Human Computer Interaction – Usability Evaluation
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Strive for Consistency

In the interface design, consistent sequences of actions remain similar through the entire experience. User gets to choose different color line that represents different subtask. Then, they are able to have an overview of all the subtasks with its respective chosen color line. Besides, each of the task consists of start date, progress status and completion deadline with identical layout. The font size and display position are consistent when the application is being used. Hence, the interface design exhibits great consistency which can create a holistic positive impression as an outcome of user's experience.

Cater to Universal Usability

In terms of cater to universal usability, the application should be designed in a manner that is suitable for the widest range of possible users. The design of this interface emphasized more on mobile application. When editing or deleting the task, user is prompted to swipe left to carry out the action, this means that user will face an issue when using the application using laptop or PC which did not cater to universal usability. In my opinion, an info icon should be provided to edit or delete the task so that user can perform the operation on laptop. Besides, the interface design is suitable for the novice users as the structure is simple and easy to operate. Experts will find that it has limited functionalities and features.

Offer Informative Feedback

For every user's action, the application should show meaningful and clear reaction. In the process of replanning the task, details of the task will be shown when user clicks on the line. In this feature, user clearly knows which line is chosen and can change the order accordingly. Besides, when a task is created, it is arranged in the task list according to its deadline. In this feature, it provides an informative feedback to the user on the urgency of the task. Furthermore, when the user is searching for a specific task, the background will be blurred and the searched task card will be shown. This feature indicates the responsiveness of the system. However, the design can be further improved by providing notifications to user when the deadline of a task is approaching soon. A pop-up message should also be shown to user when a task is completed before moving it to the "Finished Task" category.

Design Dialogs to Yield Closure

Designing Dialogs to yield closure enables user to know what their action has led them to. When creating a new task, user is able to click on the "Next" button to go to the next page and the "Finish" button to complete the action. However, upon complete creation of a task, user is not notified. In my opinion, a notification message should be shown to inform the user a new task has been created and the process has ended. It allows user to recognize the sequence of task and gives user the satisfaction of accomplishment. It also indicates that next group of actions can be carried out.

Permit Easy Reversal of Actions

This rule enables user to backtrack whatever they are doing and provides the user to explore more on the unfamiliar options. If user feels like they have to be extra cautious in using the application, it will lead to a time-consuming and nerve-racking experience to the user. In this interface design, user is not given the

ease to undo their actions. For example, if the user has accidentally deleted one of the tasks, there is no feature that enable the user to undo the action or retrieve the task. Hence, I strongly recommend that a confirmation message should be shown to user upon deletion of a task, an "Undo" button should be provided to user. A "Recycle Bin" icon should be added in the application so that user can easily retrieve the task that has been deleted. Besides, a list of action history can be added so that user can keep track of the actions to increase the flexibility of action reversal.

Support Internal Locus of Control

This rule is achieved when the user feels in control of events occurring in the application and the flow is happening as what they expect it to be. It is important to avoid acausality and make user the initiator rather than responder. In this interface design, user is given the option to choose whether they want to add subtask when creating a new task, clicking on "ADD" to add subtask and clicking on "FINISH" to go back to the home page.

Reduce Short Term Memory

This rule emphasizes on recognition over recalling as the human memory is limited. In the interface design, it has a very clear structure and simple display. Iconography is used to perform certain functionalities in the application. For example, the plus icon is used for user to create a new task and user can go back to previous page by clicking on the icon on the top left which is common in most of the mobile applications. This enables transfer of knowledge and skill as user is able to recognize the icon. However, I would suggest that "task category" should be added in the application when creating a new task. A dropdown bar with list of selections can minimize the user's memory load by making options available as sometimes the user may not want to input description for the task.

Prevent Errors

In the context of preventing errors, it is crucial to eliminate error-prone conditions and to notify the users with better error message when an error occurs. In this interface design, user is able to select date from a calendar rather than manually type in the date. This can prevent errors as user from different country region may input date in different format. However, the display of calendar should be further enhanced by greying out the date that has already passed so that user is unable to select them, and also the selection of deadline should always be after the start date. This can limit the errors a user can make.

Additional Comments

Generally, the interface design of the application is simple and easy to be used. It has a calendar and an overview of all the tasks in one page. However, I realized that the calendar only shows today's date to the user without any other purpose. It can be designed in a way that it reminds the user on "Focus of the day" or the date with important event are highlighted. In addition, the interface design did not provide setting to the user in order to do some simple modifications such as editing profile and changing language. When the user encounters a problem, there is no guidance or any platform for the user to seek for help. In my opinion, a selection menu should be added in the interface design to enhance the functionalities of the application. In conclusion, the interface design can be further improved in order to comply to Schneiderman's 8 Golden Rules.