

HealthForAll App and Responsive Website

Sridatt Kamath

Project overview



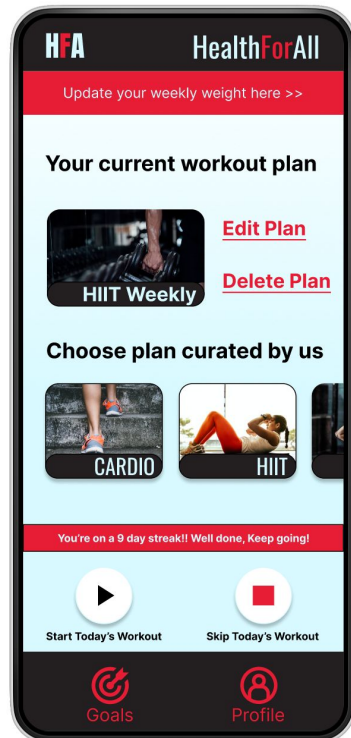
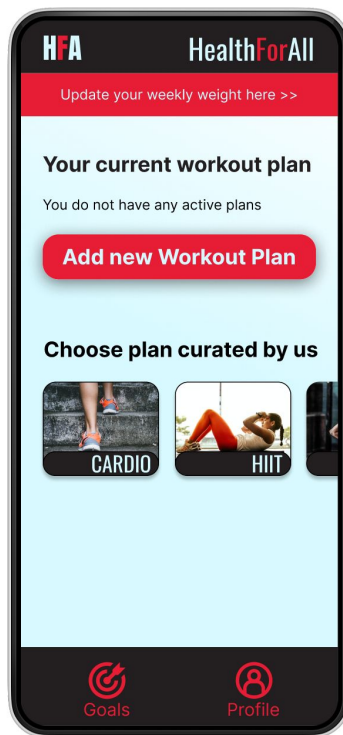
The product:

HealthForAll is a platform for all fitness enthusiasts and people who are looking to get into fitness and healthy lifestyle.



Project duration:

July 2021 to December 2021



Project overview



The problem:

People want an application or software that helps them stay on track and be motivated to stay healthy.



The goal:

- Design a website that helps people by providing informational blogs that would increase their interest in healthy lifestyle.
- Design an app that makes it easier for people to create a workout plan for themselves and help them keep track of it.

Project overview



My role:

UX designer leading the HealthForAll's website and app design



Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, iterating on designs, determining information architecture, and responsive design.

Understanding the user

- User research
- Personas
- Problem statements
- Competitive audit
- Ideation

User research: summary



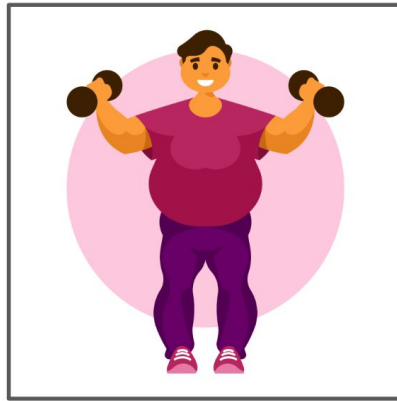
I defined research goals and conducted interview of people who were placed in the preferred target audience for my app. The primary user group was mostly young office workers who mostly worked from home.

As I continued the research by creating crafting personas and plotting journey maps, I realised the major problem was a lack of simplicity in other fitness and lifestyle apps.

Persona 1: Abhinav

Problem statement:

Abhinav is a young office worker who has recently gained weight due to working online without much exercise. He wants a simple way to be able to start and keep track of a healthy lifestyle.



Abhinav

Age: 25
Education: Bach. in Engg.
Hometown: Goa
Family: Lives with parents
Occupation: Software developer

"I like to do things in a routine and in order"

Goals

- Wants to get healthy and fit.
- Wants to lose belly fat.
- Wants a easy way to track nutrition and workout.

Frustrations

- "I have protanomaly, I am unable to see the colour red"
- "Knowing how much calories I should consume would probably help me diet better"

Abhinav is a software developer who works from home. He has gained considerable weight in the past year and he is looking to lose it. He has tried it before but everytime he ends up stopping in a month or two. This time he wants to track everything and do things in order such that it feels sustainable for him to workout and track his calories preferably using just one app/website.

Persona 2: Lily

Problem statement:

Lily is a professor who suffers from paraplegia.

Lily wants an app or website that suggests her exercises based on her condition.



Lily

Age: 33

Education: Bach. in AHS

Hometown: Mumbai

Family: Husband and In-laws

Occupation: Professor

"I would never let my condition stop me from being the best me"

Goals

- Wants to be healthy and fit.
- Wants an app to track proper nutrition and exercise for her body as she is mostly sedentary as she has been working from home.

Frustrations

- "It is difficult to find an proper exercise routine for a paraplegic like me"
- "I would love one app to provide me a routine based on my condition and help me keep track of my exercise and nutrition"

Lily was born paraplegic, she always has been using wheelchair to get around. She very early on got into Health sciences and she had a goal to make life easier for people with disabilities. She then got into teaching about accessibility to help make world a better place. While she is hard work she also wishes to keep in shape and be healthy and wants an app that would meet her needs.

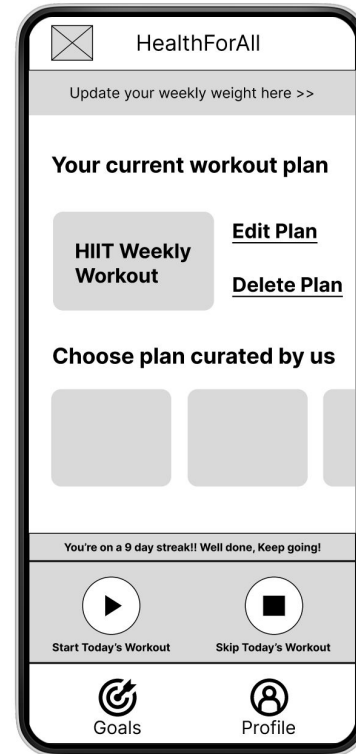
Ideation

I did a quick ideation exercise to come up with ideas for how to address the design for an app and website. I brainstormed and came up with ideas for design. My focus was specifically on **simple design with easy way to access blogs, and an exercise app.**


Digital wireframes

After ideating and sketching some designs, I created the initial designs for the HealthForAll app. These designs focused on creating an simple design for people to create their workout routine.

Top half of home screen provides information of the current active plan being used by the user and allows them to edit or delete them.



Easy access to other app features from global navigation



Usability study: parameters



Study type:

Unmoderated usability study



Location:

India, remote



Participants:

5 participants



Length:

15 minutes

Usability study: findings

These were the main findings uncovered by the usability study:

1

Goals

People wanted to be able to update their goal while creating workout plan instead of leaving the previous flow in order to update the goals.

2

Adding a workout

People had difficulty adding new exercises to their plan.

3

Moving Exercises

People needed better cues on moving workouts around within the same plan.

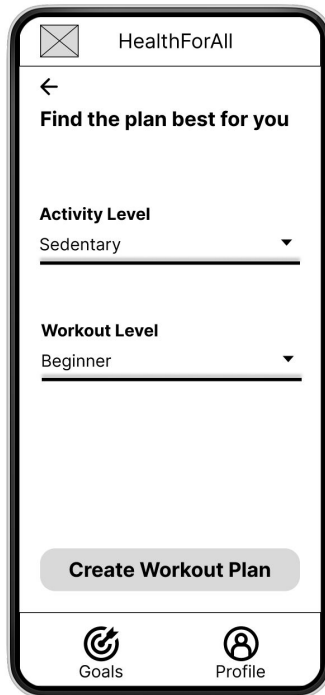
Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

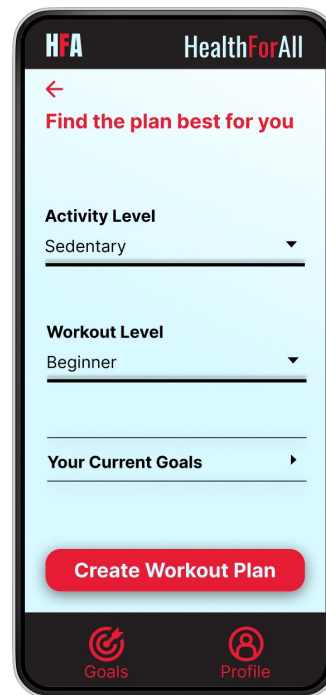
Mockups

Based on the insights from the usability studies, I applied design changes like providing a button to check and update goals in the same flow while creating a workout routine.

Before usability study



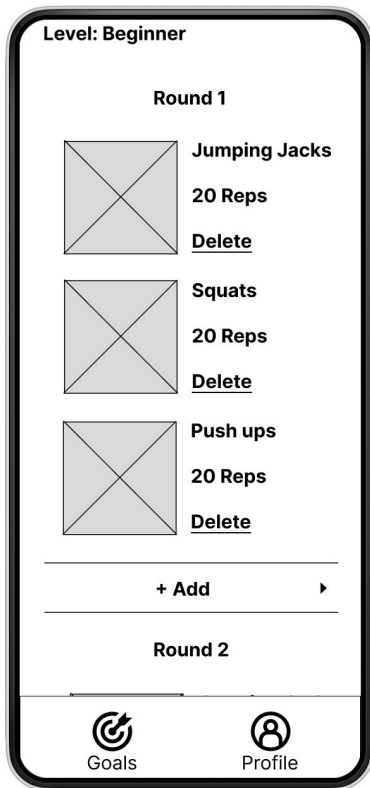
After usability study



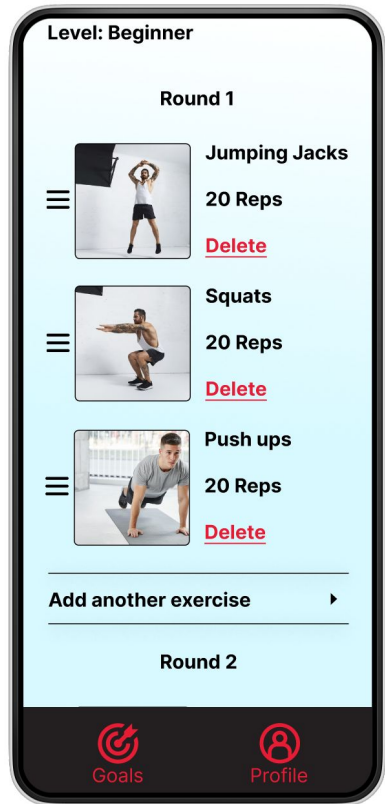
Mockups

Additional design changes included a clear button for adding new exercises to a workout plan and better cue on letting users know that they move the exercises around while editing the routine.

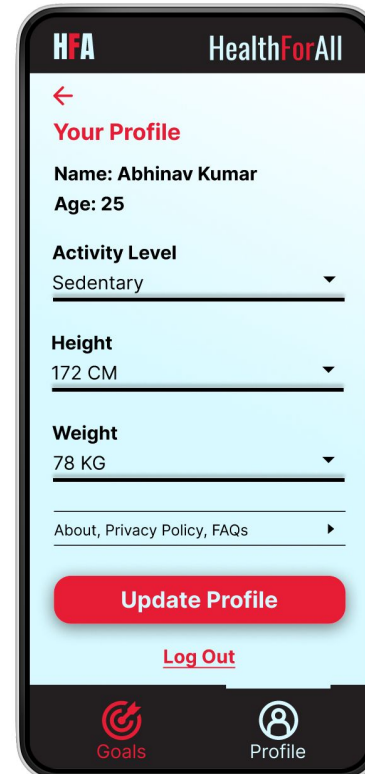
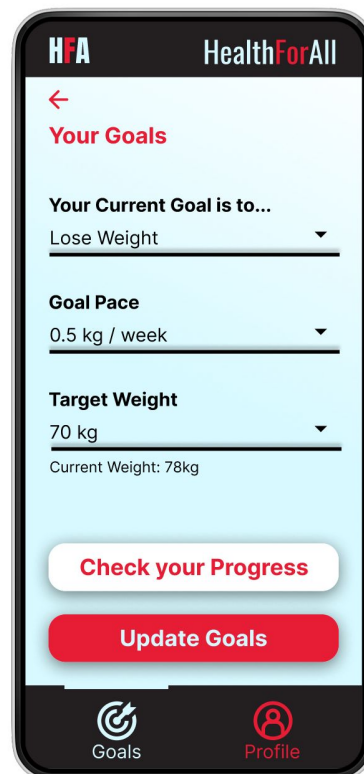
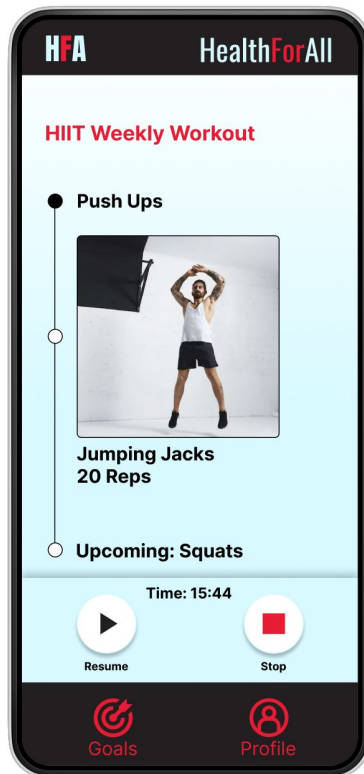
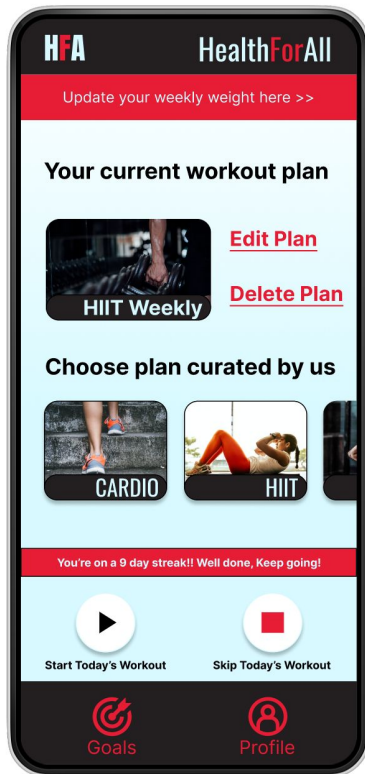
Before usability study



After usability study



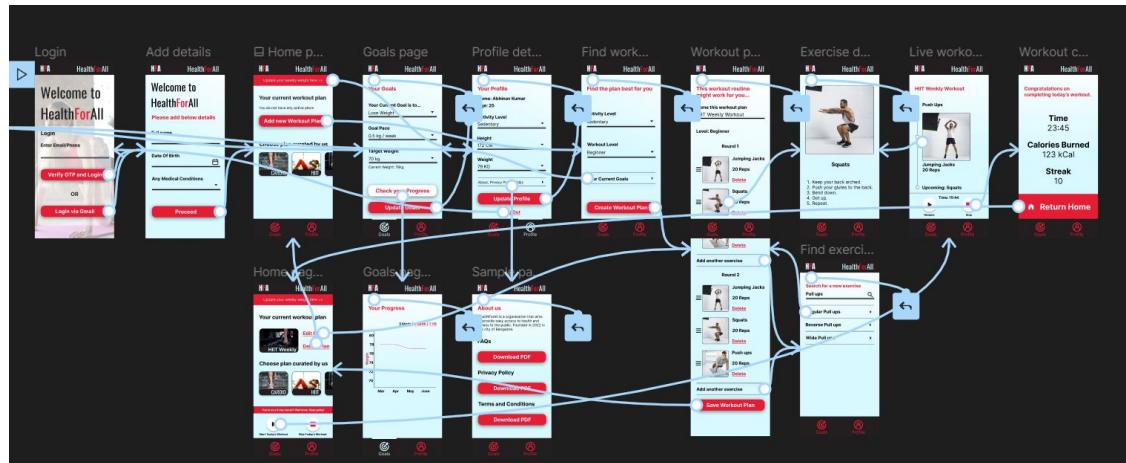
Mockups



High-fidelity prototype

The high-fidelity prototype followed the same user flow as the low-fidelity prototype, including design changes made after the usability study.

View the [HealthForAll high-fidelity prototype](#)



Accessibility considerations

1

Clear labels for interactive elements that can be read by screen readers.

2

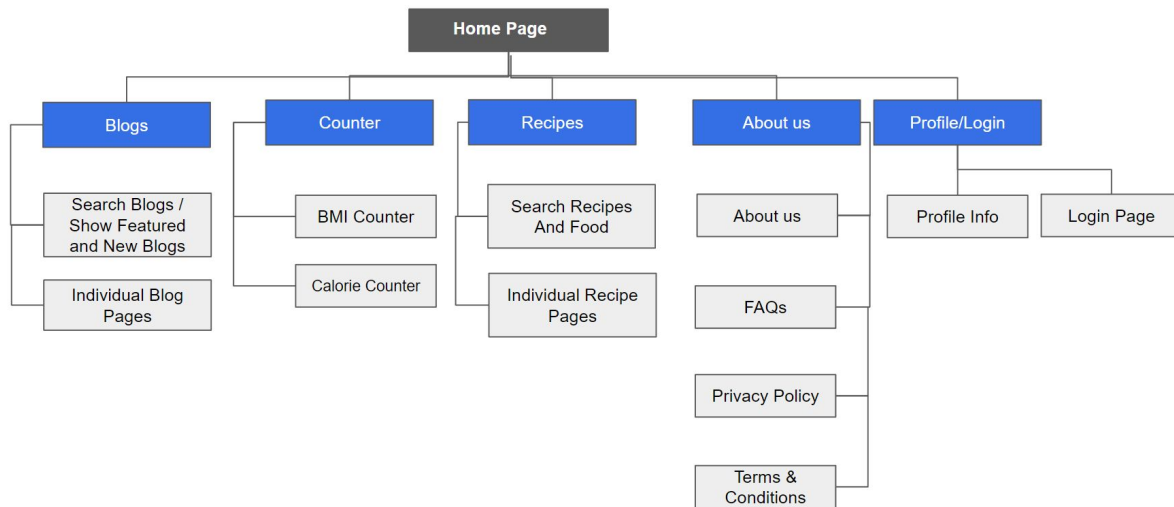
All texts are checked are contrast and are atleast Level AA.

Responsive Design

- Information architecture
- Responsive design

Sitemap

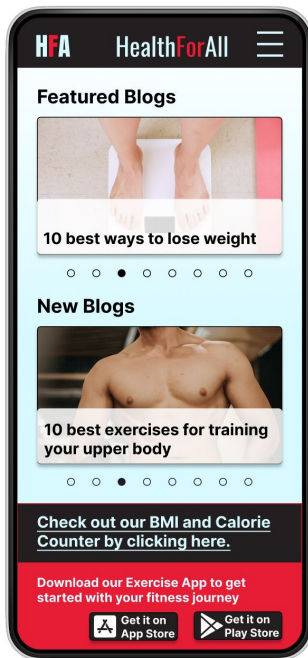
With the app designs completed, I started work on designing the responsive website. I used the HealthForAll sitemap to guide the organizational structure of each screen's design to ensure a cohesive and consistent experience across devices.



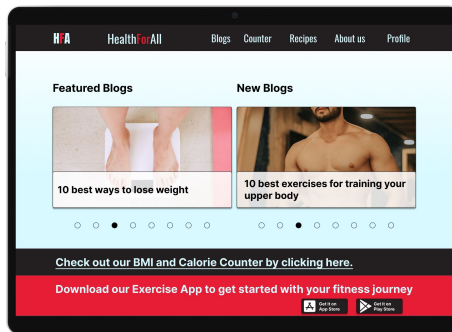
Responsive designs

The designs for screen size variation included mobile, tablet, and desktop. I optimized the designs to fit specific user needs of each device and screen size.

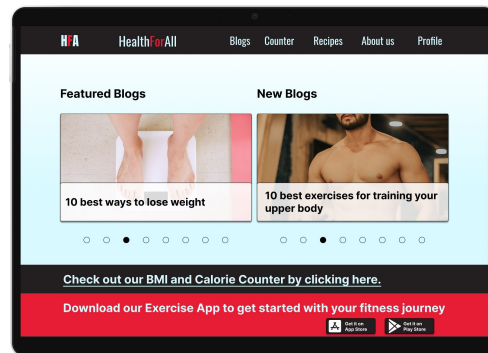
Mobile website



Tablet



Desktop



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

Users shared that the app made it simple for users to just create a workout plan and just start with it . One quote from peer feedback was that “the HealthForAll app makes it so easy for me to just start with a workout plan instead of trying to figure out a whole plan by myself”



What I learned:

I learned that even though the problem I was trying to solve was a big one, diligently going through each step of the design process and aligning with specific user needs helped me come up with solutions that were both feasible and useful.

Next steps

1

Conduct research on how successful the app is in reaching the goal of helping people get into a healthy lifestyle.

2

Add more exercises and recipes, and informational blogs to the website and app.

3

Provide incentives and rewards to users for successfully completing streaks of exercise

Let's connect!



Thank you for your time reviewing my work on the HealthForAll app! If you'd like to see more or would like to get in touch, my contact information is provided below.

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