

# Vertical Endeavors Website Review

**Usability Testing Report** 

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## Overview

Rock climbing is a fun group activity in an open environment for people of all ages.

With a wide assorment of activities and classes, Vertical Endeavors has more offerings to the casual climber than they may realize.

Vertical Endeavors can offer mutiple learning opportunities at the gym. Climbing Lessons, Group Climbing Groups, Youth Camps, Fitness Classes, and a Yoga Studio are all avaible to anyone who comes in the door.

The website needs more ways of communicating neccessary information.

More visual storytelling, button consistency, and less wordy

At times, the website can feel overwhelming with the amount of text that is being used to explain the functionality of the gym and class offerings.

When a user would describe their experience with a VE facility they would speak highly of the pro-shop, reputation, and facilities.

The website left people with questions and wondering what to do next. In this report, there are findings and recommendations from the usability study

Increasing the overall usability and content structuring, we will reduce the urge to call the facility directly.

Build confidence to come see the facility

## **Site Goals**

- Communicate the basics of their climbing and wellness facilities and offerings
- Communicate the risks/benefits of climbing and other activities Communicate the value of membership (including levels and benefits)
- Encourage and facilitate membership
- Support the booking of lessons, engagement in programs, and attendance at events
- Answer commonly asked questions and give helpful tips (what do I wear climbing? What do I need to bring? Take off all jewelry and tie your hair back!)



## **Evaluation Study Goals**

- Evaluate how easy it is for users to discover the full suite of activities that Vertical Endeavors offers.
- Gain insight to how much the user understands the risks and benefits of climbing at Vertical Endeavors.
- Evaluate the users understanding of the value of membership at Vertical Endeavors.



# **Testing Methodology**

- 11 participants were interviewed in a Think-Aloud usability test session of the Vertical Endeavores Website.
- Each user was given a set of tasks to perform. The scenarios were testing the usability of the website
- The sessions lasted for 30 minutes and were conducted remotely through Zoom. The moderators read from a script while the evaluators recorded observations.

# **Testing Participants**

The testing group consisted of users who are active climbers in the Twin Cities as well as users who were familiar with VE but are really looking to start climbing



## Participants were asked:

- Sign up for an activity of your choosing
- Find out how many bouldering areas there are at the Minneapolis location
- Find and watch the orientation video
- Find out what you should do before your first visit to Vertical Endeavors
- Find out what the discount is for members going to a yoga class (
- Read the membership benefits and tell us what 2-3 benefits of membership would be for you





# **Positive Findings**

"Unlimited Climbing"

Pro-Shop

"Bring a Friend"

**Strong Reputation** 

Staff

**Inspiring Photography** 

Vibrant Atmosphere

Lots of Space

Lessons

Yoga

Training

**Colorful Environment** 



# **Severity Rating**

Not all users experienced the same issues. By utilizing a ranking system to help identify the frequency, impact, and persistence of probelms the study was advantageos for finding common issues.

### Website Issues

Content Discovery

- 1 Facilities
- <sup>2</sup> Membership Benefits
- Registering for Classes
- 4 Calendar Views
- Pricing Information
- 3 Buttons
- Visual Storytelling

- O No usability issues
- Cosmetic problem only: need not be fixed unless extra time is available on project
- Minor usability problem: fixing this should be given low priority
- Major usability problem: important to fix, so should be given high priority
- Usability catastrophe: imperative to fix this before product can be released





# Inconsistent Display of Content or Information

#### **Clickable Links & Buttons**



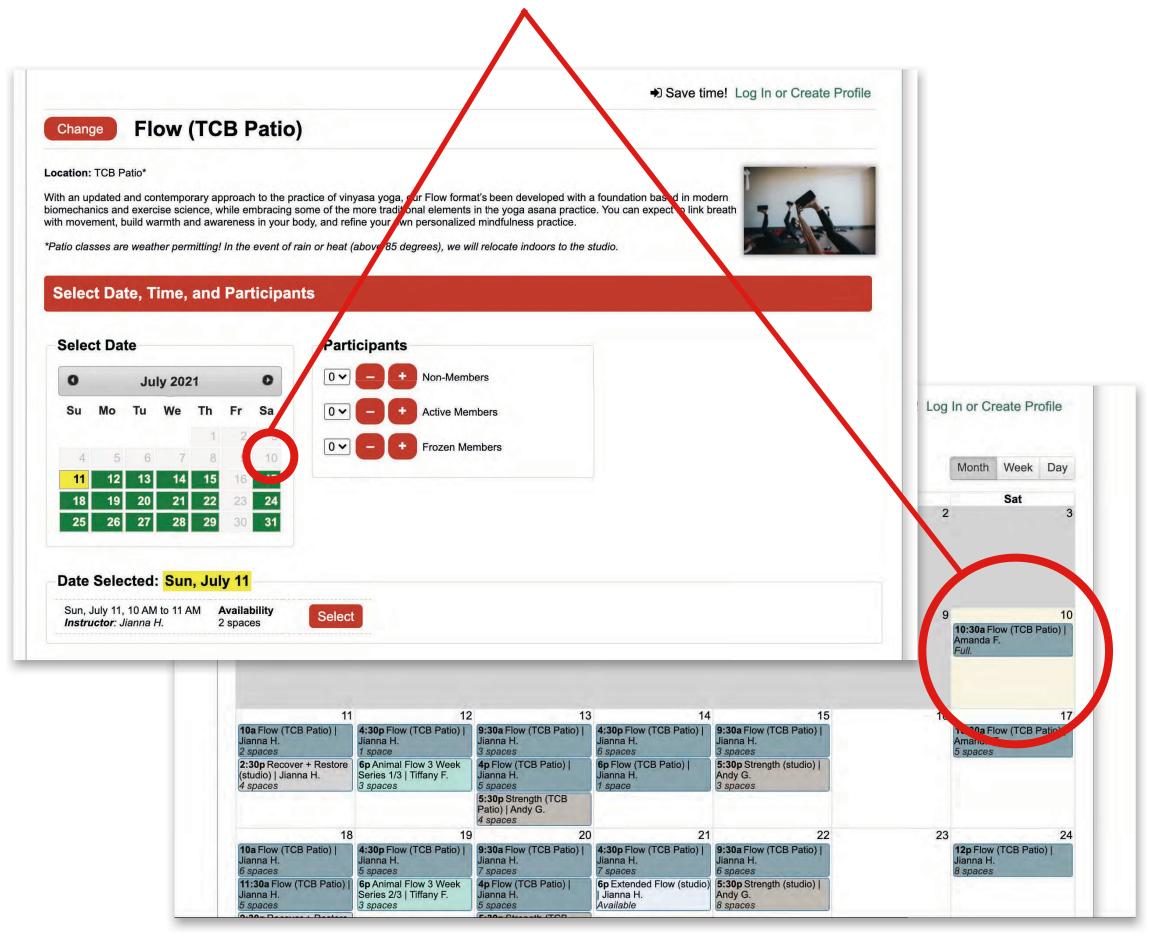








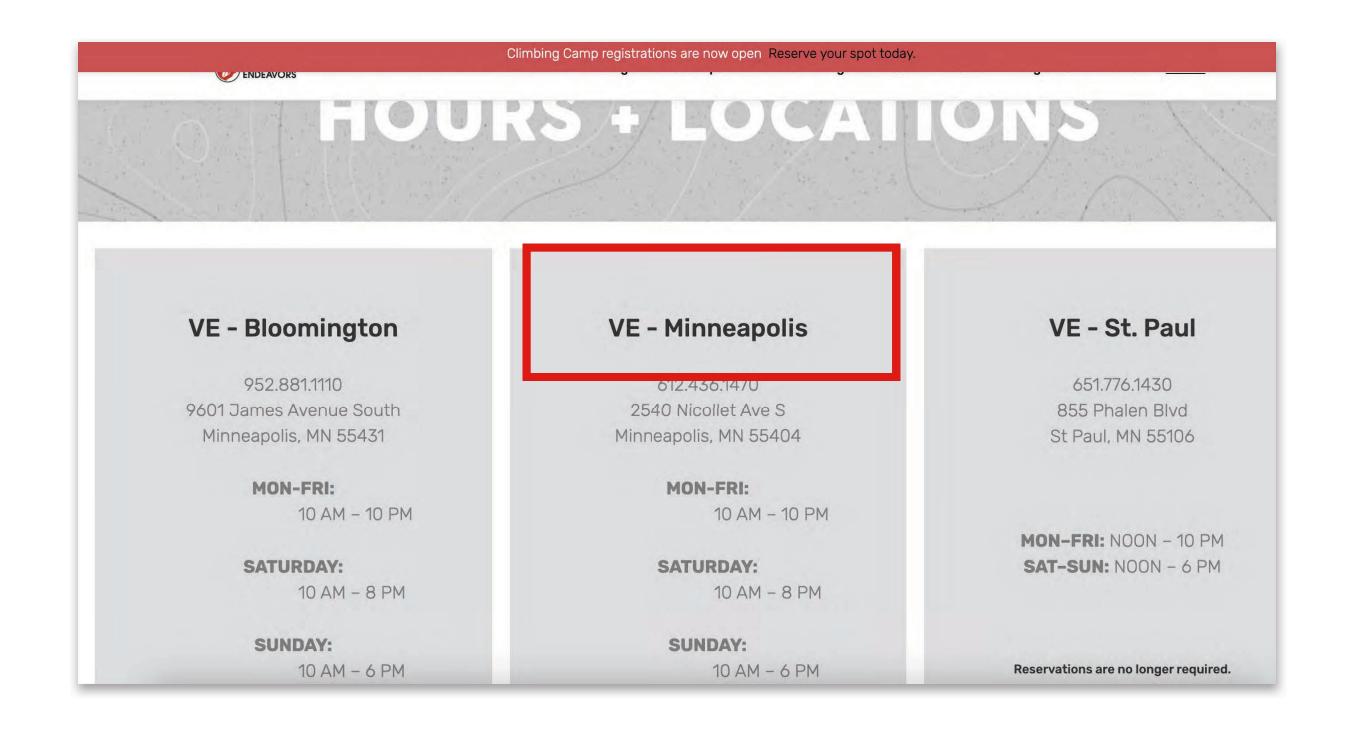
#### Calendar visuals are very different





## **Button Usability**

Direct quotes from users when asked to find the Minneapolis Location





Was "minneapolis" a clickable link

"It's not obvious these are links"

"Can I click on Minneapolis, that could be more clickable"

"Surprised Minneapolis was clickable"

"Oh looks its clickable"

"Oh it goes somewhere thats a happy surprise"

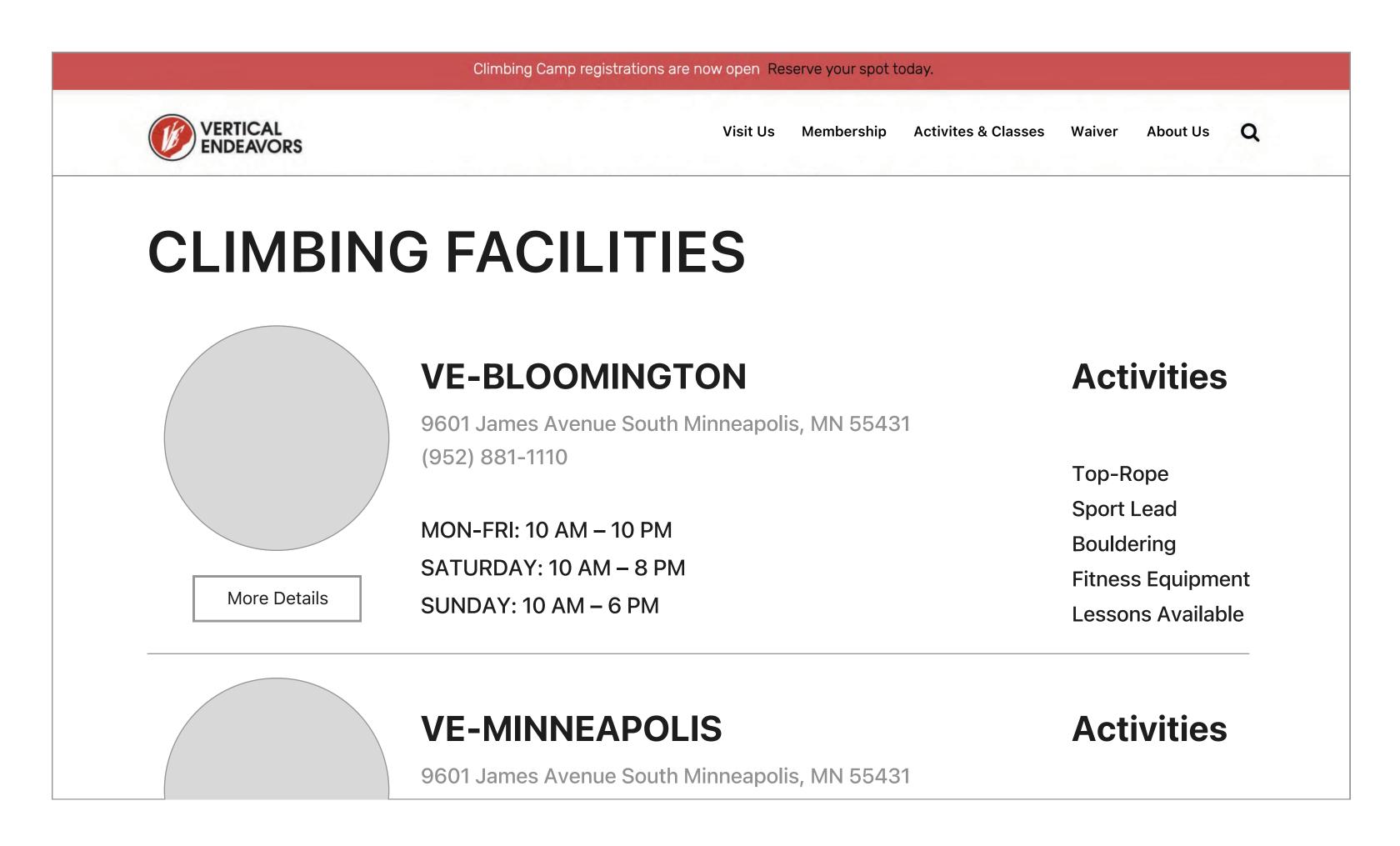
"Oh does this somewhere"

### **Recommended Solution**

Clarify that each facility offers something different.

Include an image of the facility and create a strong button inidicator to explore the facility. Multiple ways to get to the next page which would be a site specific page.

Highlighting types of activities will allow users to make the decision if this gym is for them





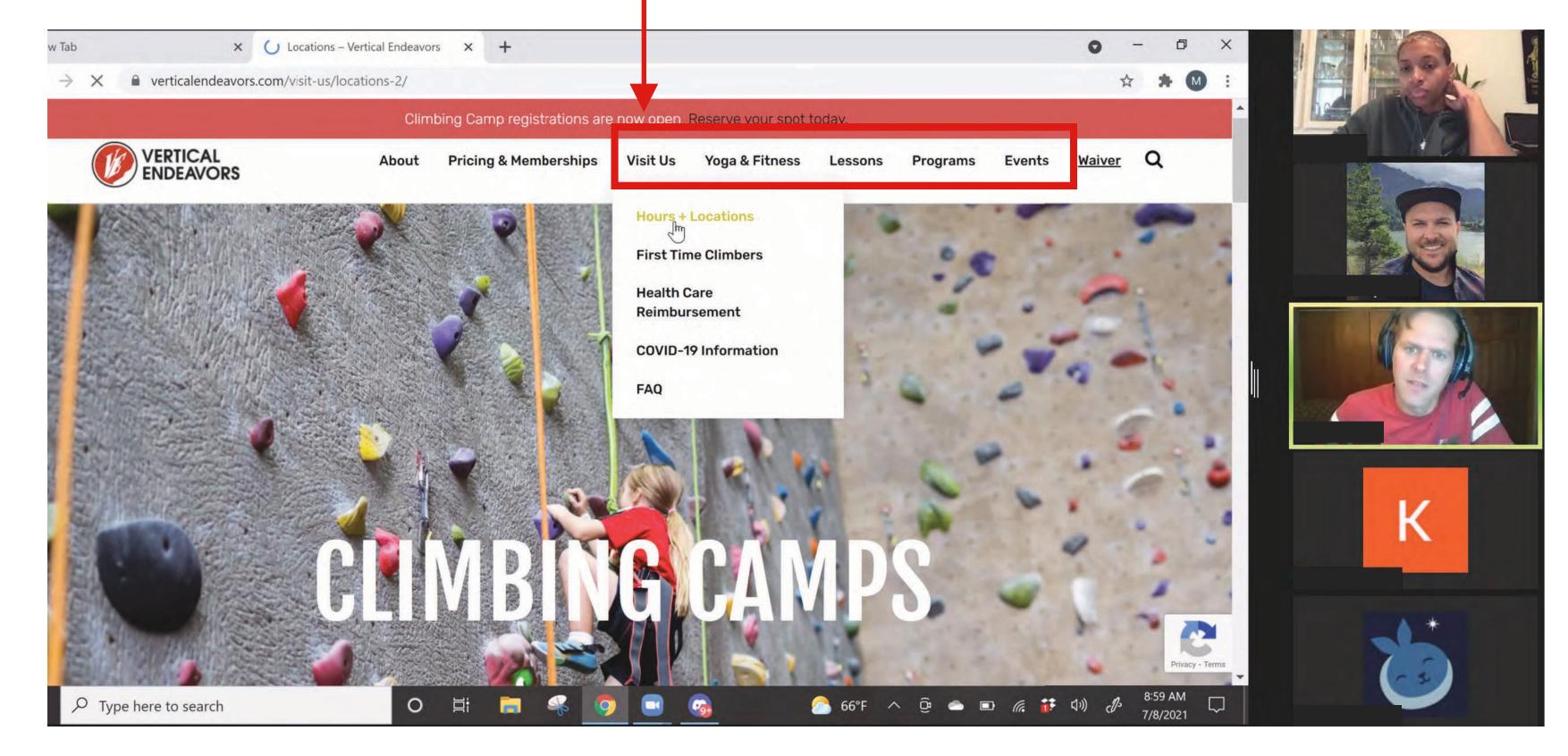


# Findability and Visibility of Activities

Users struggled to confidentaly schedule an activity that would allow them to take adavantage of all that VE has to offer.

Users were unable to decipher whether climbing itself was an activity or the different ways to scendule between yoga, fitness, lessons, or camps.

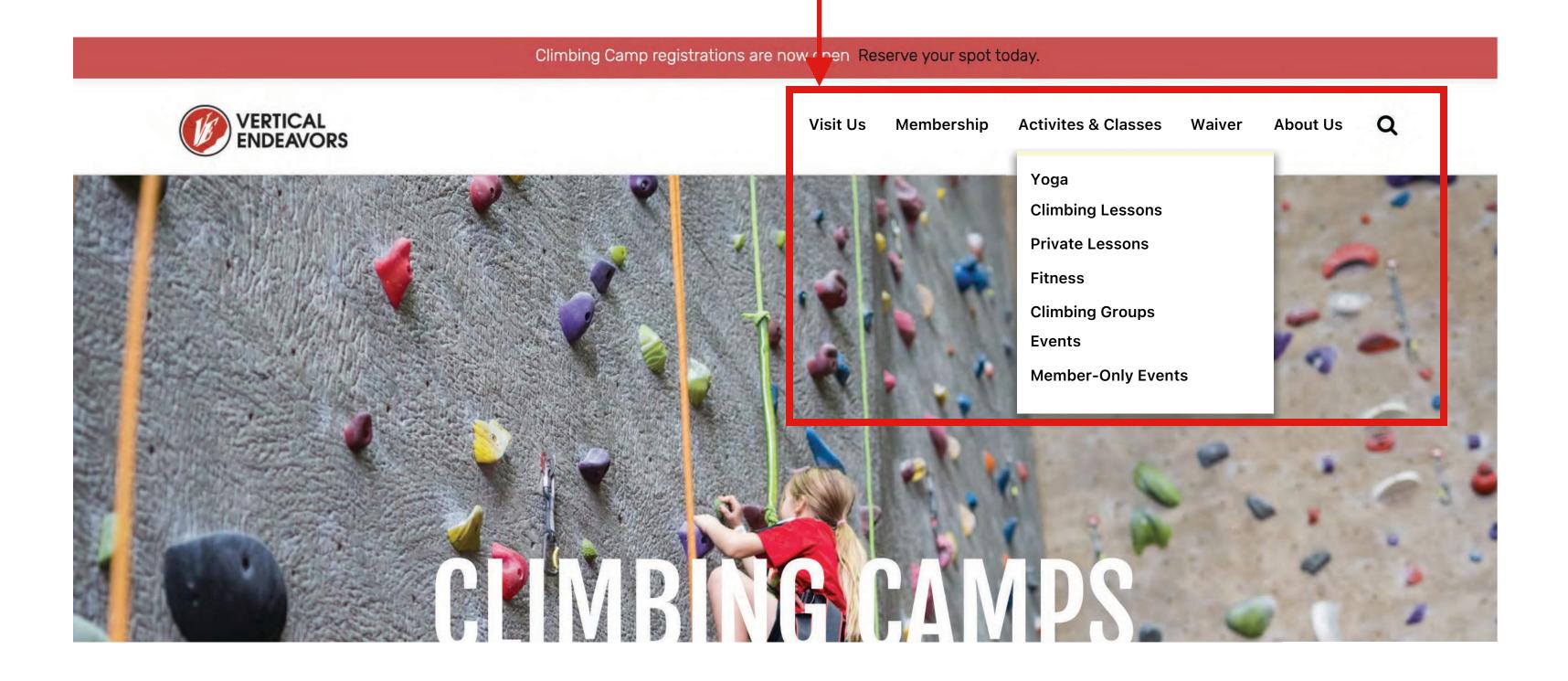
Users found it challenging to locate an activity they wanted to register for



## **Recommended Solution**

Simplifying the navigation content will decrease usability issues when searching for activities. This will increase the likelihood a user will visit a gym

By offering more information in the drop-down the pages can be tailored to a specific function. Keep the language simple and universal for easy navigation





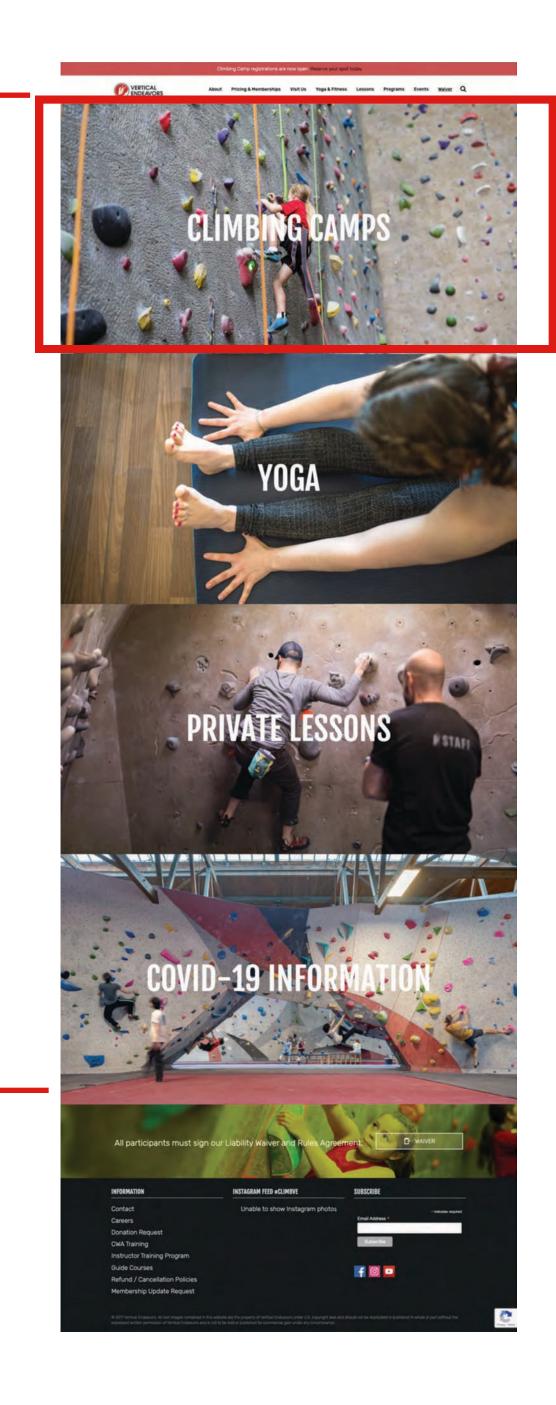


# Home Page doesn't have Sufficient Utility

Pleasant
photography but
taking up too much
real estate

When a new climber is visiting the site for the first time they might not be interested in any of these large topics

By offering more variation in information, the home page will direct users to their next step

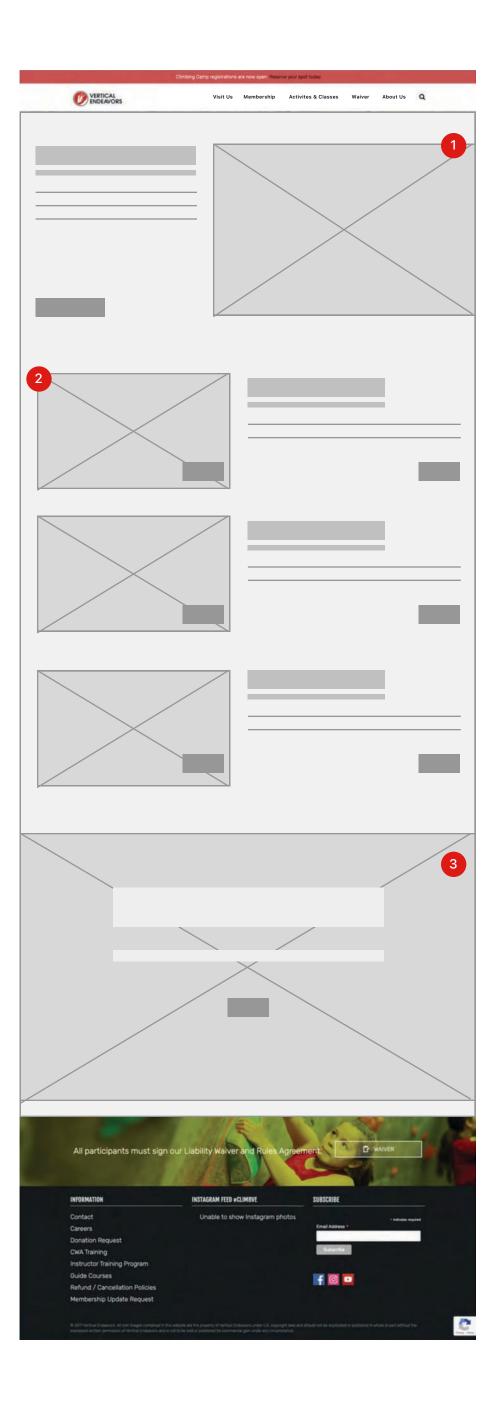


 Increase visible call to actions thus adding value to exploring the website

### **Recommended Solution**

- First Call to Action Section, Content would be focused on getting users in the door at the gym
- Activities section to help visualize and explain the important happenings at VE

Large image with strategic marketing copy overlayed.
Button to help users get to the next step





## **Closing Thoughts**

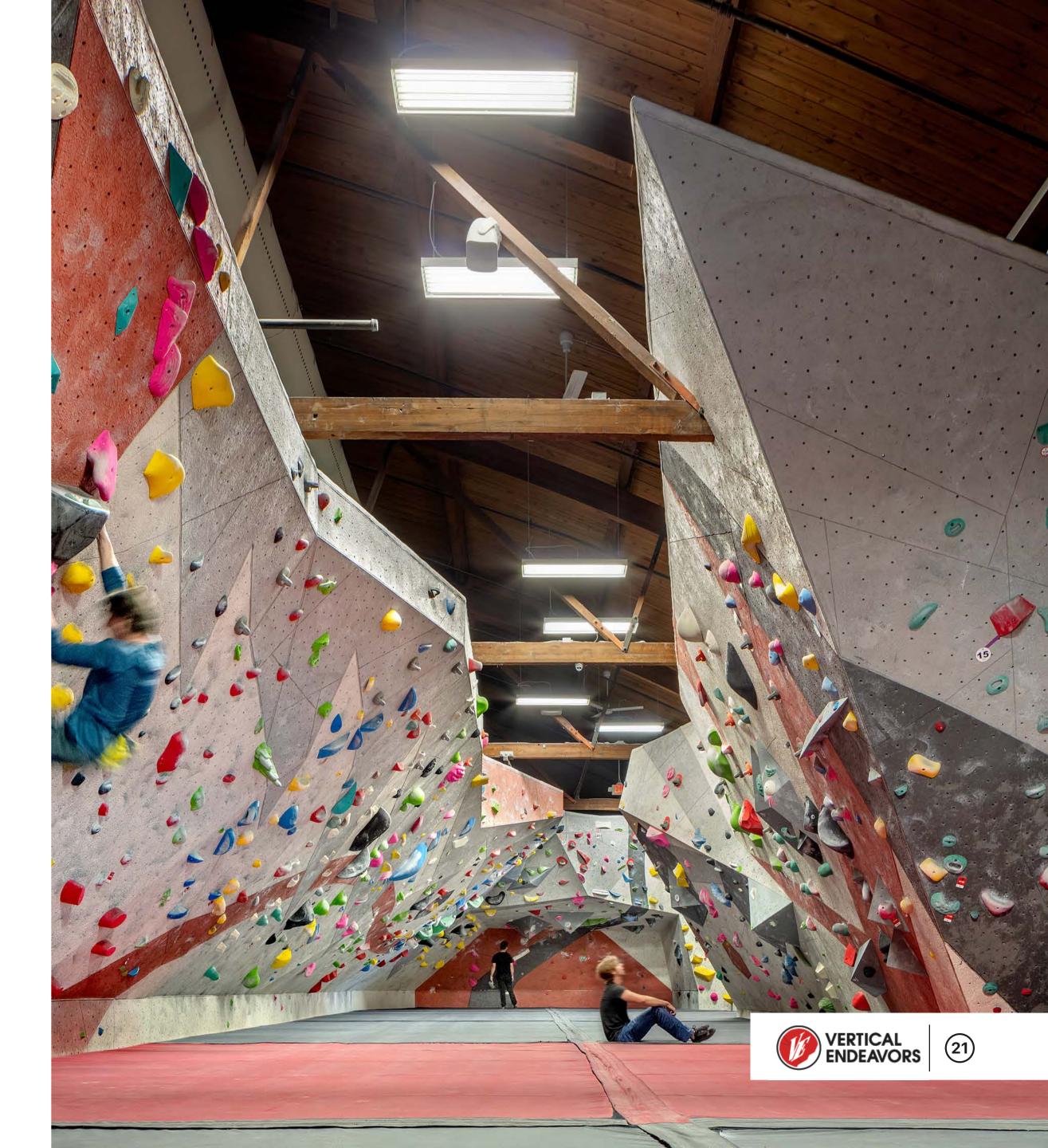
Overall, users had positive feedback towards Vertical Endeavors as a climbing gym. The facilities are clean and provide a safe environment to train or learn more about climbing.

The usability testing of the website revealed that there are gaps of usability between the site goals and what users were able to accomplish.

The website poorly communicates the overall value of a VE Climbing facility thus negatively supporting the booking of lessons and or programs.

Experienced climbers and new customers alike thought the website didn't effectively reflect the overall reputation that Vertical Endeavors holds.

Users of the study weren't saying they will never go to VE, but they didn't leave the website confident they knew what the next steps would be.



## Appendix

Usability Test Script

https://docs.google.com/document/d/1GCvvFalc6Alb9ARec0muhz6t1Bg3hLaTYnb9K5IZlbk/edit?usp=sharing

InVision Data Synthesis

https://projects.invisionapp.com/freehand/document/vr5jgi4yk

