

# Mountain Biking App

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# Introduction

- The purpose of this app is to allow users to interact with this app to find mountain biking trails in their area.
- We wanted an interface that is easy to use and understand so that its users can easily navigate through the app to find the information they need.
- The app will be available for both iPhone and android devices

# iPhone



# Android



# Loading Screen

## Mountain Biking App Icon



# Interface

## Current Location:

Displays biking trails that are near the user local. Also the user can type a name of a city to display results.

## Filter:

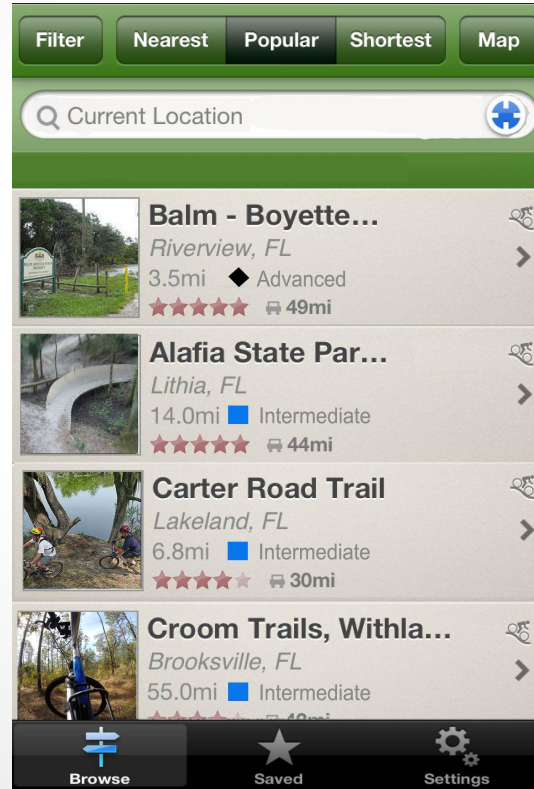
Allow the user filter results by Rating, Difficulty, If the park is open.

## Nearest:

Displays result that are the closest to the user.

## Popular:

Display the biking trails that are the most popular.



## Shortest:

Displays the biking trails that are within the shortest distance of the users location.

## Map:

Display the results of the locations of the biking trails in a map form.

## Browe:

Allows users to browse for biking trails.

## Saved:

Allows users to save bike trails to their mountain biking app account.

# Interface

**Images:**  
Users can add images to their account

**Park Location**

**Park Name**

**The activities that can be done on the trails**

**More Information about the park.**

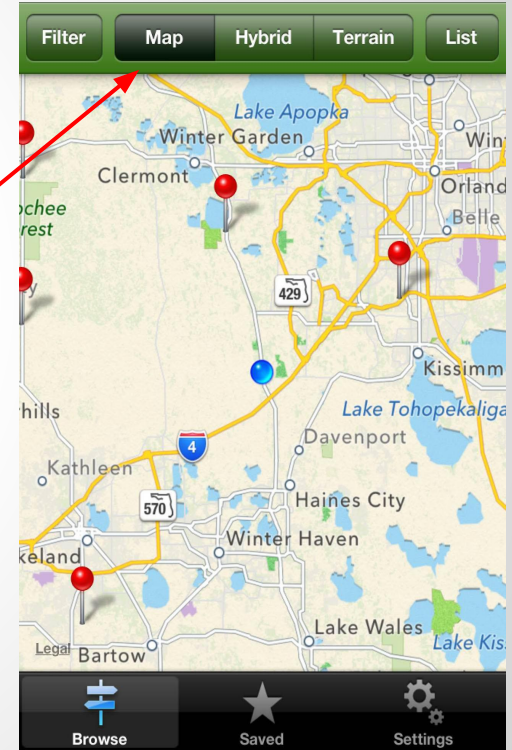
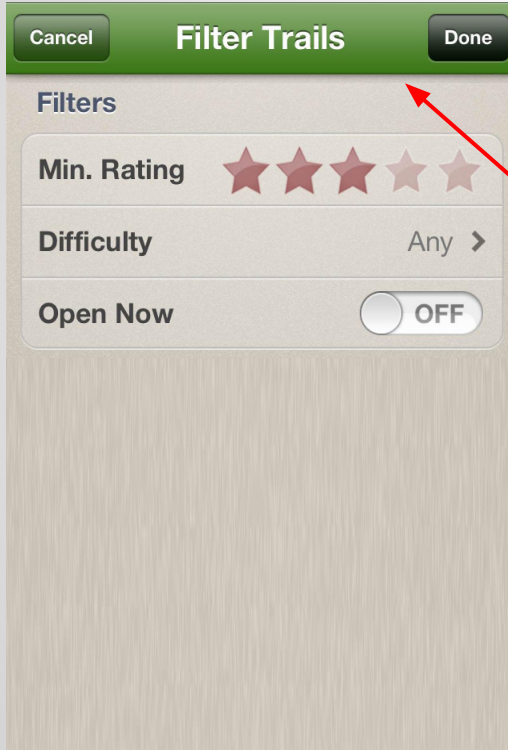
**Park Rating**

**Distance:**  
To park from current location

**Difficulty:**  
The difficulty is based off a similar system to snow skiing.

● Beginner   ■ Intermediate   ◆ Advanced

# Interface



# What were the test goals?

- Task success, usefulness, satisfaction, comprehension, and learning.
- Is the Mountain Biking App easy to use?
- Is it intuitive?
- Can all age groups use the application easily?
- What make the Mountain Biking App easier to use then looking for the information online?



# Test Methods

The test methods that will be implemented include users having a hands-on testing experience with the application.

The project included scales of satisfaction and usefulness on scales such as 1 to 10 and very bad to very good.

The participants were given specific tasks to get familiar with the functions of the application. These tested the participants ability to follow the instructions given by the interface and how well designed the interface is.

# Task List

To ensure that the participants get fully familiarized with the Mountain Biking App, we have a list of tasks that they must perform:

- Open the application.
- Use the current location icon to find parks in your area.
- Look for the park named Alafia State Park
- Tell us where the park is located?
- Tell us what the rating is?
- Tell us how many miles is it from your location?
- What is the skill level of the park?
- How many miles of bike trails are there to ride?
- Select Map button and return to the list.
- Select Filter and return to the list.

# Heuristics

- Visibility of System Status
- Consistency and Standards
- User Selection and Freedom
- Aesthetic and Minimalist Design

# Participants

The participants we chose for this usability testing were both male and female who rode bicycles regularly. We had four age groups and 5 participants.

- 18-20
- 21-23
- 24-26
- 27-29

# Questionnaire: Pre Test

Each participant was asked to complete a pre and post questionnaire for the usability test.

These are the pre test questions:

- How often do you ride your bike?
- Have you used any bike related app before?
- If so, was it a positive experience?
- Age and sex

# Questionnaire: Post Test

- Did you feel physically capable to perform the tasks?  
Why?
- On a scale from 0 to 10 (0 being very hard, 10 being very easy), how easy was it to find a park and the details such as rating and location?
- How easy was it to do the following:
  - Use the current location icon to find parks in your area.
  - Tell us where the park is located?
  - Tell us how many miles is it from your location?
  - Select Map button and return to the list.
  - Select Filter and return to the list.

# Questionnaire: Post Test Cont.

- How would you rate (Very Bad, Bad, Ok, Good, Very Good):
  - The experience of using the app?
  - The quality of the app?
  - The helpfulness of the instructions provided while using the app?
- What was the easiest task? Why?
- What was the most difficult task? Why?
- Did you have any concerns when using the app? Why?
- Did the app feel cluttered or unorganized? Why?

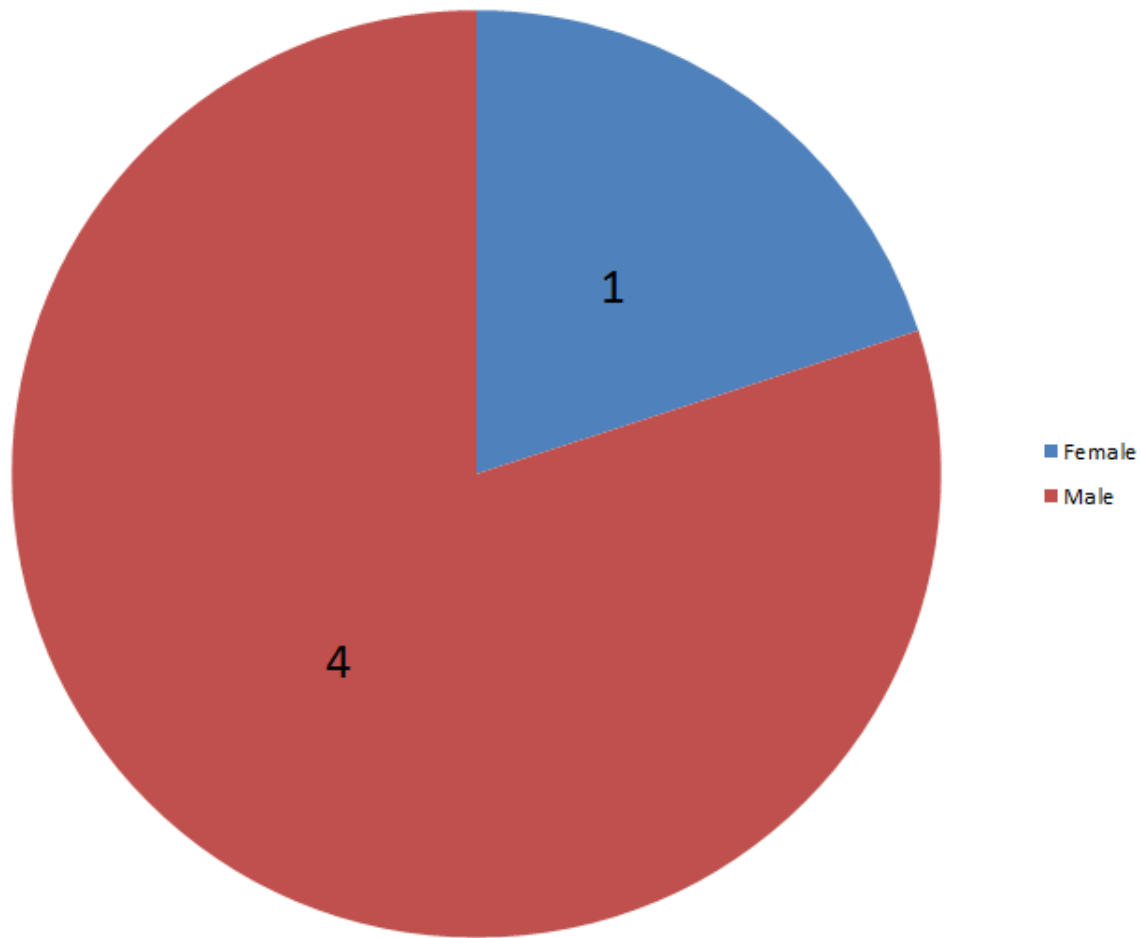
# Questionnaire: Post Test Cont.

On a scale of 1 to 5 (1 being not at all and 5 being very much)

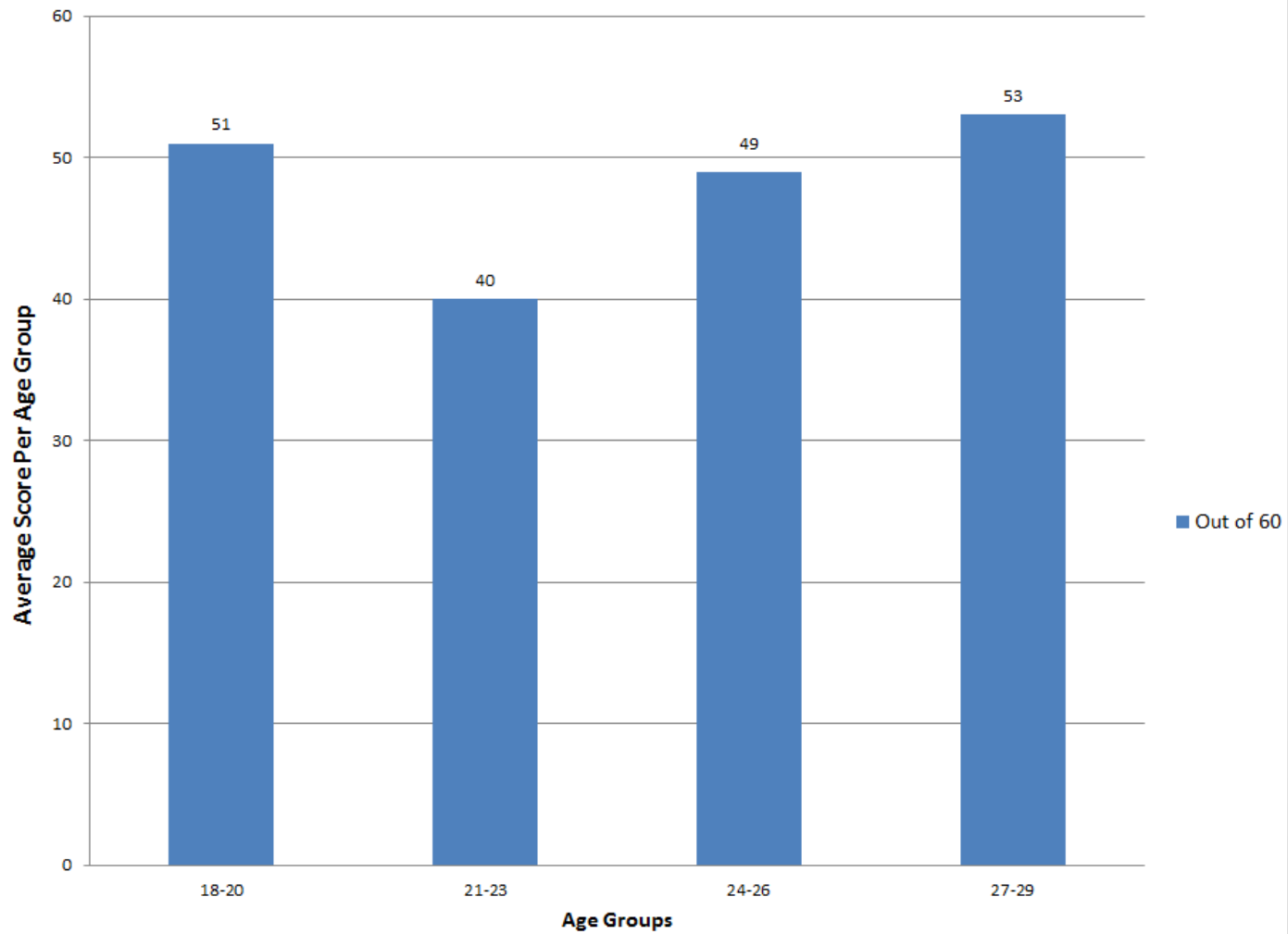
- Was the app effective to use? (Do you see yourself using this app in the future?)
- Was the app efficient? (Did the app do its job effectively?)
- Was the app safe? (Did the app or could the app lend itself to any danger?)
- Did the app have a good utility? (Did you get something out of using the app?)
- Was the app easy to learn to use? (Was it easy to see how to use it?)
- Was the app easy to remember how to use? (Would you be able to pick up the app again and remember what you learned?)



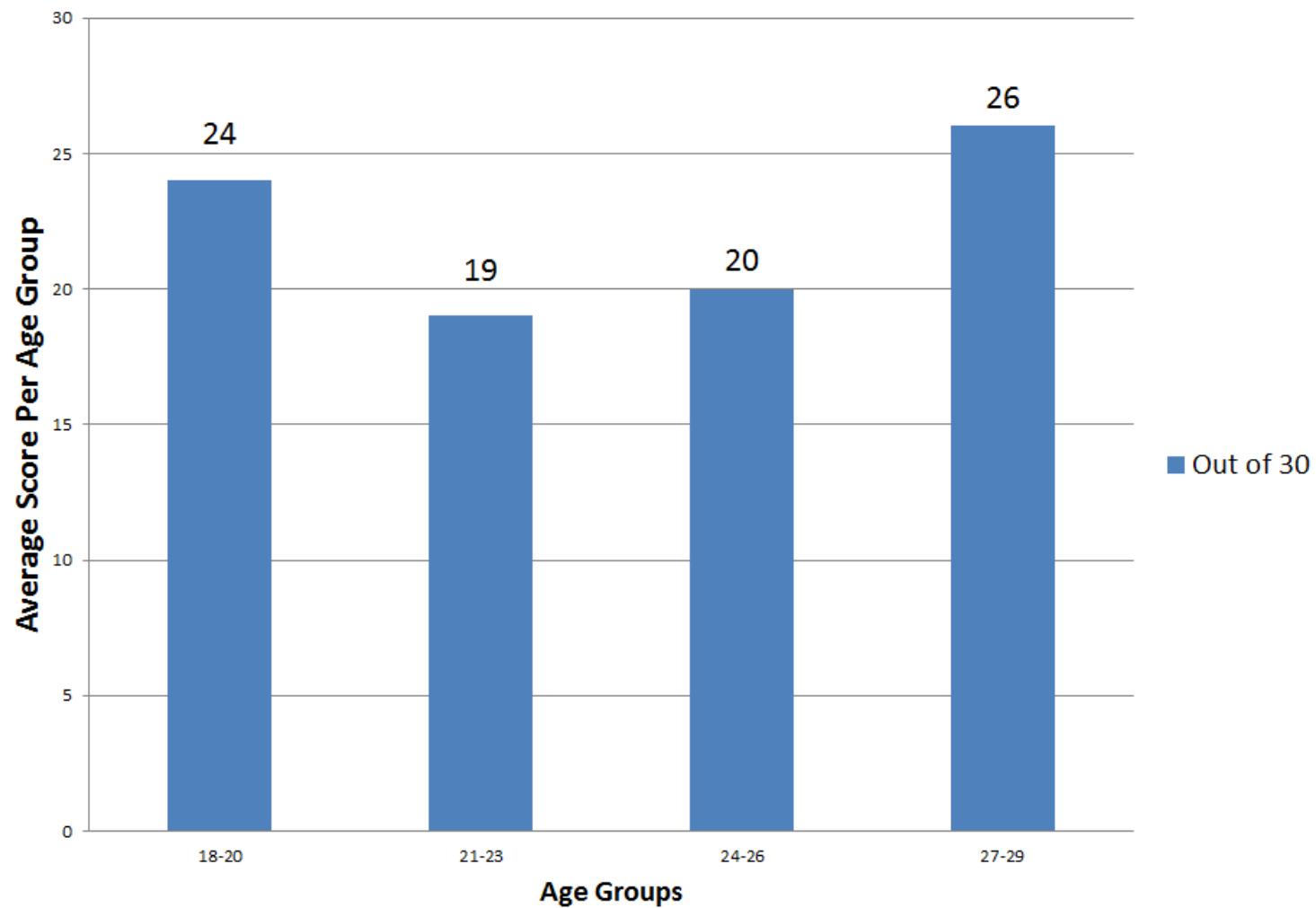
## Gender Distribution



## Overall Score for Mountain Biking App



## Design Goal Averages



# Suggestions

One suggestion included a hands-free way to search. This could potentially alleviate any danger in using the app while biking.

# Usability Test

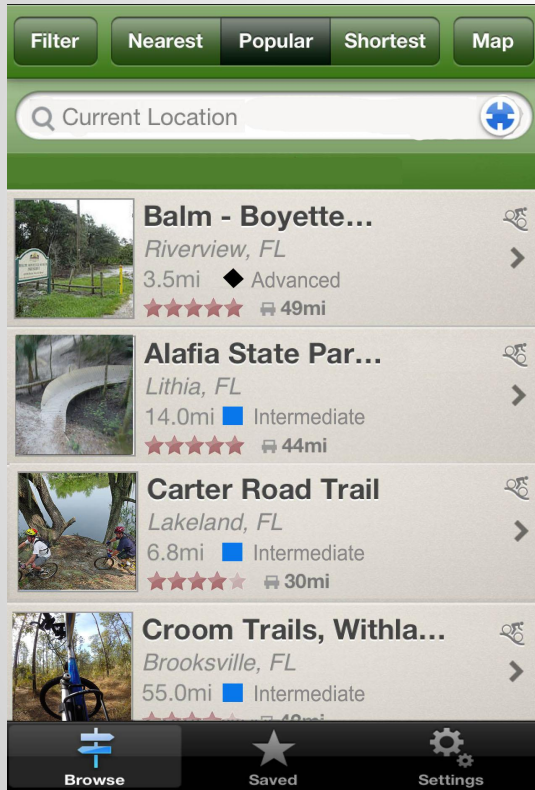
Open the mountain biking app.



Select Current Location icon

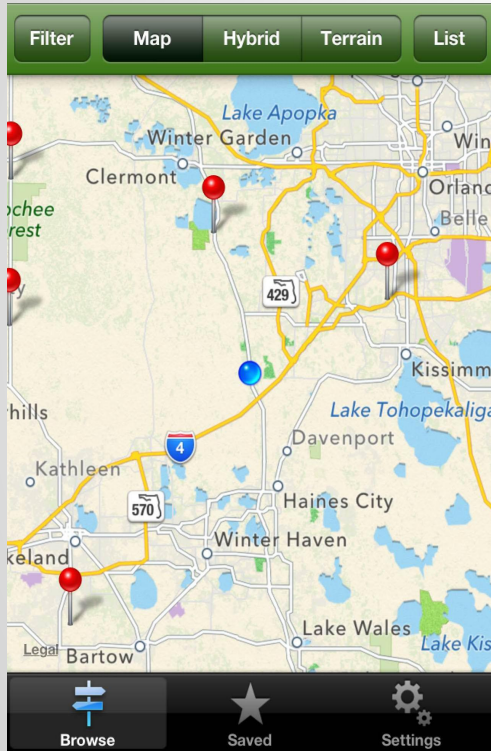


# Usability Test

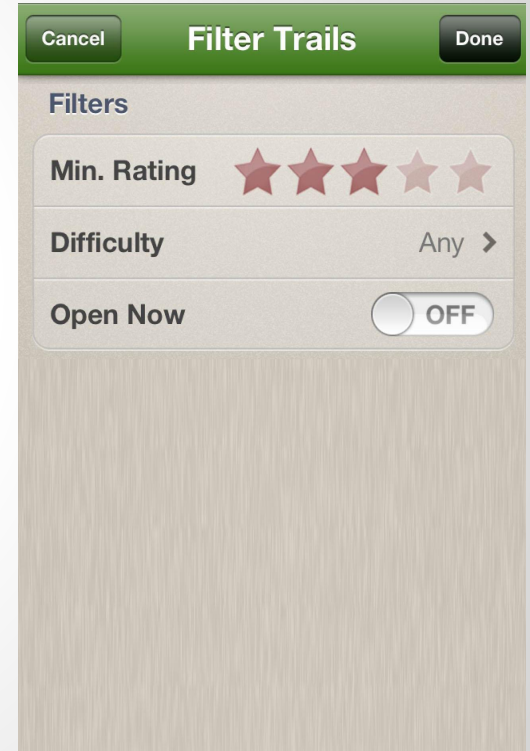


- Find Alafia State Park in the list.
- Tell us where the park is located?
- Tell us what the rating is?
- Tell us how many miles is it from your location?
- What is the skill level of the park?
- How many miles of bike trails are there to ride?
- Select the Map Button.

# Usability Test



- Select the List button
- Select the Filter Button
- Select the Done Button
- Then Exit the App.



**Questions?**