

## Introduction

The heuristic analysis for my controller has been influenced by Jakob Nielsen general heuristics for user interface design. There were many things that worked well for my controller, however there were also things that could have been vastly improved with more time, high quality materials and smaller electronic components.

## Consistency and standards

My controller has a resemblance to current console controllers. Therefore, using the heuristic evaluation of Jakob Nielsen, it maintains a consistency of standards. This means that it doesn't make the user question the representation of controller symbols. When the user moves the analog in a direct, it is expected to move the player in that direction.

However, the jump and interaction buttons would require either controller or in game instruction as to their functionality.

## Recognition rather than recall

Another benefit that my controller has, by resembling current standards of design, it recognition. This allows users to instantly pick up the controller and recognise how to hold and interact with it. Not only does this widen the audience for recognition, it increases the ease of usability for beginners.

## Aesthetic and minimalist design

For the shape of my controller, I attempted to incorporate the theme of the game into the controller design. The intended game involved the control of two goblin/ogres characters that explored a dungeon. With this theme, I created the design of the controller to resemble a bone to increase the novelty of it's design and user engagement.

The materials used in my project reduced the ergonomics of the design, and to improve, this design would have worked well if made in plastic. However, for my prototype, the shape incorporated into a modern design allowed users to hold it with some comfort.

## Conclusion

If I would to change the design of the controller, it would be with the use of more miniature and rigid material so that it didn't break or bend. The cardboard used was a suitable prototype material, however a more sturdy casing, such as plastic, would have improved the ease of use and aesthetic of the design.