CA357 – Assignment part 2

Determining usability of the UI

Our first step in the process of determining the usability of our UI was to research what kind of valuable heuristic evaluation methods we could utilise to evaluate our product.

Along the way we discovered many different sets of heuristics and design principles to test our UI with, however we settled on one of the most popular, Nielsen’s Heuristics.

This set of ten heuristics are a valuable and versatile method for determining usability as they can provide quick and relatively inexpensive feedback to developers, and they can be used in tandem with other testing procedures. Rather than specific usability guidelines, they are only broad rules of thumb and can be applied at any point in the design and development process.

We took a look at our product and evaluated it under each of the 10 following heuristics.

* Visibility of system status
* Match between system and the real world
* User control and freedom
* Consistency and standards
* Error prevention
* Recognition rather than recall
* Flexibility and efficiency of use
* Aesthetic and minimalist design
* Help users recognise, diagnose, and recover from errors
* Help and documentation

Any issues identified were noted along with a recommendation on how to fix it. We used clear in depth notes and screenshots.

Next we analysed all our findings and fixed what we could before moving on.

Here is our Heuristic evaluation report.

https://www.nngroup.com/articles/ten-usability-heuristics/