**How can I Use Heuristic Evaluation on my CASHe App:**

1. **Plan your Evaluation:** How will you test your interface?
2. **Develop a set of task:** Identify and test the tasks that are critical to CASHe Application success – you’ll want all visitors to be able to perform these – and any elements expected to cause difficulty for CASHe App..
3. **Provide evaluators with the goals of the system and allow them to develop their own tasks:** users should be able to find out how much product x costs.” Evaluators can then break this goal down into appropriate tasks, and test each in turn.
4. **Review Heuristics:** Once you’ve decided which approach you’ll take, and you’ve selected your evaluators, you’ll need to brief these people on the ten heuristics you want them to assess your App against.
5. **Visibility of system Status:** Probably the two most important things that site visitors need to know are:

1. “Where am I” and

2. “Where can i go next”

So it’s essential that your interface keeps users informed about what’s going on. To test this, your evaluators should look for appropriate feedback within a reasonable time following each user interaction.

1. **Match Between the System and the Real World:**

The system should speak the users’ language, using words, phrases and concepts that are familiar to the user, rather than system-oriented terms.

1. **Consistency and Standards:**

Users should not have to wonder whether different words, situations, or actions mean the same thing. it’s best to follow the uniform and/or platform conventions to which your users are accustomed.

If the user want to return to the main page then label your link “Home” or “Homepage”, rather than some obscure reference.

1. **Error Prevention:**

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

The best way to avoid errors is to conduct testing, more testing, and even more testing. However, if errors do occur, try to provide user friendly messages in natural language rather than code.

1. **Flexibility and Ease of Use:**
2. **Aesthetic and Minimalist Design:**

Extraneous information on a page is a distraction and a slow-down. Make rarely needed information accessible via a link so that the details are available, but don’t interfere with the more relevant content

1. **Analysing your Results:**

Once your evaluators have:

* worked their way through the tasks or goals you set,
* evaluated each of these in light of the ten heuristics, and
* provided their feedback,

you’ll need to compile all the information. Remove any duplicates and combine similar issues. What’s left will be a set of problems or comments that you can address to improve your site’s usability.