**User Interview**

**1. Do you have an existing app similar to TrailSeek?**

**2. What are the features or functionalities you’re looking to integrate into existing app?**

**3.How do you rate the app design?**

**4. Can you describe a situation in which TrailSeek app is most useful?** (This question is designed to Get an idea for that perfect scenario between the app and users. This question will give us insights into both where we should focus our resources but also what functions you should be communicating more clearly.)

**5. Is our app helpful to achieve your goals of being fit and social ?**( This question is asked in order to confirm the main purpose of app is solved or not from users point of view ) If yes then app is helping user solve a problem and a step closer to building a lasting relationship with them.

**6. What goals are the app helping you to achieve?** (This follow-up will help us to identify what goals our users have, and what they use your app for. Knowing this will give us a chance to target new user groups we didn’t think to target before.

**7. Would you like to add any function or feature to the app?** User may have an idea of a function that would help them achieve their tasks or goal, this question will give them a chance to voice it.

**8. How would you rate the restriction and weather update features of the app?** In order to check user expectations and if any negative responses – act quickly.

**9. Would you like change the position of any feature (on top or bottom)?** We will go through the user input and compare answers in order to design user experience and menu accordingly. The users might want access to a feature to be quicker even if it is less important.

**10. How would you rate our app and recommend this app to your friends?**

**11. Would you like to give TrailSeek a Review?**

**12. what is your feedback on design and colour combination of the App?**

**13. What is the reason for your score?**

**14. What can we do to improve?** In order to have the most actionable feedback possible – direct instruction on how we can keep our users satisfied.

**References**:

1. Ganglbauer, E., Schrammel, J., Deutsch, S., and Tscheligi, M. Applying Psychophysiological Methods for Measuring User Experience: Possibilities, Challenges and Feasibility. *Workshop on User Experience Evaluation Methods in Product Development*. August 25, 2009. Uppsala, Sweden
2. Alben, L. 1996, Quality of Experience: Defining the Criteria for Effective Interaction Design. Interactions, 3, 3, pp. 11--15.
3. Christou, G., Law, E., Green, W., Hornbæk, K. (2009). Challenges in Evaluating Usability and User Experience in Reality Based Interaction. Workshop in CHI'09. <http://faculty.euc.ac.cy/gchristou/workshop/>
4. <https://www.shopify.ie/partners/blog/user-interview>