**Peloton Test Plan**

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**About the Study:**

The Peloton app allows you to do more than just take spin classes online. You’re able to take a number of different types of pre-recorded fitness classes on your phone. The design team would like to do exploratory research to assess the overall functionality of common types of tasks.

**Methodology:**

The proposed methodology will be a one on one moderated usability test. Participants will download the Peloton app on their personal devices and be asked to perform several tasks.

**Objectives:**

Discover overall usability and sentiments towards the Peloton mobile app.

**Participants:**

* 6 Participants
* Ages 25-34
* Participants that exercise regularly
* Participants that use or are interested in fitness classes

**Study Timeline:**

| **Activity** | **Week 1** | **Week 2** | **Week 3** |
| --- | --- | --- | --- |
| Create and Draft Plan/Proposal | X |  |  |
| Research and Recruit Participants | X |  |  |
| Conduct User Research |  | X |  |
| Analyze Research Findings |  |  | X |
| Report Research Findings |  |  | X |

**Data Collection:**

* Qualitative data like quotes and sentiments will be collected.
* Video and audio will be collected.
* Success/Partial Success/Failure data will be collected

**Deliverable:**

A slide deck will be generated with research findings and will include recommendations for revisions to the design.