

Heuristics Evaluation of [enter product name]

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1. Visibility of system status

- Always keep users informed about what is going on.
- Provide appropriate feedback within reasonable time.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied. Use as much space as you see fit.]

{2} There is no such feedback when user is trying to add items into shopping list.

2. Match between system and the real world

- 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.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied. Use as much space as you see fit.]

The note with the pen symbol is clear. Nice design.

{2} In the Browse page, the top level, head level and ground level does not make any sense to me. Does that mean the special position? Or does that mean the priority of the items? It needs more description for that.

{2} In the shopping list, why does the checkbox needed?

{2} The Browse button's function is not clear.

3. User control and freedom

- Users often choose system functions by mistake.
- Provide a clearly marked "out" to leave an unwanted state without having to go through an extended dialogue.
- Support undo and redo.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied. Use as much space as you see fit.]

{3} There is no delete button to empty the shopping list or delete items.

{3} There is no delete button to delete notes.

{2} Why does the locked page needed and how do users get back to that page.

{3} Users cannot edit the quick note while the application is unlocked. And users cannot see their notes.

4. Consistency and standards

- Users should not have to wonder whether different words, situations, or actions mean the same thing.
- Follow platform conventions.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied. Use as much space as you see fit.]

{1} The shopping list title kind did not matches the shopping cart symbol.
 {3} miss some functions in mobile app such as recipes. Other functions are clear.
 {2} The position of filter symbol is not consistent. It should all beside the search.
 {1} The Browse function button is much larger than other buttons.
 {2} The function of gear symbol in product page is unclear. And that symbol used as setting in home page.

5. Error prevention

- Even better than good error messages is a careful design which prevents a problem from occurring in the first place.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied. Use as much space as you see fit.]

Since we are doing a prototype there are some functions still missing, it is understandable that there is no error messages.

6. Recognition rather than recall

- Make objects, actions, and options visible.
- 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.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied. Use as much space as you see fit.]

The scroll bar works in the recipes page.
 {2} In the searching result page, the scroll bar is too long and makes me think that is a border for this page.
 {2} The Browse button's function is not clear.

7. Flexibility and efficiency of use

- Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user so that the system can cater to both inexperienced and experienced users.
- Allow users to tailor frequent actions.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied. Use as much space as you see fit.]

{1} In the setting, there are only three options. This is limit the user's control.

8. 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 of information and diminishes their relative visibility.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied.
Use as much space as you see fit.]

{1} No description “settings” needed for a gear symbol as a setting button.

{0} The suggest tag is a little to see clearly, it would be better if you make that an icon or the style of the border.

9. Help users recognize, diagnose, and recover from errors

- Expressed in plain language (no codes)
- Precisely indicate the problem
- Constructively suggest a solution.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied.
Use as much space as you see fit.]

{1} In some pages such as Browse, it may provide the definition for that page.

10. 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.
- Help information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

Help sentences exists in search bar.

{1} More help sentences needed in add recipes page.

Evaluation

[Enter your observation and evaluation of the degree to which this Heuristic has been satisfied.
Use as much space as you see fit.]