**HEURISTICS EVALUATION**

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page: name of page + url

description of the issue:

*Write this in the voice that you will use in your report, to facilitate subsequent 'cutting- and-pasting' with a minimum of re-writing.*

occurrence point of the issue:

*Write this in the voice that you will use in your report, to facilitate subsequent 'cutting- and-pasting' with a minimum of re-writing.*

the positive aspects of the page:

*Write this in the voice that you will use in your report, to facilitate subsequent 'cutting- and-pasting' with a minimum of re-writing.*

Heuristics table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| URL of page | category | *violated*  heuristic | *score of*  severity | comment  *on heuristic* |
|  | blablabla | blablabla | blablabla | blablabla |
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**Heuristics lists:**

Nielsen’s heuristics

N.01 : Visibility of system status: (Interactive) labels to show the user where they are in the website’s hierarchy. They are typically used for navigation schemes that have multiple levels (usually more than two levels)

N.02 : Match between system and the real world: “The system should 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. ”

N.03: User control and freedom: “ Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undoand redo. ”

N.04 : Consistency and standards: “Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow “platform” conventions. “

N.05 : Error prevention: “ Evenbetter than good error messages is a careful design which prevents a problem from occurring in the first place.

Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action. “

N.06: Recognition rather than recall: “Minimize the user's memory load by making objects, actions, and options visible. The 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.”

N.07 : Flexibility and efficiency of use: “Accelerators--unseen by the novice user --may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.”

N.08 : 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. “

N.09 : Help users recognize, diagnose and recover from errors: “ Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.”

N.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. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large. “

Mile’s heuristics NAVIGATION/INTERACTION

M.01: Interaction consistency: do pages of the same type have the same navigation links and interaction capability?

M.02: Group navigation-1: is it easy to navigate from, among groups of “items”, and within the items? E.g.

M.03: Group navigation-2: does menus create Cognitive Overload?

M.04: Structural Navigation: is it easy to navigate among the “components” (“parts”) of a topic?

M.05: Semantic Navigation: is it easy to navigate from a topic to a related one (in both directions)?

M.06: “Landmarks”: are “landmarks” effective for the user to reach the “key” (most relevant) parts of the web site?

Landmark= links available on ALL pages (or ALL pages of a given macro-area of the web site) ex. HOME

Mile’s heuristics CONTENT

M.07 : Information overload: is the information in a page too much/too little?

M.08: Consistency of Page Content Structure: do pages of that present topics of the same category have the same types of elements?

M.09: Contextualized Information: does the page include information that helps users understand where they are?

M.10: Content organization (hierarchy): is the hierarchical organization of topics appropriate for the topic relevance?

Mile’s heuristics PRESENTATION

M.11: Text lay out: is the text readable? Is font size appropriate?

M.12: Interaction placeholders-semiotics: are interactive elements “intuitive”? i.e., do textual and visual labels/icons for interactive elements convey their functional meaning?

M.13: Interaction placeholders-consistency: are textual or visual labels of interactive elements consistent in terms of wording, shape, color, position, etc.?

M.14: Consistency of Visual Elements: in pages of the same type do visual elements have the same visual properties?

M.15: Hierarchy-1: is the on-screen allocation of contents within a page appropriate for their relevance? (e.g., do the difference in position reflects the difference in importance of the content elements)

M.16: Hierarchy-2: is the on-screen allocation of visual elements appropriate for their relevance? (e.g., do the difference in position reflects the difference in importance of the elements)

M.17: Spatial allocation-1: Are “semantically related” elements close to each other?

M.18: Spatial allocation-2: Are “semantically distant” element placed distant from each other?

M.19: Consistency of Page Spatial Structure: do pages of the same type have the same spatial organization for the various visual elements?

Theory info can be useful:

Immagine che contiene testo, schermata, Carattere, documento

Descrizione generata automaticamente Immagine che contiene testo, schermata, Carattere

Descrizione generata automaticamente

<https://www.youtube.com/watch?v=Edqjao4mmxM>

Immagine che contiene testo, diagramma, schermata, design

Descrizione generata automaticamenteImmagine che contiene testo, diagramma, design

Descrizione generata automaticamente

Immagine che contiene testo, diagramma, schermata, design

Descrizione generata automaticamenteImmagine che contiene testo, schermata, diagramma, Carattere

Descrizione generata automaticamente

Immagine che contiene testo, diagramma, Carattere, design

Descrizione generata automaticamenteImmagine che contiene testo, schermata, diagramma, Carattere

Descrizione generata automaticamente

Immagine che contiene testo, schermata, Carattere, design

Descrizione generata automaticamente

Immagine che contiene schermata, testo, design

Descrizione generata automaticamenteImmagine che contiene testo, presa

Descrizione generata automaticamente

Immagine che contiene testo, schermata, design, presa

Descrizione generata automaticamente

Immagine che contiene elettronica, testo, schermata, presa

Descrizione generata automaticamenteImmagine che contiene testo, schermata, design

Descrizione generata automaticamenteImmagine che contiene testo, diagramma, schermata, design

Descrizione generata automaticamente

Immagine che contiene elettronica, testo, schermata, presa

Descrizione generata automaticamente

Immagine che contiene testo, diagramma, schermata, design

Descrizione generata automaticamente

Testing IA

Immagine che contiene testo, schermata, Carattere

Descrizione generata automaticamenteImmagine che contiene testo, schermata, Carattere

Descrizione generata automaticamente