

# [GLP-1] Usability Benchmark Study Brief

This document details the key aspects of a user experience research study proposed in support of [GLP-1] Usability Benchmarking for the purposes of planning and alignment between researchers and stakeholders.

<b>Study Name</b>	[GLP-1] Usability Benchmark
<b>Format</b>	Unmoderated
<b>Approval Date</b>	9/11/25

## BACKGROUND

The brand team has identified 9 “high value actions” (HVAs) that we should test, as well as any other metrics or data we want to grab for this benchmark. A few of their HVAs require more definition, but that will be up to us to define because the brand is not involved in this testing:

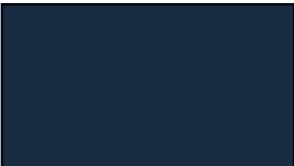
## RESEARCH QUESTION(S)

This study will be designed to uncover answers to the following questions.

Do people know how to access information on ... ?

- Understanding Coverage
- Understanding Access
- Savings Card
- Self-Pay Options
- What is [GLP-1]
- Inspiration (patient stories, patient content)
- What to expect when getting started
- Where to get questions answered (FAQ)
- [GLP-1] News

## DELIVERABLES



The results of the study will be delivered in the following format. Delivery of these materials will mark the end of this engagement.

- The UX researchers will provide a document of synthesized data, including a prioritized list of pain points. They will also include a benchmarking UX score of [GLP-1] Web and Mobile platform to compare against any future experience changes.

## BUSINESS VALUE

The stakeholders have defined the business value of the research results as:

- Patient Touchpoints (number of patient users)

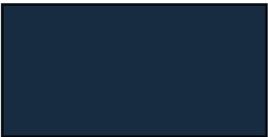
## PARTICIPANTS

<b>Persona(s)</b>	<ul style="list-style-type: none"> <li>• [GLP-1] Users</li> <li>• GLP-1 Patients</li> <li>• HCPs</li> </ul>
<b>Population Size</b>	>50,000
<b>Target Sample Size</b>	5 for Web 5 for Mobile (potentially testing disease state)
<b>Recruiting Strategy</b>	User Testing
<b>Time Commitment</b>	30 minutes

## TIMELINE<sup>1</sup>

<b>Setup</b>	9/12- 9/18
<b>Recruiting</b>	9/19
<b>Administration</b>	9/19 - 9/23

<sup>1</sup> Dates are estimates and subject to change based on resourcing and recruiting timelines.



<b>Analysis</b>	9/23 - 9/30
<b>Readout</b>	10/2

## LIMITATIONS

The following possible limitations have been identified by the researchers and/or stakeholders:

- It's a smaller population so results will not generalize, however for this study, it is not a concern as we are looking for rich, specific data.
- There may be emergent differences across the population and are not accounting for that in participant selection. Can be followed up upon in extended research.
- People within the population may have familiarity with this site, therefore responses may not be from an initial impression.
- Participants may improve as questions progress due to continued familiarity, even with the plan to randomize question order.

## TOOLS & PLATFORMS

The following software will be utilized to coordinate with participants, host sessions, collect data, and/or analyze findings.

- User Testing (for recruiting and administering questions)
- Microsoft / Figma (project synthesis and writeup)

## RESEARCH TEAM ROLES

- Chloe Gilmore, Researcher

## COMMUNICATION CADENCE

- Research Team will update the stakeholder via slack after each stage is complete.

