# RouteMyRun

Low-Fidelity
Prototype

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## Introduction

Finding or planning out a new route can be a time consuming and a difficult process for even the most avid of runners. As a result, many runners are forced to resort to running the same, boring routes that they have been running for years. RouteMyRun can provide these people with an easy tool to remedy their need for new, safe running routes.

Our mission is to provide a mobile tool that will allow runners to easily plan safe and enjoyable running routes.

## Prototype Description

Our low-fidelity prototype was designed to be as simple as possible, while incorporating advanced features in a user-friendly way. We designed our prototype with the iPhone interface in mind, which influenced how we will expect users to interact with our application. The client's main method of interaction will be through a touch screen, allowing him or her to push buttons, input desired constraints using a pop-up keyboard, and add waypoints by tapping a desired location on a map. In addition, the client can manipulate menus by sliding through them with his or her finger. The *back* buttons appear in a consistent location in the lower-left corner of every screen, making it easy for the client to navigate to the desired feature of the application. Small overlay screens are also used throughout the prototype to provide additional information and feedback to the client's actions. Map interaction will be identical to the iPhone map system: the client can drag across the screen to change locations. Dragging is also used when selecting desired elevation with a slider. The main screen of RouteMyRun shows the three main options that a client can choose: *Quick Run*, *Create New Route*, and *View Routes* (Figure A.1). Each of the three icons leads to a series of screens associated with the particular feature. At any point in the application the client can press the *Home* button and return to the main page.

### Quick Run

This option allows the client to easily and quickly track a run. The screen to track a run is displayed with a small screen overlay allowing the client to start tracking when he or she is ready (Figure B.1). Upon starting, the map shows a blue dot to represent the client's current location and a line to show where he or she has run (Figure B.2). While on the run, the client has the option to pause the run at any time by pressing the *Pause* button. A small screen overlay clearly shows that the run is paused until the *Resume* button is pushed (Figure B.3). When finished running, the client presses the *Done* button, and a small screen overlay is displayed asking the client to confirm that he or she is, in fact, finished running. At this point the small overlay displays the "Quick Stats" for the run (Figure B.4). The client then presses the *Okay* button and the small overlay briefly informs him or her that the run is stored (Figure B.5). Finally, RouteMyRun defaults back to the main page (Figure A.1).

### Create New Route

Once this icon is selected, a screen shows which asks the client for his or her route constraints (Figure C.1). The route name, start point, end point, distance, and difficulty can all be set on this

same page. If the client wants to specify points through which to run, he or she presses the *Add Waypoints* button. A map page appears, defaulting to the client's current location (Figure C.2). He or she can then move around the map by sliding his or her finger across it, or by searching for a specific location (Figure C.3). To add a point, the client taps a place on the map and a marker appears. When all the waypoints are marked, the client presses *Done*. He or she is returned to the constraint screen, from which the *Route It* button can be selected. A route is displayed with a star rating for difficulty (Figure C.4). If unsatisfied with the suggested route, the client can press the *Re-Route It* button to make a new route with the same constraints. If he or she would like to change the constraints, the client can press the *Edit* button to return to the constraints page and make changes. Once satisfied, the client presses *Choose* and is taken to the ready page (Figure B.1).

### View Routes

This feature displays routes in a list form that are sorted by date as the default. They also can be sorted by name or distance by pressing on the corresponding column title (Figure D.1). The arrow on the very right of each entry indicates that the client can tap a specific route to access more detailed information about the route. Specific route detail screens show a map of the route, along with some statistics (Figure D.2). The options on this screen allow the client to review all of his or her past statistics for the given route, set a desired pace for the route, run against her "ghost" (which represents his or her personal best time) on this route, or to simply run the route. Pressing the *Stats* button displays a scrollable list of all of the client's past statistics for this particular route and the option to display this information graphically (Figure D.3). Pressing the *Show Graph* button bring up the average pace vs. date graph for all runs on this route (Figure D.4). The Set Pace button pops up a small overlay screen where the client inputs a minutes-per-mile goal. Once set, the ready screen is displayed. On this chosen run, a red blinking dot shows the client where they should be to run at the desired pace, while the blue dot shows their actual location. The *Beat My Best* button allows the client to race their personal best time for the given route, which is displayed in the same fashion as a paced run. Upon completion of either a pace run or a ghost run, a small overlay screen is displayed informing the client of his or her run statistics in relation to the goal.

## Method

### Participants

In order to ensure that our clients were similar to our contextual inquiry participants, and were unfamiliar with our project, we chose to conduct our Usability Testing at the Greenlake Starbucks, which is known to be frequented by Seattle runners. We found our participants by approaching people who were obviously dressed in running gear, and asking them several background questions to ensure that they fit our desired demographic. The first client was a male in his late thirties who has run about nine miles a week for the past five years, and has participated in several 5K and 8K races. Although he does not own a smart phone, he was familiar with the basic operations of an iPhone. Our second participant was a female in her twenties who started running seriously a year ago in order to compete in her first marathon. She is a self-proclaimed technical novice and was very nervous about trying to use an iPhone. Our third client was a female who was very proud of

her running history having been an avid runner for the past 20 years. She is in her early forties and has run numerous 5K and 10K races, as well as completed a few sprint triathlons. Although she did not have very much experience with an iPhone, she was confident that she could easily figure out how to use one. Finally, our last client was a female in her thirties. She has run off and on for the past ten years. She runs for the health benefits and has never felt compelled to participate in a race. She was the only participant who owned an iPhone and was therefore very aware of how to operate one.

## Environment

As previously mentioned, we found our Usability Testing participants at the Greenlake Starbucks, which proved to be a great location to find clients due to the high number of people who had just finished a Sunday-morning run. In addition, these people were mentally prepared to sit down and enjoy their drink, and therefore were not in a hurry to leave. We feel that this worked in our favor, making them more agreeable to take time out of their lives to help us. We chose a large corner table, situating the client at the end of the table with two team members on either side. Those who were directly interacting with the client (the facilitator and the computer) sat to his or her direct left and right and the observers split up on either side as well. One observer used a computer, while the other used pen and paper. We feel that having two observers present enabled us to conduct our tests smoothly, without unnecessary delays. The tasks were placed on the client's left, and displayed one-by-one by the director. The paper prototype was displayed on the right, and the computer was appropriately situated to be able to respond to the client's actions quickly and effectively.

## Tasks

Our Usability Testing involved having the participants complete each of the three tasks that we previously developed. The first easy task required the participants to go for a quick run and record their statistics. Because our application has features used before, during, and after a run, we split this task into three smaller subtasks that were completed in sequence. This allowed us to extract the maximum amount of information about our prototype; it provided feedback about the *Quick Run* icon, the *Pause* and *Resume* features, and the automatic display and storage of the route statistics. The second medium task asked participants to create a new running route, given a series of constraints. Again, we split this task into two subtasks: the first required the participants to search for an initial route that included six different constraints, and the second asked the participants to make a specific change to the suggested route. This tested the feature that allows the client to set waypoints, as well as the ease of setting and editing a series of constraints. The last task involved the participants racing their personal best on a given route. Since our goal was to test the ease of accessing this feature, as opposed to the feature itself, this task was not broken into subtasks, but administered as a whole. This allowed us to observe whether an unfamiliar feature was still easily used by our participants.

## Procedure

When the clients sat down at our table, the facilitator of our tests, Lisa, introduced the team to the client and then had the client sign a consent form. To ensure consistency across all of our participants, she then began to read the prepared script (see Appendix B). This began with the

administration of a few background questions concerning running history and level of iPhone experience. She continued by explaining the purpose of our project and the basics of what our application could do. The client was then given a short overview of how to interact with the paper prototype and was shown a demonstration on how one would set the end point of a route. After this, she made sure to strongly emphasize that we were critiquing our interface's usability and that we were not testing the client in any way. She also made it very clear that the client was free to withdraw at any point. She then stated that we would not be able to offer any guidance and that the client should use the application with their best intuition. Finally, she asked the client to try to think out loud, so we could follow his or her thought process. At this point the client was allowed to ask any clarifying questions.

After all of the client's clarifying questions were answered, Lisa presented the client with the first task. All three of our tasks and their sub-tasks were printed on a single sheet of paper, but only the task at hand was shown at any given time. As the client progressed through each task, Stephanie, the computer, presented each client with the different screens. As the client completed a task or sub-task, Lisa revealed the following task and explained what the client was to do next. Steven and Toby closely observed each client's interaction with the interface as each of the tasks were performed. After all three of the tasks were completed, Lisa asked the clients if they had any comments or suggestions about the interface or the application as a whole.

### Test Measures

We took two approaches to our note taking: one observer transcribed all the interactions so that we could have a literal script, while the other focused on the specific actions of the client. We found that these two approaches gave us insight into both what the client said and the context in which they said it. We made sure to highlight when the user appeared to have difficulty, and noted whether they stated their confusion out loud or just paused for an inordinate amount of time. Concurrently, we noted when they liked a particular feature. We also recorded improvements the client thought we could make to features, or additional features they thought would enhance our application. Before we started, we already knew there were two screens that each had button names that were potentially confusing. For that reason, we paid special attention to what the client did when using both of those screens and also asked for their opinions on the topic at the conclusion of the study.

## Results

### Basic Interaction

In general, participants were successful in navigating our prototype to complete the required tasks. They overcame the obstacles of the paper prototype, and interacted realistically with the interface. Even those without prior smartphone experience seemed to know that buttons could be pressed and lists could be scrolled through, and after our demonstration, all were confident in manipulating a map view.

## Opening Screen

For each task, all clients successfully chose from among the available icons on the main screen with no hesitation.

## Creating a New Route

Two of the four participants tried to change the settings for *Starting Point* and *Ending Point* to their current location although this was not necessary because our application sets these fields to the current location by default. In addition, one participant struggled to add waypoints to the route. Rather than choosing the *Add Waypoints* button at the bottom of the screen, she selected *Starting Point*, and seemed to try to map her whole route in this view. She did not tap on the screen to add a *Waypoint*, but simply scrolled to the appropriate map area and then pressed *Done*, thinking that a *Waypoint* had been set. When she received the feedback that no waypoints had been set, she noticed the *Add Waypoints* button and attempted once more. This time, she searched for the location in the search bar, and then pressed the *Done* button. However, she still failed to tap the screen at the desired location, so no waypoint was ever successfully set. At this point, we asked her to move on to the next task. Another issue that arose was the difference between *Editing* and *Re-Routing* a suggested route. When we asked participants to adjust the amount of hills in a proposed route, several were unsure about which option to select to make this change. However, those who selected *Re-Route it* and observed the result of this choice quickly knew that this was not what they were looking for, and subsequently chose the *Edit* button.

## Racing a Personal Best

All of our participants successfully navigated to this feature, and seemed to find no ambiguity in the button label, *Beat My Best*. Two of the four participants first viewed their statistics and the corresponding graph for the chosen route, which was alluded to in our task description, but not required to complete the task. The other two participants simply went straight to the *Beat My Best* button without hesitation. Every participant seemed to be the most impressed by this aspect of our application, and mentioned what a cool idea this was.

## Discussion

After doing the Usability Testing, we feel that we have much greater conceptual understanding of what works well in our interface, as well as what features need improvement. As clients interacted with RouteMyRun, we saw them get excited about the features our application offered. However, we also saw them hesitate at certain points when they were slightly confused, and we observed one participant repeatedly struggle through a task. We were very pleased that most participants had minor to no issues performing the tasks we presented them, and that they expressed that the application has great potential. Despite the positive feedback we received in general, there were several key points that we can take from this Usability Testing that can help us improve RouteMyRun.

A flaw in our interface that was revealed through the user testing was the way in which the client sets points on the map. One of our users said, "Add point button?" as she searched the screen for some indication of how to set a waypoint to the map. Another one of our clients searched for a location in the search bar and clicked on the *Done* button, thinking that doing so would add a waypoint to the route. On top of this, our clients were unable to even tell if a waypoint had been set. This is because there was no visual difference between the route planning screen with waypoints set and one without. We decided that we would add a small caption at the top of the map that states, "Tap the screen to add waypoint." This small note would go unnoticed to frequent users, but would provide much-needed clarification to new and infrequent users. Also, a note will appear at the bottom of the route planning screen telling the user that "n waypoints have been set", where n is the number of waypoints the user has set. The final change to our interface will be changing the *Edit* label to *Back*, in order to increase internal consistency.

There were features of our interface that we were unable to test with the paper prototype simply because our application is intended to be dynamic and paper is static. For example, it was hard for the client to tell what the tracking screen was doing. In real time it would be obvious that the run was being tracked because the timer would be incrementing. Similarly, we could not test the feature that allows the client to race against his or her best time because that requires two dots to move dynamically along the screen. Once again, the static nature of the paper prohibits the ability to test features that change. It is also impossible to test how the application would work if one were to actually run with one's phone. An application which works perfectly well while stationary may be extremely difficult to use while moving. We have tried to take this into account as we designed our application but we can only use our best guess in lieu of any concrete test results.

**Figure A.1**



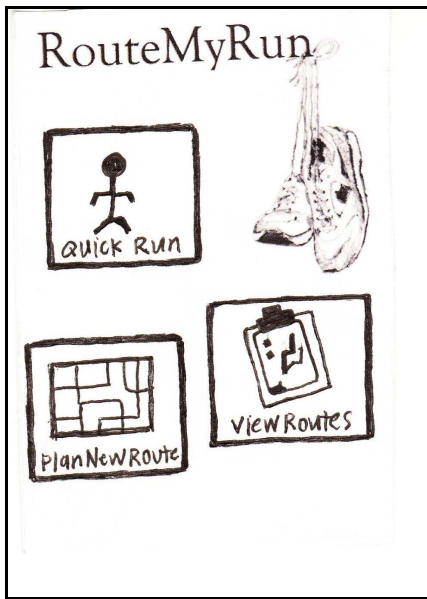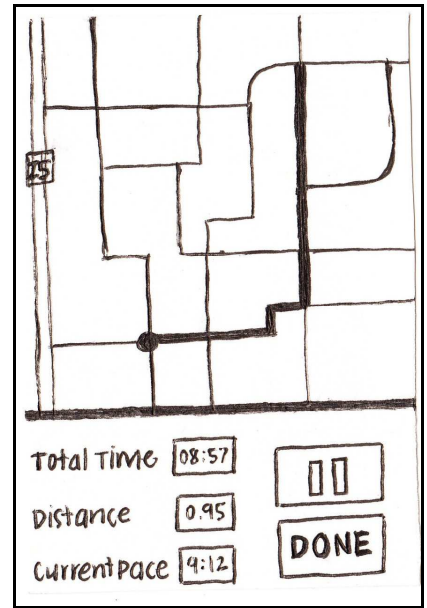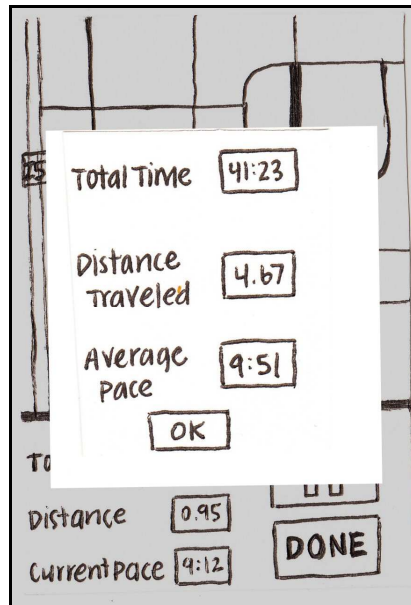**Figure B.1**



**Figure B.2**



**Figure B.3**



**Figure B.4**
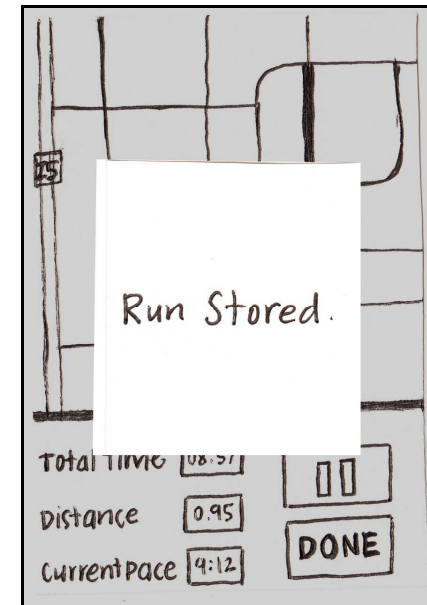


**Figure B.5**

## Figure C.1

Plan New Route:

Start Point: [current Location]

End Point: [current Location]

Distance: [ 6 ] mi

Difficulty:

Flat ————●———— Hills

☐ Avoid Main Roads

[BACK] [ADD WAYPOINT] [GO!]

**Figure C.1**

## Figure C.2

Add Waypoints:

Search: ( 🔍 ) [GO]

[CANCEL]                    [DONE]

**Figure C.2**

## Figure C.3

Add Waypoints:

Search: ( 🔍 ) [GO]

**Figure C.3**

## Figure C.4

Suggested Route:

Total Distance: 1.12 mi
Difficulty: ★★★★☆

[BACK] [RE-ROUTE IT] [CHOOSE]

**Figure C.4**

## Figure D.1

Stored Routes:

| Date | Name | Distance | |
|------|------|----------|---|
| 10/04 | Greenlake | 4.7 mi | > |
| 5/12 | Secret stairs | 2.3 mi | > |
| 3/09 | Ravenna | 6.1 mi | > |
| 11/04 | Burke | 1.15 mi | > |
| 9/27 | SouthBeach | 7.4 mi | > |

[BACK]

**Figure D.1**

## Figure D.2

Greenlake Route:

Date: 3/09   Time: 35:34
Distance: 6.1   Pace: 8:37   [STATS]

Green Lake

[BACK] [SET PACE] [GHOST] [CHOOSE]

**Figure D.2**

Greenlake Route stats:

| Date | Pace | Total Time |
|------|------|------------|
| 10/21/09 | 8:19 | 39:08 |
| 10/11/09 | 8:42 | 42:33 |
| 9/15/09 | 8:16 | 38:41 |
| 9/06/09 | 8:37 | 40:52 |
| 8/30/09 | 8:57 | 43:47 |

[ BACK ]          [ SHOW GRAPH ]

**Figure D.3**

Green Lake Stats:

Pace (vertical axis)

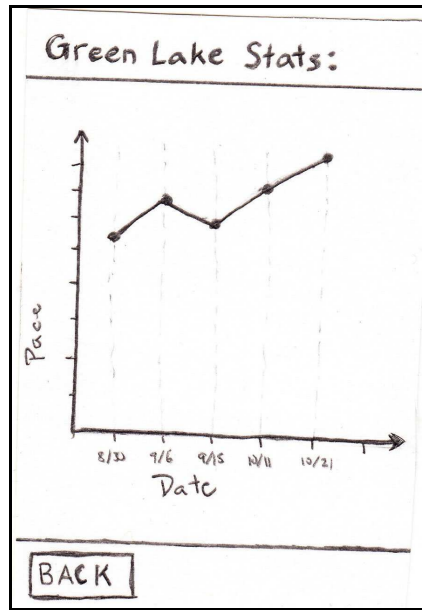Date (horizontal axis): 8/30  9/6  9/15  10/11  10/21

[ BACK ]

**Figure D.4**

## Appendix B: Scripts

**Pre-Task Questions:**

1. In an average week, how often do you run?
2. How long have you been running?
3. Have you completed any races? If so, what distances?
4. Do you have any experience with a smart phone, such as an iPhone?

**Intro:**

Thank you for choosing to participate in our study. We are the designers of a new smartphone application, Toby, Steven, Stephanie and Lisa. First we will have you read through and sign a consent form, which basically says why we are doing this research and that you are choosing to volunteer. [Administer consent form]

The purpose of the RouteMyRun application is to allow runners to easily plan safe and enjoyable running routes. The features of this application include the ability to go for a quick run and record your statistics, plan and store running routes, set a desired pace on an existing route, and view overall statistics for different routes.

In this user test, we will be using a paper version of our potential interface to determine its design pitfalls and drawbacks. We will instruct you to complete three tasks, one at a time, using this paper prototype. For each task, we will tell you a specific goal you wish to accomplish using our interface. We will then observe your actions, providing little to no feedback, to test the true usability of our interface.

Assume that you are using a mobile application, and try to interact with it as if it were a real smart phone application. Assume the paper prototype has a touch screen, and that you can push buttons, scroll across lists and maps, and type on the pop-up keyboard as needed. Feedback to your actions will be provided by swapping out screen shots and adding overlays and post-it notes. Now [name] will show you an example of how to interact with our paper prototype. [Show example of how to set an endpoint]

*I would like to plan out a run that starts from here and would end at the Woodland Park Zoo.*

1. *We tap on the "End point" dialog box, which brings us to a map.*
2. *We slide through the map and tap on the zoo to set the end point.*
3. *We tap on the "Done" button to finalize that decision*

We would like to stress that this is a test of our project, not your abilities. If a particular task seems unintuitive or difficult, it's our fault, not yours. Other people will probably get stuck for the same reasons.

As you are going through tasks please try as much as you can to think out loud, and explain what you are doing aloud during each step. This will allow us to observe your thought process.

Do you have any questions about how to interact with this application before we get started?

# Consent Form

The **RouteMyRun** application is being produced as part of the coursework for the University of Washington Computer Science course "CSE 440: Introducton to Human-Computer Interaction". Participants in experimental evaluation of the application provide data that is used to evaluate and modify the interface of **RouteMyRun**. Data will be collected by interview, observation, and questionnaire.

Participation in this experiment is voluntary. Participants may withdraw themselves and their data at any time without fear of consequences. Concerns about the experiment may be discussed with the researchers Toby Escarez, Steven Myhre, Stephanie Smallman, Lisa Fiedler, or with Professor James Fogarty, the instructor of CSE 440:

James A. Fogarty

Computer Science & Engineering

University of Washington

206-685-8081

jfogarty at cs.washington.edu

Participant anonymity will be provided by the separate storage of names from data. Data will only be identified by participant number. No identifying information about the participants will be available to anyone except the researchers and their supervisors.

I hereby acknowledge that I have been given an opportunity to ask questions about the nature of the experiment and my participation in it. I give my consent to have data collected on my usage and opinions in relation to the **RouteMyRun** experiment. I understand I may withdraw my permission at any time

Name _____

Date _____

Signature_____

Witness name _____

Witness signature_____

## Appendix D: Task Prompts

**Task 1:**

*Part A:*
You would like to go out on a run. Since you don't have a lot of extra time today, you are not going to plan a new route, but want to go on quick run instead.

*Part B:*
You reach a stop light, and don't want the time spent waiting to be included in your overall statistics.

*Now the light is green, so you can go!*

*Part C:*
You're done with your run and want to record your statistics for this run.

**Task 2:**

*Part A:*
Create a new running route that:
- Is about 7 miles in distance
- Has some hills
- Avoids main roads
- Starts and ends at your current location
- Runs through Cowen Park (in Ravenna)
- Runs through the University of Washington campus

*Part B:*
You decide that the suggested route is too hilly! Change your route accordingly, to make it less difficult and save this run for later use.

**Task 3:**

*Part A:*
Your favorite route is a Greenlake route. You are going to run this route again today, but you want to find out how well (time and pace) you have run it in the past. Then you want to try and beat your best time on this route. Use RouteMyRun to find this information and start a run to try and beat your best time.

**Debrief:** Do you have any comments, suggestions or questions about the prototype you used today?

## Appendix E: Toby's Notes

Participant 1: Josh
    Runs 3 times per week about 2.8 miles
    Has run this often for 5 years
    Runs 5k and 8k races
    has experience with iPhone

    Task 1:
        Paused a while looking at "go" screen
        Seemed to think that the footprints were part of the interface

    Task 2:
        Tried to scroll in a way not intended.  In the opposite direction
        Paused when they needed to go back to edit the amount of "difficulty stars"
            Asked "Edit or re-route it?"

        He is not sure if the page is how he left it.
            If the way-points are still set

    Task 3:
        Did not go into stats page.


Participant 2: Mandy
    Runs 3-5 times a week.  3 - 20 miles per run
    Has run this often for about a year
    Has run 1 marathon
    Has no iPhone experience

    Task 1:
        Looks a long time at the start tracking screen
        Goes through the rest very smoothly

    Task 2:
        Says "I'm confused" when the map screen is displayed
        Asked "Add point button?"
            How to set a way point is not clear
        Can't read the text
            Holds display close to her face and states "I have really bad eyes"

    Task 3:
        Didn't look at the stats page.


Participant 3: Dan
    Runs 3-4 times a week.  3 - 5 miles a run
    Has run 19 years
    Ran a 1/2 marathon, 10k's, 5k's, and sprint triathlon
    No smart phone experienced

    Task 1:
        Doesn't want to have to interact with the phone
            Says "I have to remember to hit continue run"
            Thinks it should start again automatically

Task 2:
   Thinks she has to name the route to continue

   Sets start point at our current location even though the start point text box contains "Current location"
      -Maybe thinks she has to enter the current location

   Confused on how to use the map

   Thinks that edit vs re-route it is unclear

Task 3:
   Looked surprised that the "beat my best" button took her to the "start tracking" page.

Participant 4: Karen
   Runs 2-3 times a week.  4-5 miles a run
   Has run 10 years on and off
   Never has run a race
   Owns an iPhone

   Task 1:
      Goes smoothly, but is confused by the running screen (thinks it's a stats screen)
         probably because the drawings are static
      "It's really easy"

   Task 2:
      Sets start point
         Tries to set the way points in the set start point screen
         Scrolls over to Cowen park and UW campus but does not tap on the screen
            Thinks that pressing "done" will set the way point at the location depicted on the screen

      Confused with "edit" vs "re route it"
         initially presses re-route it to try and reduce difficulty stars

   Task 3:
      Everything went smoothly
      Went a little too quick

**Client #1: (Josh)**
Questions:
1) I run about 3 times a week. One lap around the lake each time.
2) Since 5 years old – 23 years. 5 years for above
3) Races: 5K, 8K in the area. Pinapple classic this last weekend. Jingle bell run. Seattle half, maybe this summer
4) Don't own an iPhone, but has friends with them and is familiar.

**Task 1:**
Suppose I would press quick run
I imagine I would press pause
Light is green – resume.
Done, I think I am – yes
Reads all statistics, and says great, OK

**Task 2:**
Start Point current location
End Point current location
Distance
7, hesitates, and Done
Some hills is between flat and hilly
Avoid main roads,
Not sure which way I would be pushing to move the map, but I'll assume this way
Drumheller point
Route it!
Edit or Reroute- big hesitation there. "I'm gonna say 'edit'"
Choose!

**Task 3:**
I suppose, view routes.
"Try and beat your best time… hmmm"
Well, I suppose I want to run my greenlake route, so I will click my greenlake route.
I assume I will try and beat my best now, so I will click go.

Reminds me of this game I played when I was little.

Only word I wasn't familiar with was 'waypoint'
Wasn't sure about "re-route it"
Now that you explain that to me, I can't think of a better label for that button

That's a cool app!

**Client 2: (Mandy)**

**Questions:**
1) 3 -5 times a week.
2) Coming up on a year now
3) 1 marathon
4) No experience, not familiar at all.

Is it for distance runners?
Carrying enough water with you.
Where water stops were along a route for distance runners would be useful.

**Tasks:**
**Task 1:**
Quick Run
Meh, Start Run
Prolly pause
And then resume.

Done
Laughs at are you sure you're done
I wouldn't necessicarly want to record that, myself

A lot of running diaries will give you an option to rate your run.
   This was a hard run for me.
      Could do that in my sleep again, vs it was very difficult

**Task 2:**
Plan a new Route
Prolly type 7 miles in there
Name the route: 7 miler through Ravenna
Oh, I can actually move that (The hilliness slider)

You would type into the search bar, where you want to be, so in this case, Cowen park.
So I would add a point, is there a add a point button?  Oh I guess I could just push there.

Then I would search, Burke Gilman through UW
I'd add a point right there, on burke gilman, and then say done.
Then I would say "map it", Oh "RouteIt"

Cool, there is my route.

Edit
Move my hilly thing, for me I'd move it all the way to flat.
And then "routeit"
Am I saving or what am I doing?

Choose
Save


**Task 3:**
I would say view routes
Greenlake
Uh, Stats? Oh, "beat my best!"
Start tracking my run.

Oh that's cool (ghost feature)

Post:
Really user friendly
About the tracking and routing
If there is a way to know store, along with the pace, what the temperature was, if it interfaced with a local weather web site.
2.8 miles, what the hell am I going to wear?
How much water you take with you
Add an alarm when you need to consume it along the route
Linked to an algorithm that links with the weather and distance etc.
Everything affects running.




**Client 3: (Danielle)**
**Questions:**
1) 3-4 times a week, 3-5 miles
2) Almost 20 years (19)
3) Longest one was a half marathon, but I've done 5K 10K, those are all sprints though
4) No

**Task 1:**
So I click quick run
Umm, "Start tracking run"
There's my start spot? (we can't really answer any questions - Lisa)
So I just have to remember
Then I'm thinking, I have to remember to click Resume, after the light turns green.
I wanna record my statistics.  I assume the machine has recording all my stats all the whole time.
I'm slow today, I don't know… ☺

**Task 2:**
So I hit new Route
Um, I don't know if I would name it first, or name it after.
Because It is first, I have the inclination to type that first.

So I type in "Cowen park run"

So I click on start point that says current location, click on that, and then click where I am

Now I'll click on add waypoint. I will scroll to cowen park, and then push to addd a waypoint.  Then I would scroll to UW and press a point, and click done

Then I would move the slider to hilly.

Then I would click route it

(Then an error would pop up and say, no mileage entered)

Oh okya, so I would enter 7

Then I would do edit and move it to flat

Choose

Run now

Start tracking run

Task 3:

So I'm assuming I've already done this route, so I go to view routes

So I click on the greenlake one.

I go to stats.

OOOO I wanna see my graph, I like that

So I've been getting slower.

I don't like that, so I wanna go back

Then I go back again

I think I wanna click beat my best, cause I wanna see what…

Start tracking run

Anything confusing? (Lisa)

No, but I'm the type that I'll just keep dinking around until I find what I want

**Client 4: (Karen)**
1) 2-3 times a week, 4-5 miles
2) On and off for 10 years
3) No
4) Yeah, have one

**Task 1:**

Part A

Quick run

Start tracking run

Part B:

The total time for my old run was 10 minutes?

Oh, okay, so pause

Resume

Part C:
Done
Yes
Ok


**Task 2:**
Part A
So, start point
Scroll here, where's UW?
Back I guess. Hmm
Okay…
So now that I know it says start point,
I hit search first
So, I hit right here (where she is)
Search for
Now you showed me this earlier, so I'm wondering
So I search University of Washington
Then hit done
And then Done (without adding waypoint)
So then I hit add waypoint
I will hit search
And then hit Cowen Park
And then hit done
Endpoint would be current location, so I would put 7 miles, done
With hills, so I would move that to hills.
And then avoid main roads, and then route it.
Doesn't go through either waypoint
Oh, okay, so "Re-routeit"

So I hit edit
Add waypoint
Then type in Cowen park
And then hit done (again without adding point)
And then hit add waypoint, and then University of Washington and then done (still not adding the point)

Moving on…

Part B:
Changes the hilly slider to flatter
Route it
Choose
Save it for later

**Task 3:**
View routes,
Green lake
Beat my best
Start run tracking

I may have really fubbed that one up
I think that the ghost run is awesome!
As a runner, for you to do, like what is grass and what is street.
It was awesome, I would buy it.