## **Heuristic Evaluation**

Based on Nielsen and Molich's 10 User Interface Design Heuristics we have chosen the following heuristics to evaluate on:

Heuristic	Pass
Match between system and the real world	<b>✓</b>
User control and freedom	<b>✓</b>
Consistency and standards	<b>✓</b>
Flexibility and efficiency of use	×
Aesthetic and minimalist design	~
Error prevention	×