

## Heuristic Evaluation 1

*All team members facilitated evaluation; Food Waste team conducted evaluation.*

- Stop/Power instead of pause might better indicate what the button means
- Consistency
  - “Poor” vs “bad”
  - Pie vs. doughnut charts
  - Different navigation tabbed at bottom, also hamburger menu
- Reporting feedback
  - Wider time frames- how many would be showing up here? Everytime you move?
  - Preventing errors- how to undo reports?
- Location- too battery intensive
  - Activity instead of location

Goal Setting to drive use?

## Heuristic Evaluation 2

*Ashley Lindsey facilitated evaluation; local UX professional conducted evaluation.*

- Consistency
  - On app, you can click for more detailed info about location/activity on the “today” tab, but what does this action do for week/month
  - Data granularity- large graph makes it appear as though there is many different ratings of posture (along a continuous Y axis) vs. the watch interface/pie chart which makes it look as though there are three discrete
- User Control & Freedom
  - Once you hit ignore, how long does it ignore for? Until it senses the bad posture again? A certain amount of time?
  - What if you swipe it by accident? When will it remind you of the same behavior again? What if you want it to/don't want it to?
- What if it can't detect posture?
  - What does it report if it cannot get an accurate idea of your posture?
  - What if something breaks?
- Size of touch targets- 3 targets in a small area might be hard to accurately touch
  - Look up dimensions of an Apple Watch
- Recognition rather than recall:
  - settings - non-visible to user
  - Sensitivity might be something that they adjust a lot (more or less sensitive at different times/locations/activities) so it might be good to have it more accessible
    - Or have more granular sensitivity settings
  - Feedback- hidden from user, might make it seldomly used

