Heuristic	Is the heuristic violated? How?	Severity
1. Visibility of system status The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.	Metropolia Oma is informing well about notifications, but for example if there are exercises that you haven't yet made and deadline is coming, it doesn't inform from this at all. And in worst scenario deadline has already been and you haven't noticed it. Also, all data is divided to so many pages that you basically cannot be aware of everything what's going on in one session.	
2. Match between system and the real world The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.	Nothing bad to say About this. They have chosen icons well, because they are describing.	
3. User control and freedom Users often choose system functions by mistake and will need a clearly marked 'emergency exit' to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.	Well there is always navigation bar that have top level pages linked, so if something "scary" happens, you can always click it. And you can change your exercise returning if you for example returned wrong file. But there is also bad practice used, for example log out button is hidden by default, and it appears when you hover on profile image. However, it doesn't need confirmation when accidentally clicked. This is something I would improve.	
4. Consistency and standards Users should not have to wonder whether different words, situations or actions mean the same thing. Follow platform conventions.	Pretty much everything on the platform is following same pattern with names and texts so user wouldn't get confused.	

Heuristic Evaluation

5. Error prevention Even better than good error messages is a careful design which prevents a problem from occurring in the first place.	Everyone who has used Oma more than a month, knows that it has worst error tolerance and dialogs aren't helping s**t. Sometimes the platform thinks it's working properly, but it's acting strange and doesn't give wanted results. And when it knows that there is an error, it only gives you error code and tell to call administration. However simple typo error handling is working fine.	

Based on the '10 Usability Heuristics for User Interface Design' by Jakob Nielsen useit.com/papers/heuristic/heuristic_list.html

Heuristic	Is the heuristic violated? How?	Severity
6. Recognition rather than recall Make objects, actions and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.	The platform is using breadcrumb, so its always easy to go back where you were.	
7. Flexibility and efficiency of use Accelerators – unseen by the novice user – may often speed up the interaction for the expert user, such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.	The platform doesn't have any keyboard shortcuts and I think it's good because, it's running on browser so some of shortcuts might conflict with browser or/and OS own shortcuts and there are lot of browsers and OS available so testing and developing would be painful with small developer group. However, there are lot of different ways to get from A to B and sometimes its nice (when Oma is down, some ways work and some don't) and sometimes it's confusing.	
8. Aesthetic and minimalist design Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.	For example, home screen is mess, because you cannot customize it. I want it to show me only workspaces and announcements, but now there are also lot of advertisement, events and other staff I don't want to see. Only way to get rid of them is using 3-party browser plugins.	

9. Help users recognise, diagnose and recover from errors Error messages should be expressed in plain language (no codes), precisely indicate the problem and constructively suggest a solution.	Mentioned previously all problems that I have noticed in Oma error handling.	
10. Help and documentation Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out and not be too large.	With quick check I didn't find any official documentation of Oma, but sometimes when there is something unusual to do teachers or staff write guide in message.	

Based on the '10 Usability Heuristics for User Interface Design' by Jakob Nielsen useit.com/papers/heuristic/heuristic_list.html