Usability heuristic based on J. Nielsen principles - project Domotic

Date we received the project: 26.11.2016
Date we deliver the report: 01.12.2016

1. Match the real world

Provided application fulfills 'match the real world' assumption. Main task of system, which is creating digital plan of user house and managing its equipment from web browser is made in very intuitive, and similar to real life way by modeling home structure using draggable and resizable rectangles and by adding new elements just by dragging those from a 'bucket' and putting it in correct places.

2. Consistency & Standards

Whole application has a consistent and clear layout, based on bootstrap technology, which makes it more similar to other applications which users nowadays are accustomed to. Color schema is clear, simple and makes whole application readable.

3. Help & Documentation

Not provided

4. User control & Freedom

Main flow of reaching basic goals in application is clear and simple. Every new view has a description, it's easy to close new windows and open new or hide when not necessary. Undo operation is not provided and in our opinion would be extremely useful in case of creating plan of whole house.

5. Visibility of system status

Application does not provide confirmation pop-ups or other way to inform uses about success / error while trying to achieve some goals. Experience of interactivity is created well in floor overview module by shading equipment elements on hover or changing icons visual view depending on element state in that particular moment.

In this state of developing application is very fast responding, progress bars are not needed.

6. Flexibility & Efficiency of use

System does not provide any keyboard shortcuts / macros, which in our opinion would be very usable in case of creating floor plan for example. Also history of operations done in application would be very handy.

7. Error prevention

All forms appearing in the system are well designed, built with widget / helpers making user providing data easy and prevent them to put wrong data in the same time. Also information about required fields are provided.

8. Recognition, Not Recall

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9. Error reporting, diagnosis, and Recovery

While evaluating system we were not able to reproduce situation which would cause error which as a result might open error dialog.

10. Aesthetic and Minimalist Design

Graphic design is very simple and clear. Also in application were used a lot of icons, which we assumed as very readable and intuitive to use.

Nº	Problem	Heuristic	Description	Severity	Solution	Screen shot
1	Lack of documentation	Help & Documentation	-	scale: minor	provide documentation / help page	
2	Lack of undo operation	User control & Freedom	-	scale: major	provide undo operation	
3	Lack of confirmation	Visibility of system status	No information about success or error	scale: major	add confirmation pop-ups	
4	Dragging new equipment not intuitive	Visibility of system status	Cursor doesn't change on hover in new elements; click-clik putting element is not intuitive	scale: minor	Change cursor view to 'hand' or similar on hover; drag and drop elements from the 'bucket' on the home plan	
5	Editor not refreshed while dragging	Visibility of system status	Rome plan not refreshed properly while dragging new element	scale: Catastrophic:	Fix refreshing canvas issue	(1)

Screenshots:

1.

Floors

Floor 1
Floor 2

Configuration

Logout

Introdução de Divisões

To insert a new division - double click and resize!