HEURISTIC EVALUATION

This report contains results from Heuristics evaluation for MAGNIFY app.
We evaluated our Paper Prototype with 3 evaluators who evaluated it and gave us some suggestions.We would like to include those suggestions in our High Fidelity model.

HEURISTIC	DIFFICULTIES	OPPORTUNITIES
Visibility of system status The system should always show the status of an on-going operation to the users until it is done. So the user will get a clear understanding of the progress of that particular process/activity.	There is no indication if the app is still verifying login credentials or if it's done and failed already.	A progress circle can be provided which shows that login is currently in progress.
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.	Icons that are used to represent exploration, contributions and profile sections of the app are not representative of how we perceive them in the real world.	A compass icon for exploration, a notepad for contributions, a famous monument of the city to represent a city and the profile icon for profile can be shown.
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.	After the user uploads the review if he chooses to undo it and make changes or delete it,he cannot.Once uploaded no changes can be made	While publishing the review an undo option can be provided which gives users the freedom to make changes if they wish
Consistency and standards Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.	The colour,button styles and font are not consistent across the app. Ratings are in the form of text and looked out of	Colours,button styles and font can be made consistent throughout which will improve the look of the system too. Ratings can be given using the

	place.	standard 5 star system.
Error prevention Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.	The user is not aware of what the system's password standards expectations are.They are often giving a password which does not align with the expectations of the app. If the user forgets to fill the name of the place/city while giving the review no indication is given	It can show the password standards which need to be followed while setting up the password. This way the user can cross check the password with the system standard and complete the task successfully in their first attempt itself. The users can be notified if they don't fill in the name of the place/city.
Recognition rather than recall Minimize the user's memory load by making 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.	Places searched recently are not shown. The possible cities that the user can review aren't given in any form. On the description page there were no images of the place shown which made it hard for users to recall and recognize the place.	When they click on the search bar it can show the recent searches made by the user. Dropdown can be given which helps in finding the place that the user wants to post a review on. Images of a place can be shown which also helps to recognise the place.
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.	Recommendations for places to visit are not included.	Recommendations on places to visit based on the person's interest can be given.
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	All the reviews about all places in a city are given in one page. A lot of irrelevant information is given .	Each place in a city can have its own pages consisting of the description of the place and the review. Only relevant information can be retained and icons,

of Information and diminishes their relative visibility.		illustrations, buttons can be used to make the whole app look aesthetic
Help users recognize, diagnose, and recover from errors Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.	If the User login credentials are not right no error message was given. While reviewing if a city which does not exist is typed in there is no error message given.	An indication or error can be shown when a user has not registered or when a city selected to add a review to does not exist.
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.	There is no guide for usage of the app.	Profile section will include ❖ FAQs ❖ Contact