



USABILITY REPORT

Hypermedia Applications

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Evaluator : Dario

1 Evaluator : Yan

1.1 Nielsen's heuristics scores

Table 1

Usability Heuristics and Grades

Heuristic	Description	Grade
H1	Visibility of system status	A
H2	Match between system and the real world	B
H3	User control and freedom	A
H4	Consistency and standards	B
H5	Error prevention	A
H6	Recognition rather than recall	A
H7	Flexibility and efficiency of use	B
H8	Aesthetic and minimalist design	A
H9	Help users recognize, diagnose and recover from errors	A
H10	Help and documentation	B

1.2 Mile's heuristics scores

Table 2

Navigation, Content, and Presentation with Grades

Category	Metric	Description	Grade
Navigation	M1	Interaction consistency	A
	M2	Group Navigation	B
	M3	Structural Navigation	C
	M4	Semantic Navigation	A
	M5	Landmarks	B
Content	M6	Information overload	A
Presentation	M7	Text layout	A
	M8	Interaction placeholders-semiotics	B
	M9	Interaction placeholders-consistency	C
	M10	Spatial allocation	A
	M11	Consistency of Page Structure	B

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