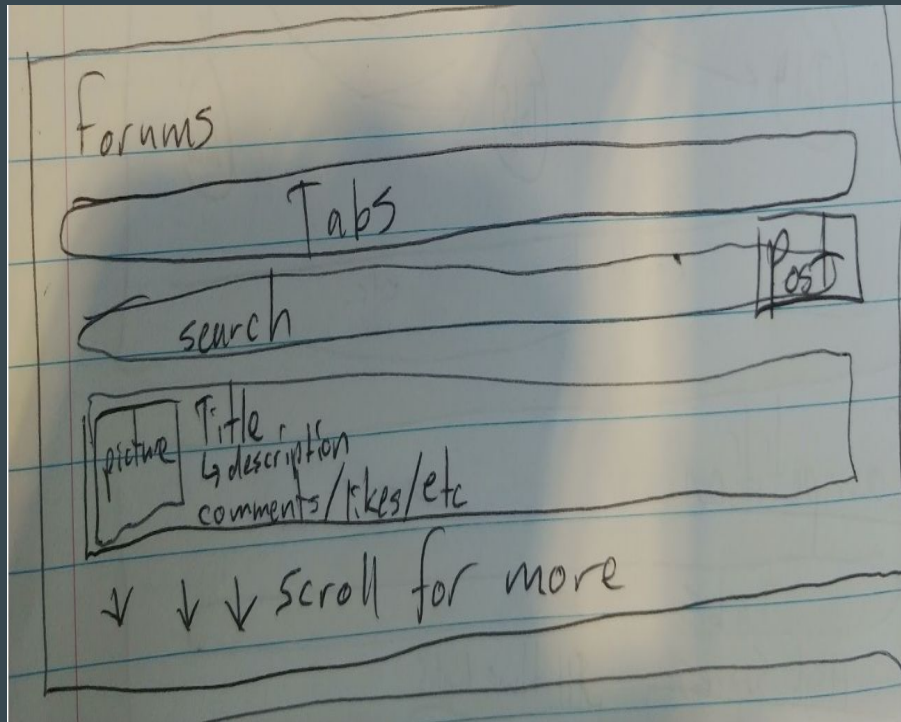
Dapibus ac facilisis in

Morbi leo risus

Porta ac consectetur ac

Vestibulum at eros

Design Evolution - Forums



Final Forum Page

Health Rival Home Competition Buddy System **Forums** Goals Schedule User ▼

Forums



Media heading

Cras sit amet nibh libero, in gravida nulla. Nulla vel metus scelerisque ante sollicitudin. Cras purus odio, vestibulum in vulputate at, tempus viverra turpis. Fusce condimentum nunc ac nisi vulputate fringilla. Donec lacinia congue felis in faucibus.

10 Likes

5 Shares

100 Comments



Media heading

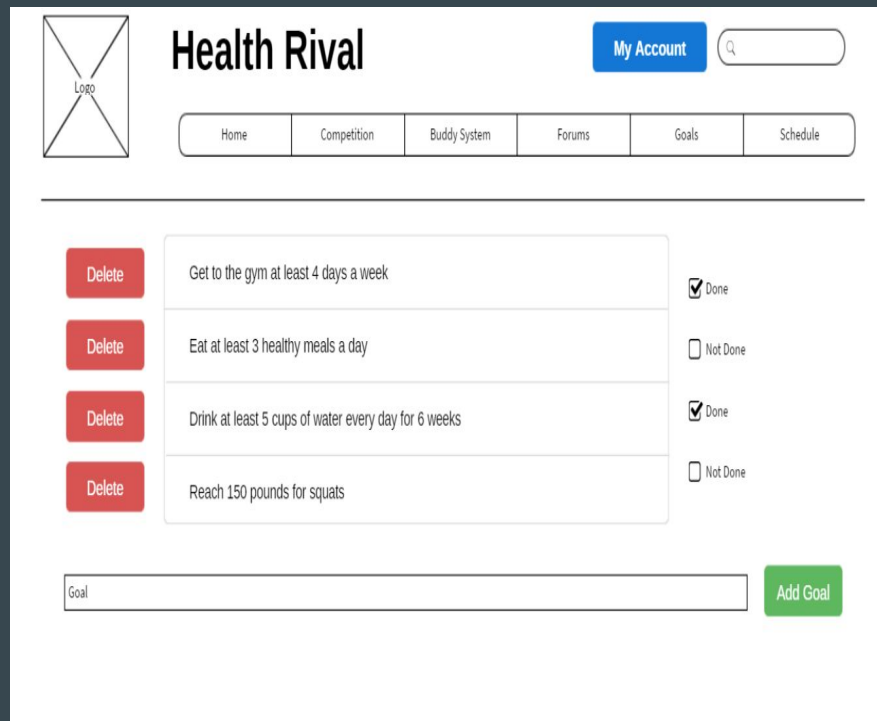
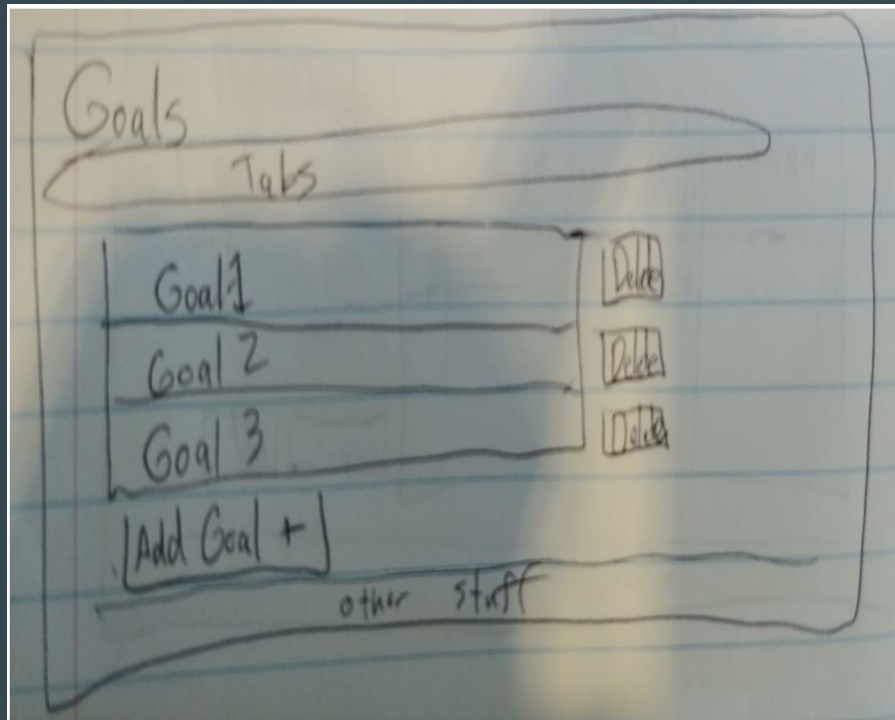
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10 Likes

5 Shares

100 Comments

Design Evolution - Goals



Final Goals Page

Health Rival Home Competition Buddy System Forums Goals Schedule User ▾

Goals

Delete	1	<input checked="" type="checkbox"/>	Done
Delete	2	<input type="checkbox"/>	Not Done
Delete	3	<input type="checkbox"/>	Not Done
Delete	4	<input checked="" type="checkbox"/>	Done

Add Goal

Add

Demo

- <https://healthrival.herokuapp.com/>

Test Plan

We tested our users on the following tasks:

- Navigate to the forum page, select a forum, and create a post
- Navigate to the goal page, add a new goal, and set goal as done
- Navigate to the competition page, input a record, and view the leaderboards
- Errors encountered during sign-in
- Navigate to the schedule page and add an event to the schedule
- Navigate to your profile page and edit profile information
- Navigate to the buddy page, search in an area, and add a friend

Evaluation & Reporting

- Task 1: Forums - Target: 9/10, Average: 9/10, Goal Met
- Task 2: Goals - Target: <2.5 minutes, Average: 1.9 minutes, Goal Met
- Task 3: Competition - Target: 8.5/10, Average: 7.7/10, Goal Not Met
- Task 4: Sign-in Errors - Target: 0, Average: 0, Goal Met
- Task 5: Schedule - Target: <1 minute, Average: 1.5 minutes, Goal Not Met
- Task 6: Profile - Target: 8/10, Average: 7.5/10, Goal Not Met
- Task 7: Buddy Search - Target: <2 minutes, Average: 1.9 minutes, Goal Met

Evaluation & Reporting

We met four out of seven of our tasks. A 57% success rate does not seem that good. Upon closer look, two of the failed tasks contained a minor outlier which may have been why the results failed to meet the target. The other task that failed was not off by much by a reasonable standard.

Changes Made From Testing:

- Cleaned up the layout on a couple of the problematic pages
- Moved some buttons to a place where they would be more visible
- Adapted some user recommendations (i.e. Share Schedule)

Reflection

- User Experience and localizing an application are a more difficult thing to design for than we had originally anticipated
- As a group we all feel as though we're more likely to notice and appreciate different design aspects for other applications as a direct result of having to complete this project
- Due to the learning curve that came with a new technology, we feel that with more time, we could have had a more complete final prototype.

Questions