

CoachForYou-Tapi2

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CoachForYou App

Fitness and a healthy lifestyle have become increasingly popular. Therefore, many people train at home but often perform exercises incorrectly.

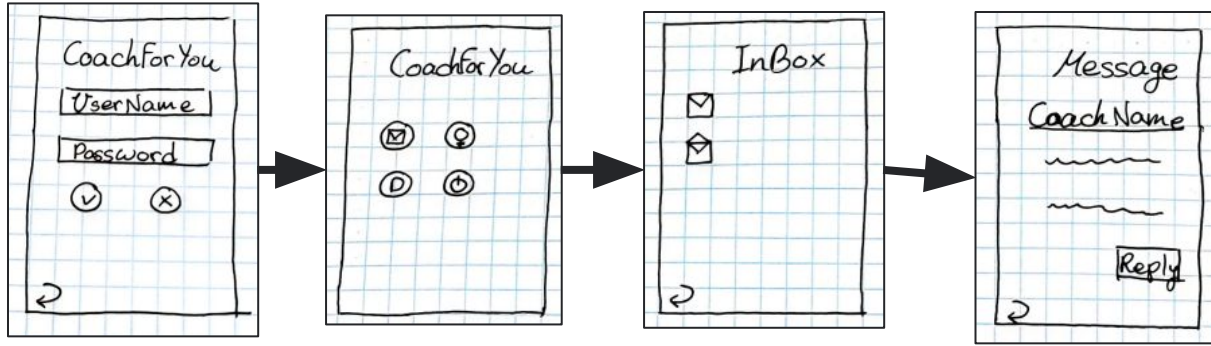
The **CoachForYou** app creates an immediate and personal connection between trainers and trainees to make exercise more efficient by correcting the trainee's method.

The Tasks:

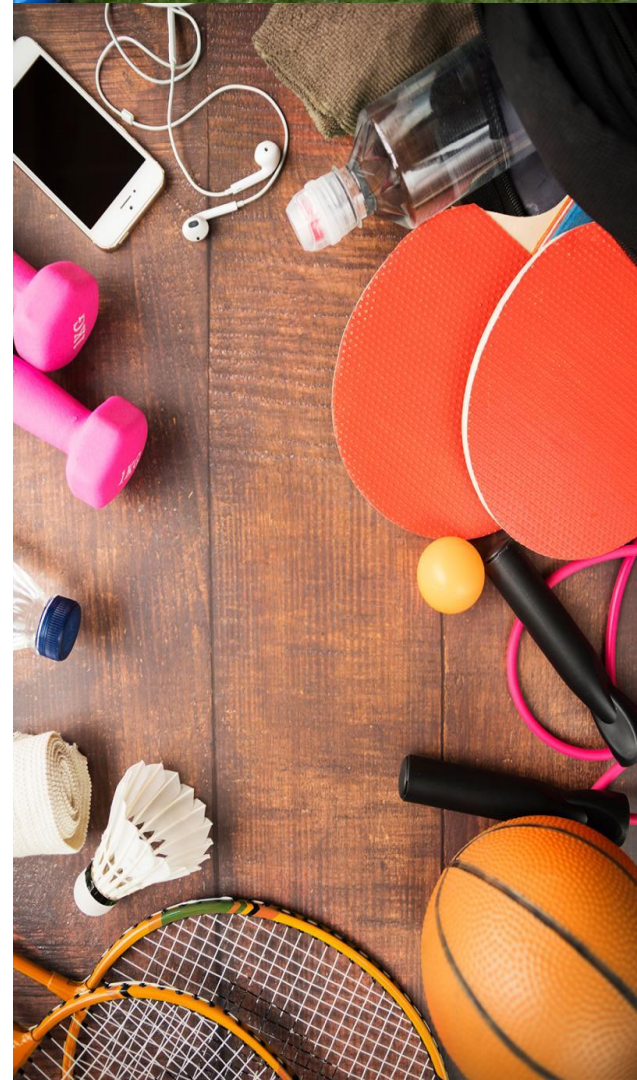
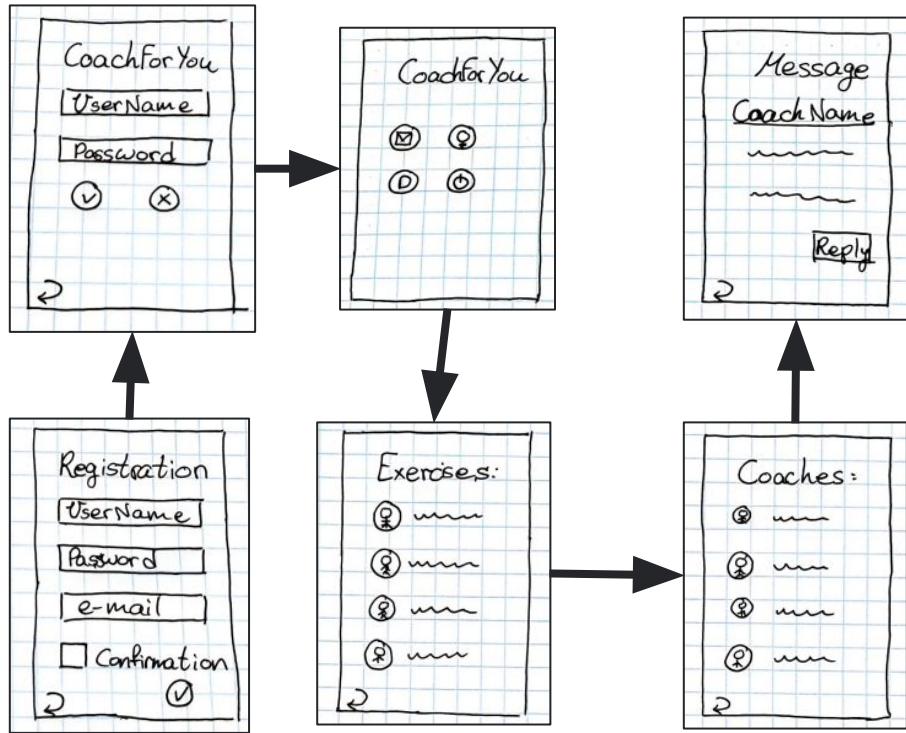
- Simple - Communicate with a coach
- Moderate - Create a new exercise content
- Complex - Rate a coach



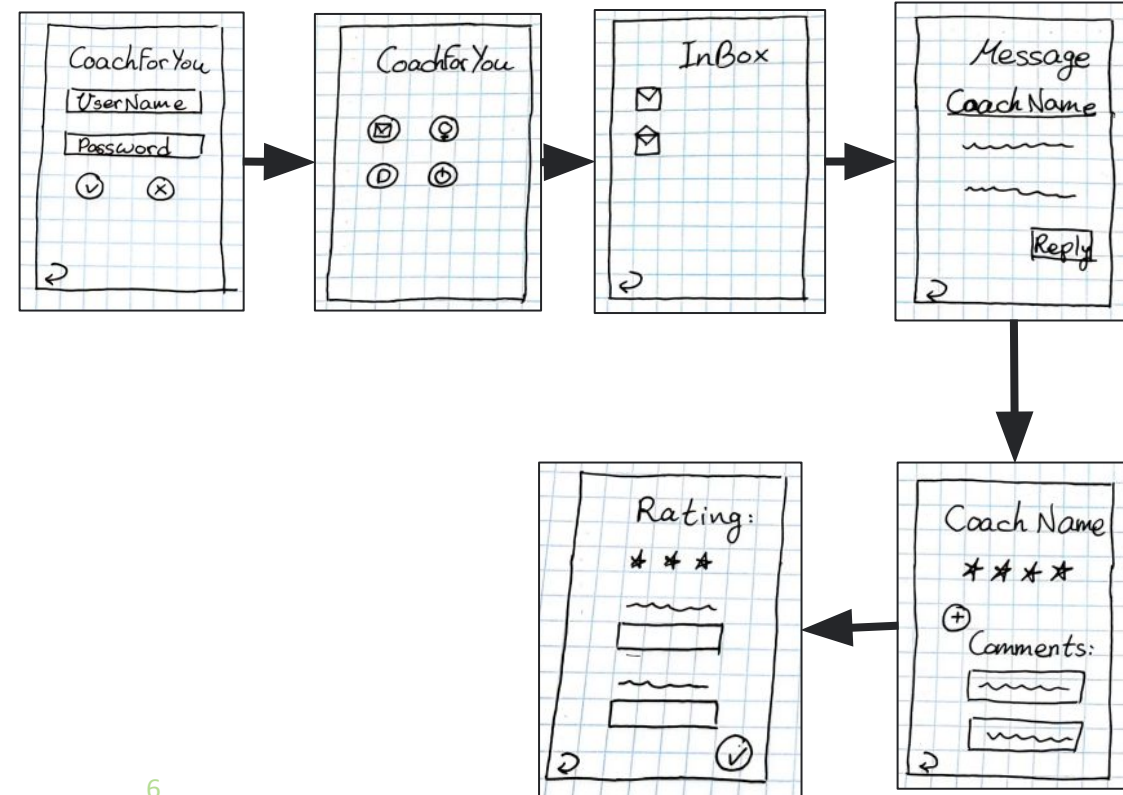
Task 1 - Communicate with a coach



Task 2 - Create a new exercise content



Task 3 - Rate a coach



Paper Prototype Testing Methodology

To test the paper prototype we recruited three Israeli participants that all live in Beersheva and are BGU students. The three are roommates of Noa, aged 26, 25 and 21. All the participants tested the prototype at Noa's home. Initially, a short demo was performed by Noa to demonstrate how to operate the system in general. Following that, the participants were asked to use the system based on a script made beforehand of the three tasks.



Task 1 - Communicate with a coach



	<u>Positive</u>	<u>Negative</u>
<u>Description</u>	Understand where the inbox is located, and how to open it.	Clicking on a message that has already been opened.
	Coaches can easily view user's requests and reply to them in the interface.	A user required to write a reply which is hard to perform on a smartwatch.
<u>Change and learning</u>	The location and indication was correct.	Add a mark to unread message, replace the writing with a voice reply.

Task 2 - Create a new exercise content



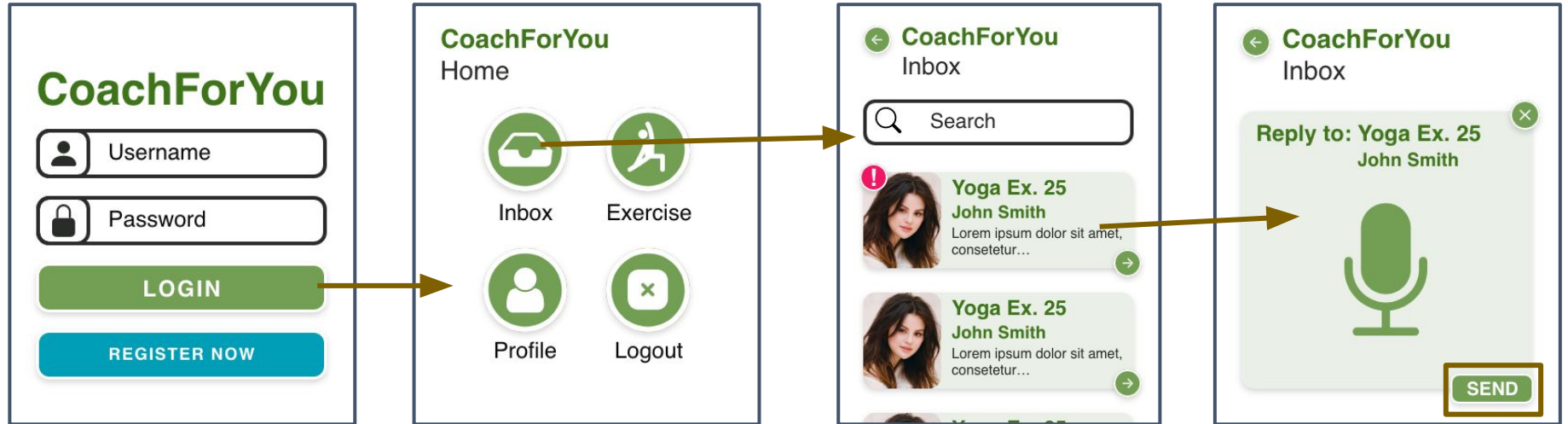
	<u>Positive</u>	<u>Negative</u>
<u>Description</u>	Easy way to login and register.	We couldn't contact multiple trainers.
	Easy access to create a new exercise.	The interaction was done by writing, which is hard to perform on a smartwatch.
<u>Change and learning</u>	We learned that the navigation bar was easy to control where it had image and text.	Added the way to choose multiple trainers and contact them. Replaced writing with a voice reply.

Task 3 - Rate a coach

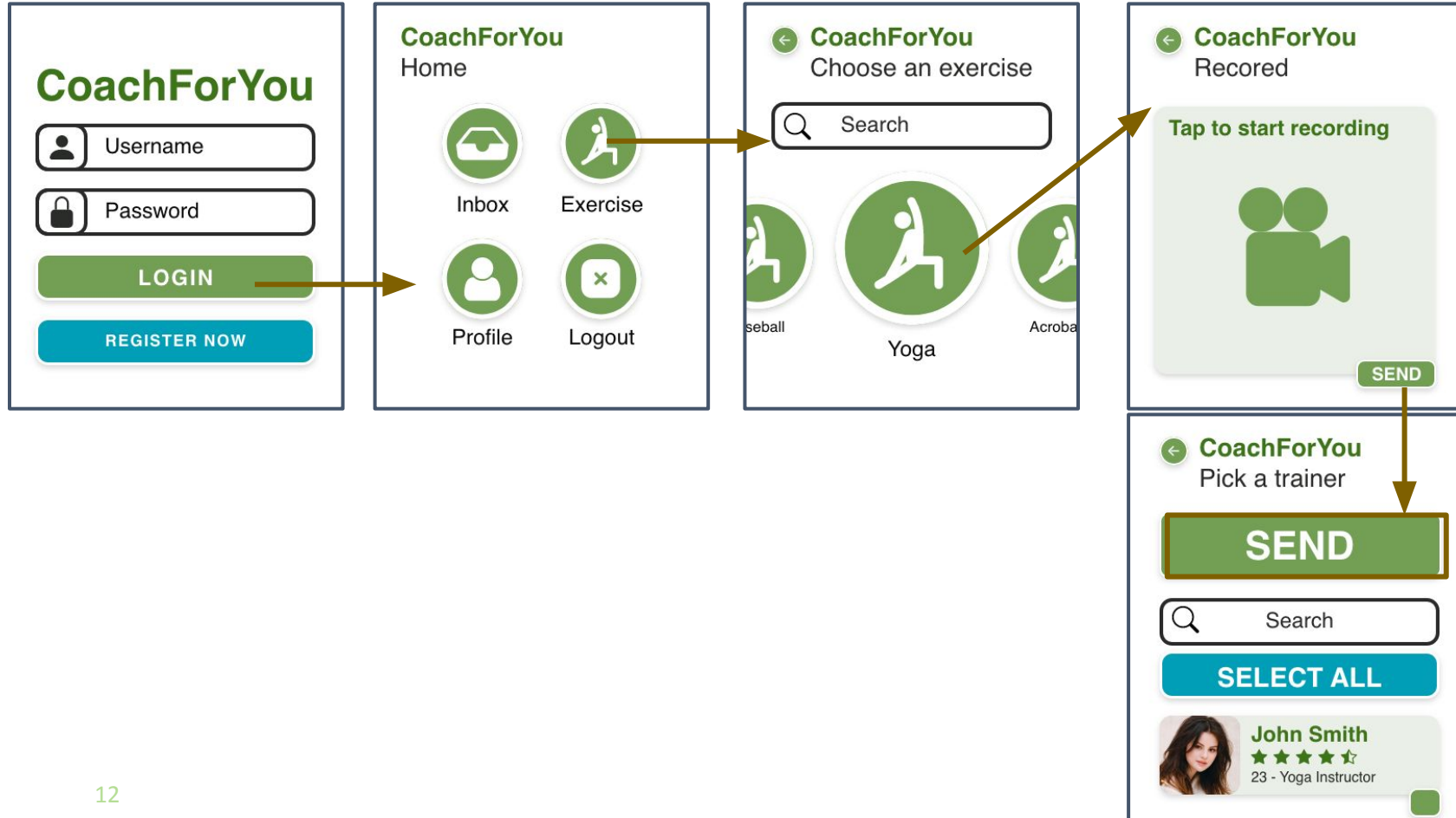


	<u>Positive</u>	<u>Negative</u>
<u>Description</u>	See other users description. Simple rating system with stars.	Did not understand where to rank, it was not obvious that you should go to the inbox and rate.
<u>Change and learning</u>	Good location and description.	Added a more intuitive way to rate the trainers, through the user's profile.

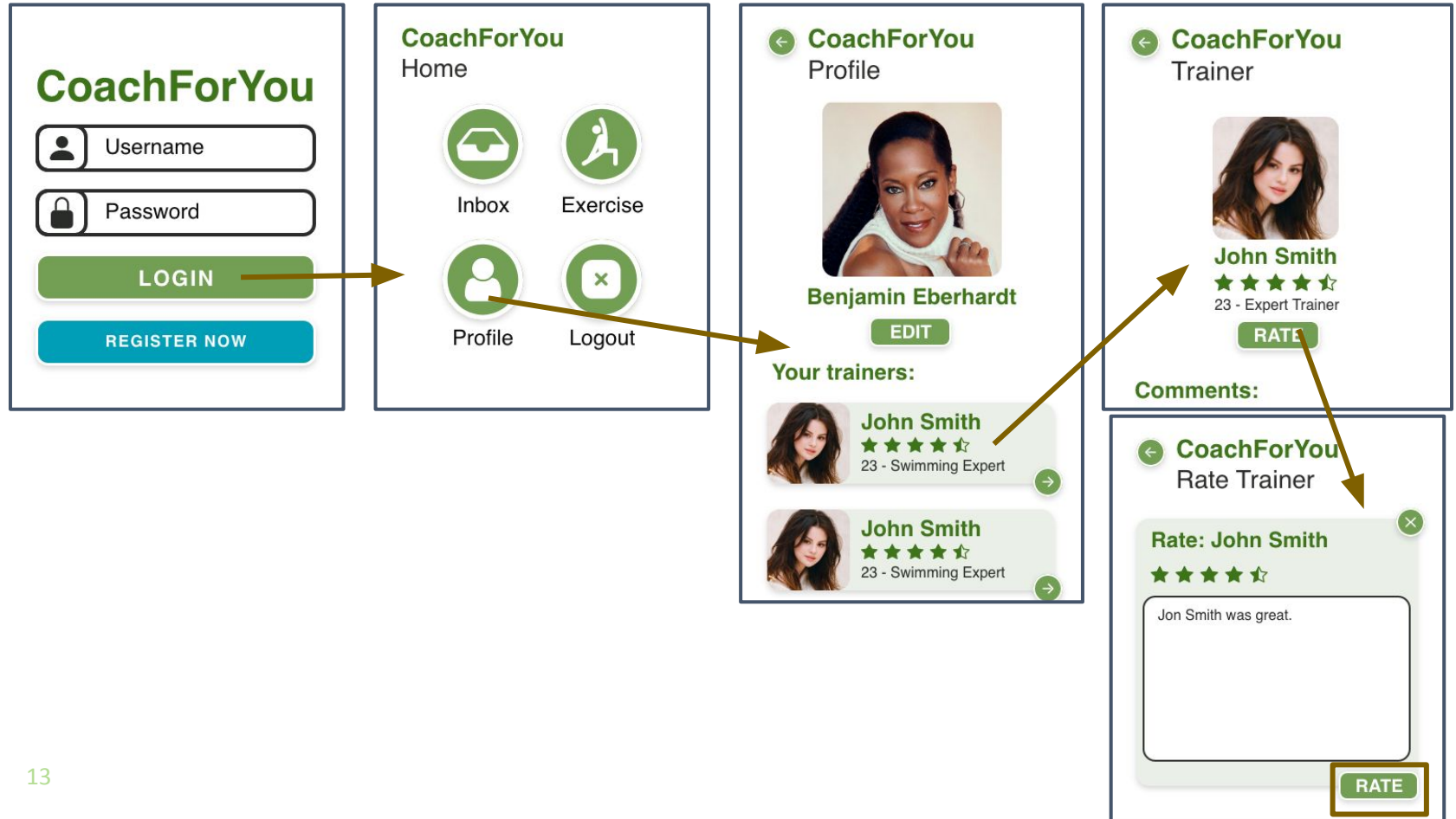
Task 1 - Communicate with a coach



Task 2 - Create a new exercise content

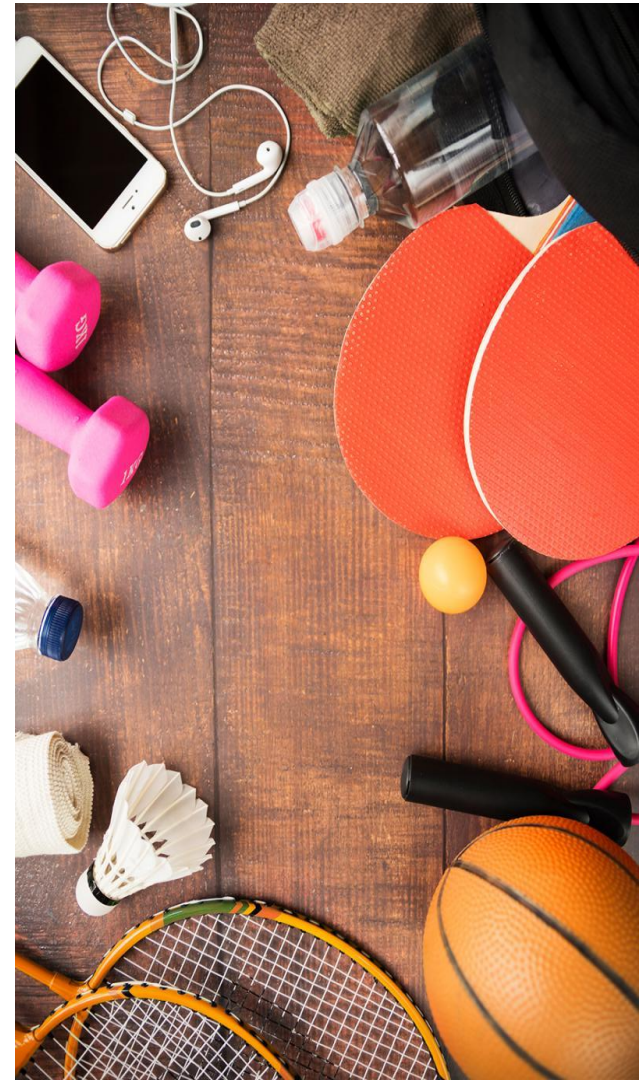


Task 3 - Rate a coach



Prototype Overview - Limitations and Tradeoffs

- Can't record voice or video.
- Can't checkout checkboxes.
- Can't write text.
- Can't navigate between exercises.
- Can't choose stars for a rating.
- No database for the application.
- Can't use the search function.



Prototype Overview - Wizard of Oz

When we did the first experiment with the paper prototype, we moved the paper to show the functionality.

In our medium-fi prototype the user can only move between screens so a person needs to say that the user actually did the things in the task (like recording himself).



Prototype Overview - Hard Coded

All fields already have text, the name of an exercise isn't changing, there is only one trainer, only one user's profile, the reply has a constant title name.

We needed those hard-coded features because adobe xd (the program we used to create the prototype), can't use user inputs.



Any

Question



[Google Slides Link:](#)

<https://docs.google.com/presentation/d/1lXyAwkgZ7nSrWJi11TQQnYrJGhbbM306SGLSB17bufM/edit?usp=sharing>