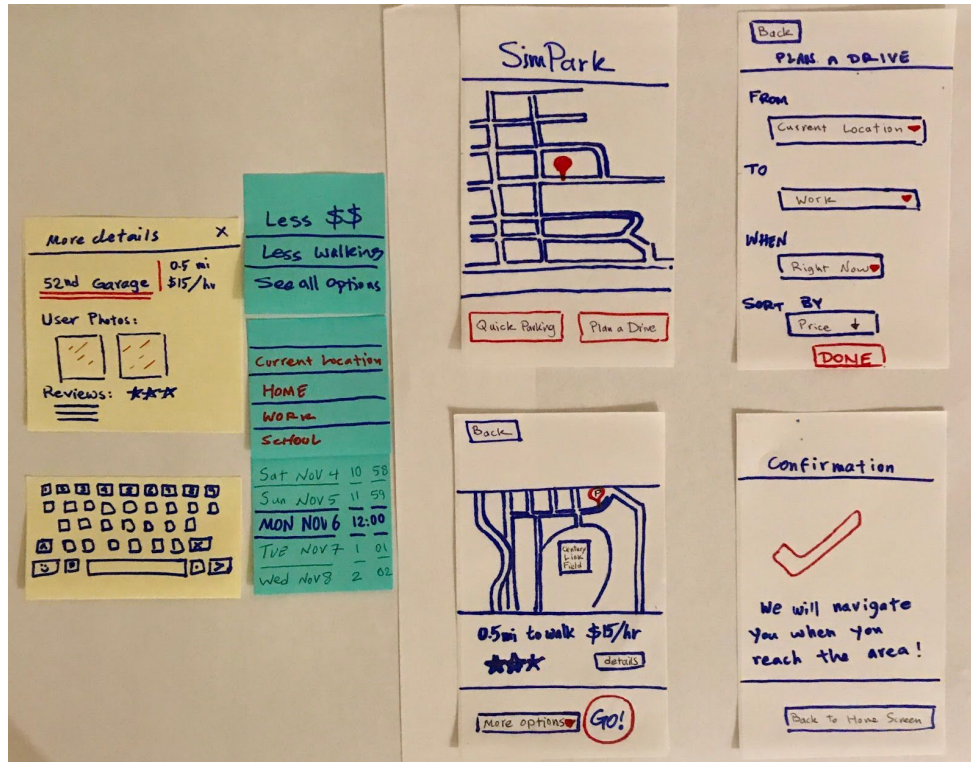


# SimPark - 3b: Heuristic Evaluation Kathryn Chan, Sepehr Hakami, Adilene Pulgarin, Umang Sehgal

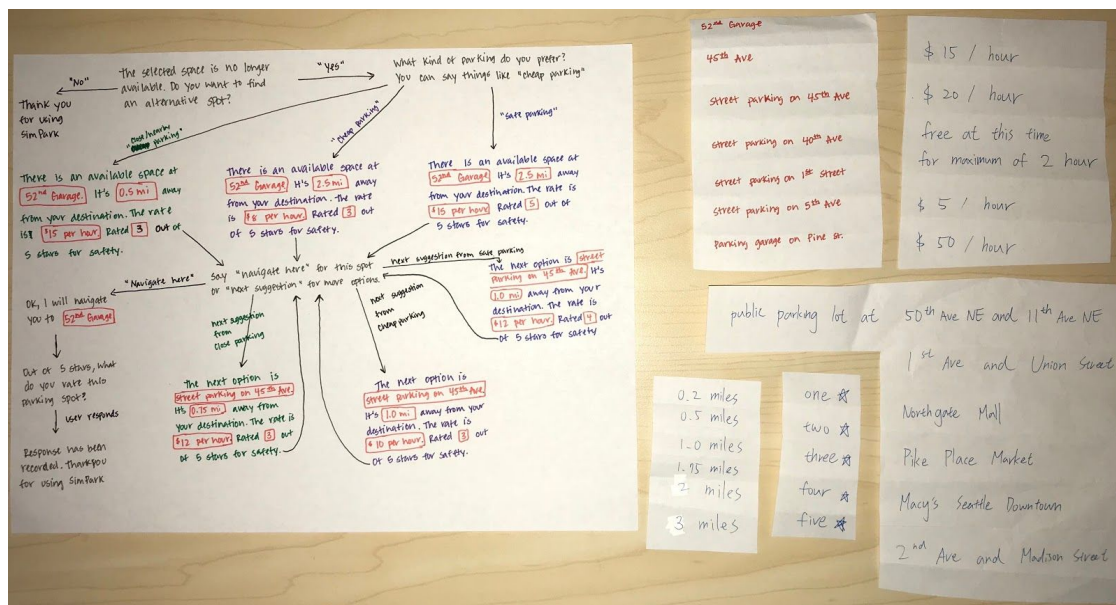
Evaluation 1 done by MetaGrocer, facilitated by Kathryn and Sepehr

Evaluation 2 done by Smoking Cessation, facilitated by Umang and Adilene

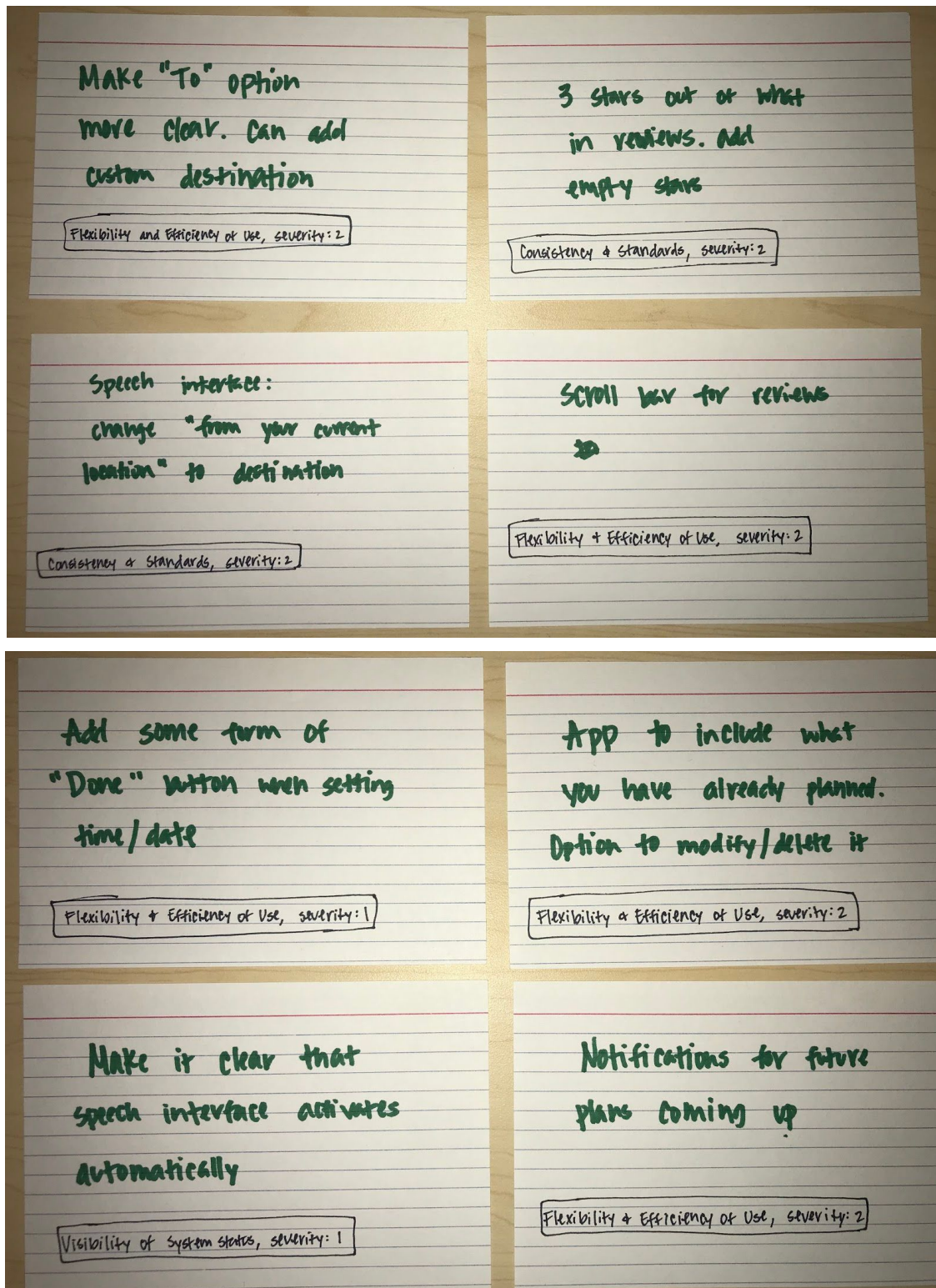
Mobile Application:



Speech Interface:



Notecards (Heuristic and severity rating on written on card):





Wording for "do you prefer this option" needs improving. Have a command to prompt more suggestions

Consistency & standards, severity: 1

"Out of — stars do you rate this space"

Consistency & standards, severity: 2

Show planned video, some kind of calendar or list

Flexibility & Efficiency of Use, severity: 2

Speech Interface & app:

prompt for review after coming back to car.

Match between system & real world, severity: 1

From speech interface:

show navigation to spot  
maybe option for photo

Recognition rather than recall, severity: 1

Not intuitive that suggestions

shown is the best option, add some kind of title screen

Visibility of system status, severity: 1

"More Options" button was overlooked, make it stand out a bit more

Flexibility & Efficiency of Use, severity: 1

From options screen to next screen, change "Done" to "Next"

Match between system & real world, severity: 2

Planned time, is it when you leave or when you want to arrive?

Consistency & Standards, severity: 3

Selecting "Go" when planning ahead, change to "Plan"

Match between system & real world, severity: 2

History in "To" is not intuitive

Flexibility & Efficiency of Use, severity: 2

Create another section when "all options" is clicked

Flexibility & Efficiency of Use, severity: 1

Arrangement of the keyboard and drop down menu in "To" option on one screen

Match between system & real world, severity: 2

Add follow up sequence for 'navigation' /

make it more obvious.

Flexibility & Efficiency of Use, severity: 1