

# USABILITY TEST

WEBSITE PROTOTYPE NAME: UNMATCHED FITNESS



## Unmatched Fitness

The All-in-One Workout App

### XD FILE:

<https://xd.adobe.com/view/62fdad78-ddbf-41ff-b7f5-67255547f109-37ae/?fullscreen>

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### DESIGNERS NAME: ALICE RYAN

The user test survey will take the form of a questionnaire allowing students to assess the usability of their web project. Students will design questions to suit the web project they have created. Then test the web prototype with 3 users from the VAD 192 cohort and then reflect on the success of the prototype design and any learning you gained during the process.

- Production of a peer user test survey with at least three classmates
- The creation of unique survey questions that relate to the web project.
- Peer group feedback given on all questions.
- Avoid using and pursuing platitudes. The information you gather from the survey should be useful to your design process.

### USER #1 NAME: MOLLIE EMERY

#### DESIGN/CONTENT/NAVIGATION

USER NAME: Mollie Emery		COMMENTS
1.	On first look, what is the site about/for?	The app is for tracking workouts, motivation and daily fitness/wellness routines.
2.	Is the smallest type on the site legible? Are the fonts used easy to read?	Yes the smallest font is readable.

	Is there enough contrast in the colours for text readability?	<p>The fonts are easy to read, most made apparent through coloured toggles and surrounding data.</p> <p>The colours follow a motivated theme, quite loud and vibrant scheme without being overwhelming.</p>
3.	Do any of the page layouts look awkward?	<p>The page layouts are not awkward, they flow quite easily with readily prompts. A little bit hard to navigate on a PC which I tested it on. This would easily be fixable considering it is made for a phone device.</p>
4.	Is it difficult to locate important information?	<p>The important information is well prompted with icons.</p>
5.	Does the landing page encourage the overall navigational flow of the app? If so, how?	<p>The landing page contains the general summary and allows for prompted navigation.</p> <p>this is done through the easily recognisable icons, interactive toggles and checklists etc.</p> <p>These are made apparent through the coherent colour scheme.</p>
6.	Attempt to log an Outdoor Walk under 'Today's Activity'. Did you find the process straightforward, or were there any challenges?	<p>It was easily prompted through the begin and complete- maybe instead of a checklist on the main toggle an additional "begin" incentive could be added.</p>
7.	As you interacted with the app, did you notice any aspects of the user interface that could be improved or made more user-friendly? What specifically?	<p>As stated above. I think the motivation aspects could be heightened- maybe a small win section to log- maybe also a small blog on how important rest is and how to navigate a rest day.</p>
8.	In terms of the app's appearance, can you provide feedback on the use of colours, iconography, and the overall visual hierarchy? Were the colours and icons used in a way that made it clear which elements were important or related to specific actions?	<p>I like the overall use of colours, it seems to be accessible and inclusive for all genders who choose to use the app- i enjoy the inclusive aspect of this.</p> <p>The visual hierarchy was approachable, I think some of the motivation states could be more obvious for encouragement.</p>

**USER #2 NAME: EMMA BURNE**

## DESIGN/CONTENT/NAVIGATION

USER NAME: Emma Burne		COMMENTS
1.	On first look, what is the site about/for?	This app is a useful way to track daily activity for reaching fitness goals, as well as providing tailored recommendations for workouts..The user interface allows for customisation
2.	Is the smallest type on the site legible? Are the fonts used easy to read? Is there enough contrast in the colours for text readability?	Yes Yes Yes all are readable
3.	Do any of the page layouts look awkward?	The page layouts are good and easy to understand. it was an interesting choice to have the navigation bar vertical on the side, however I can see why that choice was made.
4.	Is it difficult to locate important information?	No, everything I need to know is easily found.
5.	Does the landing page encourage the overall navigational flow of the app? If so, how?	Yes, definitely. The landing page is effective and shows all of the most important information for the user to easily access.
6.	Attempt to log an Outdoor Walk under 'Today's Activity'. Did you find the process straightforward, or were there any challenges?	Logging an outdoor walk was simple to do due to the large "begin" button.
7.	As you interacted with the app, did you notice any aspects of the user interface that could be improved or made more user-friendly? What specifically?	I think the app is very user friendly. Even though there is a lot of information on the app, the layout is well-thought-out and information is displayed clearly.
8.	In terms of the app's appearance, can you provide feedback on the use of colours, iconography, and the overall visual hierarchy? Were the colours and icons used in a way that made it clear which elements were important or related to specific actions?	I think the clear colour palette and iconography contributed to this app being easy to use. Alice did a good job at displaying the importance of each element by using hierarchical sizing. The icons she used are relevant and easy to understand - particularly the "equipment" icons

USER #3 NAME: HOLLY HASKINS

VAD192 DESIGN PRACTICE S2 22. Usability Test

STUDENT NAME: ALICE RYAN

## DESIGN/CONTENT/NAVIGATION

USER NAME: Holly Haskins		COMMENTS
1.	On first look, what is the site about/for?	An exercise app for people to record
2.	Is the smallest type on the site legible? Are the fonts used easy to read? Is there enough contrast in the colours for text readability?	Yes the chosen font style, size and colours are readable.
3.	Do any of the page layouts look awkward?	I experienced no issues related to the app's layout. I think it is straight-forward and easy to navigate.
4.	Is it difficult to locate important information	The side menu makes it easy to locate each page. The home page also includes information found within each page. One piece of advice I can offer is included on each aspect of the home page the sub-page it relates to. However, I think users of the app will pick it up pretty easily after using it for a while.
5.	Does the landing page encourage the overall navigational flow of the app? If so, how?	The landing page contains lots of important information that isn't directly stated on the side menu. This is good, but there may be some downfalls for user experience. Good because it shows elements of the app not directly depicted as a page on the menu, however, users may need time to understand which sub-page the widgets fall under.
6.	Attempt to log an Outdoor Walk under 'Today's Activity'. Did you find the process straightforward, or were there any challenges?	The process was very straightforward. It was easy to locate, the 'Start' and 'End' button were obvious- everything was functional and aesthetically pleasing.
7.	As you interacted with the app, did you notice any aspects of the user interface that could be improved or made more user-friendly? What specifically?	Sometimes the side-bar menu experienced some issues with the icons moving. Other than that, I really like the design of the app and the user experience was straightforward and enjoyable.
8.	In terms of the app's appearance, can you provide feedback on the use of colours, iconography, and the overall visual hierarchy? Were the colours and icons used in a way that made it clear which elements were important or related to specific actions?	Yes. The app's design aesthetic added to the overall enjoyability of the user experience. The colour palette was eye-catching and energetic, and the use of contrast was effective. The icons clearly depicted their intended function / action. Overall, the visual hierarchy was applied effectively.

## Results & Reflections

Prototype Design / User Experience – how easy/difficult for user to complete 8 questions?	The users had no difficulty answering the questions.
Content – how did user respond?	The users responded positively. Whilst I did receive some constructive feedback, the users expressed they greatly enjoyed their experience testing my prototype.
How did Graphic Design Principles play a part in the above? (type, colour, layout, visual path, contrast, legibility etc)	<p>When creating the prototype of my app, I worked closely with the Graphic Design Principles to enhance the user experience. I did so to ensure users could easily interact with the app's core functions, including the daily workouts, accountability tracking, progress monitoring, workout recording, and the exercise library.</p> <p>The energetic colour palette I chose (bright orange, bright pink, dark purple, dark blue, and white), is not only visually engaging but also used to create a visual hierarchy. Along with the use of clear typography practices, this helps direct users' attention to the important elements throughout the app.</p> <p>The use of widgets/tiles as a menu encourages an organic flow of navigating the features offered. I didn't include a clear path (A to B to C) as I wanted users to be able to freely explore the app without restriction. Using the retractable side menu also allows users to easily navigate across pages. Visually displaying data, such as the Apple Watch-style rings, effectively highlight daily goals, helping users gauge an understanding of their data.</p>
Name 2 successful aspects of the project	<ul style="list-style-type: none"> <li>• I believe I effectively applied the graphic design principles to guide user interaction and create a visually engaging experience.</li> <li>• Overall, I was able to build a basic app prototype that allowed for user testing. From this testing, I was able to effectively integrate the user feedback to refine my prototype.</li> </ul>
Name 2 unsuccessful aspects of the project	<ul style="list-style-type: none"> <li>• Issues with the workout building feature and exercise tracking functionality, such as an inability to track data, presented obstacles in the app's functionality.</li> <li>• Functionality of the exercise tracking feature (unable to track data)</li> </ul>
Three things you have learned from the experience	<ul style="list-style-type: none"> <li>• The importance of being flexible and adaptable when addressing challenges during the design and development process.</li> <li>• Understanding the significance of applying graphic design principles to create an engaging and user-friendly experience.</li> <li>• The value of user testing and feedback in refining and improving the app's design and functionality.</li> </ul>

## Conclusion – min 150 words

The user test survey process revealed several insights from my prototype design experience. Two successful aspects include effectively applying graphic design principles and creating a basic app prototype for user testing

and feedback integration. However, there were challenges related to the functionality of the workout-building feature and exercise tracking, limiting the app's functionality.

This Semester in VAD192, I've learned the importance of adaptability in addressing design challenges, the significance of applying graphic design principles for a user-friendly experience, and the value of user testing and feedback in refining the app's design and functionality. Overall, this project has provided valuable lessons in design practice, introduced me to the idea and application of UX and UI and its connection to the graphic design principles.

### **Reference List:**

- ACE 2017, ACE | Certified Personal Trainer | ACE Personal Trainer, Acefitness.org.Flat Icon n.d.,
- 8,904 Free Icons of Gym Equipment, Flaticon.
- Pop Sugar 2018, Image of Female Completing Upper Body Session, Pinterest.
- XD Guru 2017, 1000 Free Material Icons for Adobe XD - XDGuru, XDGuru.com.