

Meena Mukherjee

7 Minute Workout Challenge Usability Test Planning

Test Objectives:

Analyze average length of time it takes participants to complete a set of tasks

Observe if participants can easily navigate around the website

Observe and Identify if there are any usability issues

Collect qualitative data

Test Subject:

High-fidelity 7 Minute Workout Challenge prototype with social media sharing capabilities on desktop

Participants:

About 3-5 participants

25-45 years old

Anyone interested in looking into a HIIT app and exploring its new social sharing capabilities

Recruiting Plan:

Will be from network of family and friends

Script Procedure:

Hi, my name is Meena. I am a User Experience Design student and currently looking for individuals that can help me with testing the usability of a new social sharing feature on a fitness app. Can I ask you for 10-15 minutes of your time to give it a try? Yes?

Thank you for participating. I really appreciate your time. This prototype you are about to test is still in its early stages and has limited functionality. I will give you two scenarios to complete. As you are going through the scenarios, I would like you to describe your thoughts about the process out loud. Can I record you while do this for my reference only? It will be confidential and not shared with anyone. Do you have any questions before we get started? No? Okay! Let's get started.

Scenario:

You have been using the 7 MWC fitness app for some time. It has just been updated with social sharing capability on FB, Twitter and Instagram. You want to show your friend this new feature.

Task #1: You have just completed a workout and earned a “Double Shot” achievement. Show your friend how you share your achievement on Facebook with their Fitness Buddies Group. You can also you’re your friend how you share your achievement on Twitter and Instagram.

Task #2: You have been working hard and have been recording your results in the results tracker. Show your friend how you share your progress on your News Feed in Facebook. Also show your friend how you share your progress on Twitter and Instagram.

Test Completion Rate: (the percentage of tasks the user was able to complete)

I anticipate a 100% completion rate given the conventional design patterns.

Anticipated Errors: (The percentage of tasks completed without hiccups or errors)

Due to limited functionality of the prototype, I expect participants to have a few stumbles with regards to exploring the workout function since I did not fully build out a workout in the prototype.

Otherwise I don’t expect any hiccups (extra clicks) with regards to social sharing of achievements and results on Facebook, Twitter and Instagram.