

Avaliação Heurística de uma Plataforma

Interação Pessoa-Máquina Gabriel Teixeira e Tiago Jorge









10 Heurísticas de Jakob Nielsen



















H1 - Visibilidade do Sistema









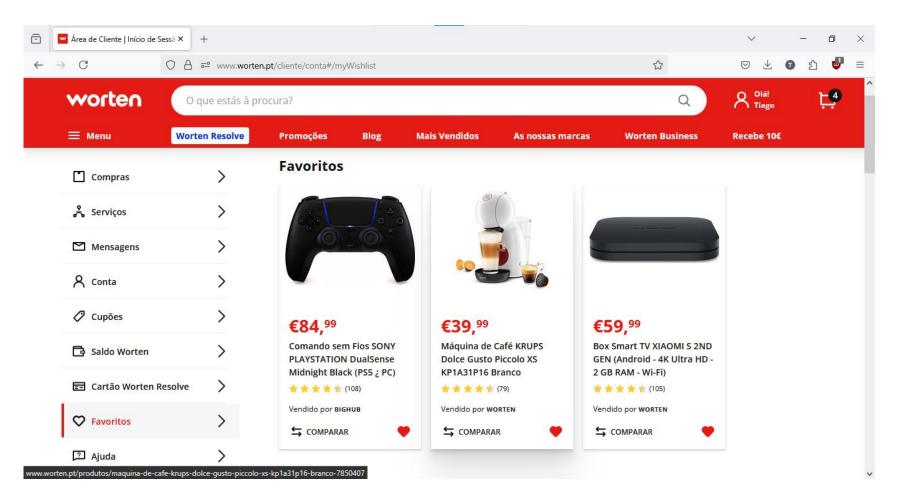










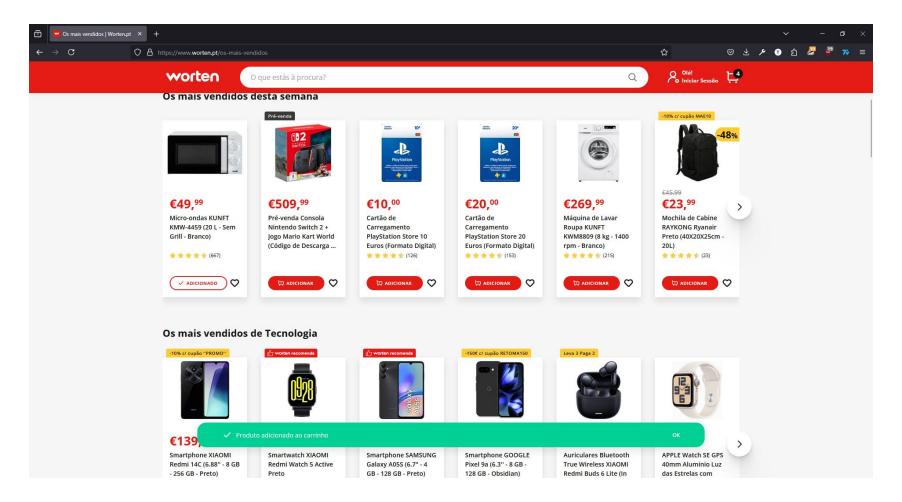


















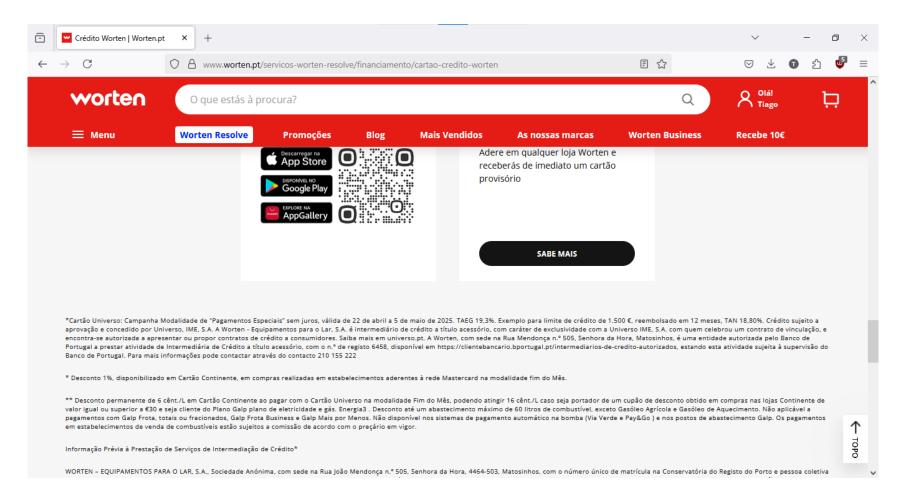
H2 – Correspondência entre o sistema e mundo real







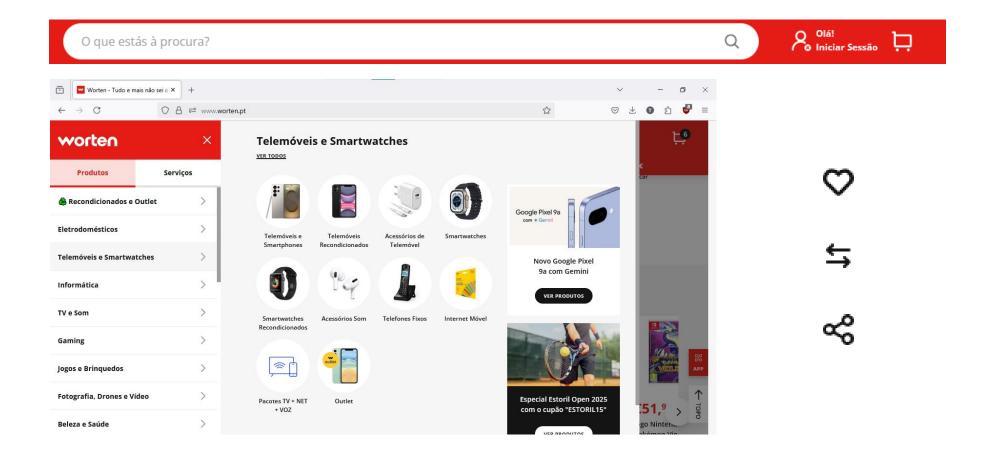




















H3 – Controlo e Liberdade do Utilizador









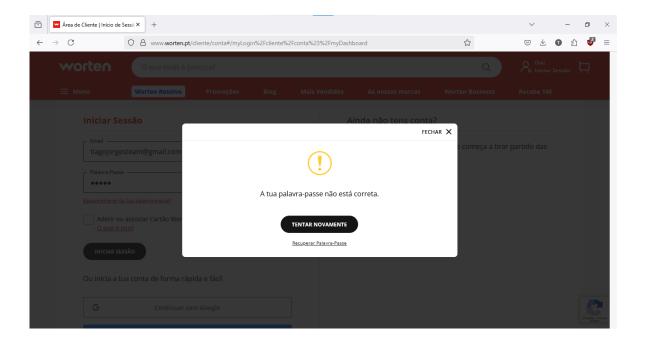


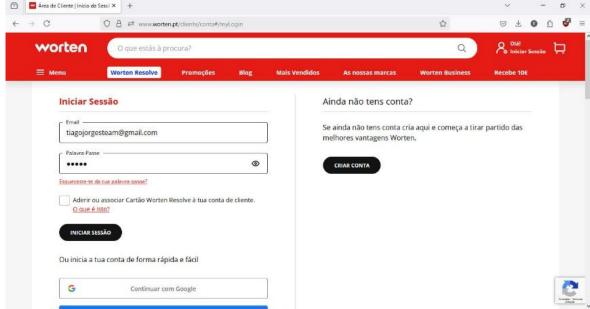
































H4 — Consistência e aderência a normas

















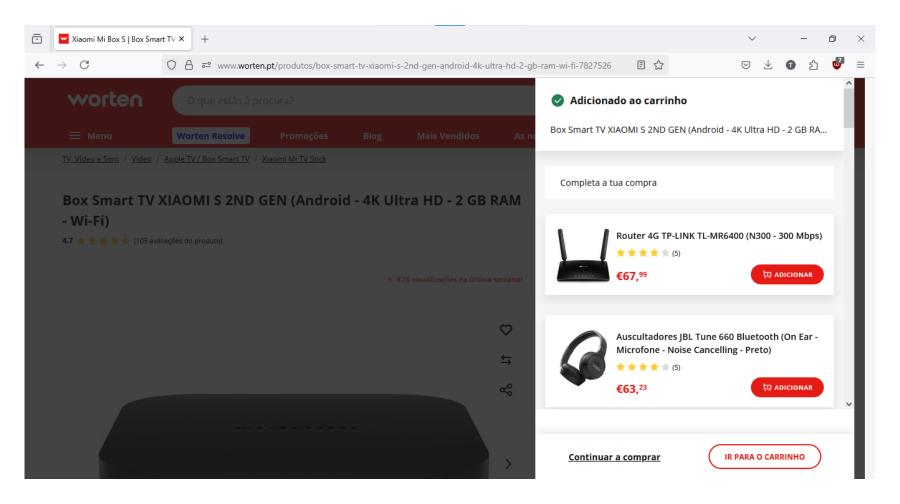


H5 – Prevenção de Erros

















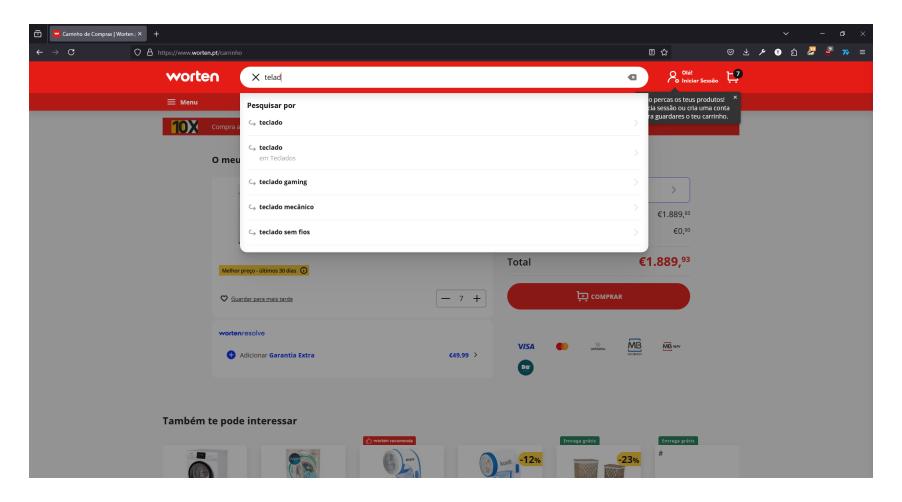
Nome	
Apelido	
Telemóvel	
Email	
Palavra-Passe	•



















H6 – Reconhecer em vez de lembrar









Histórico de pesquisa

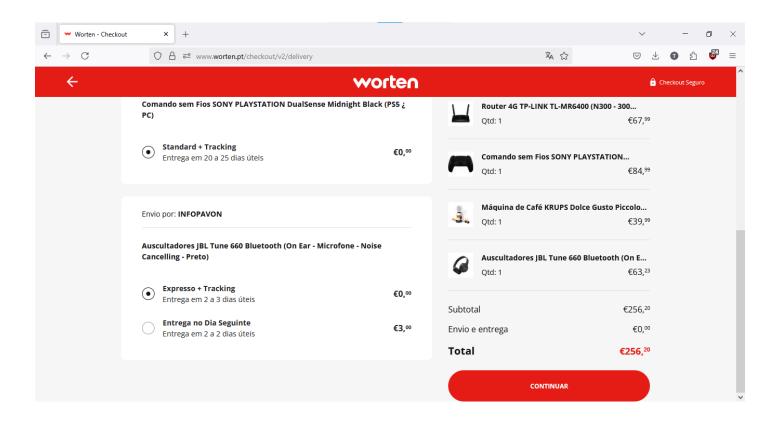
teclado



















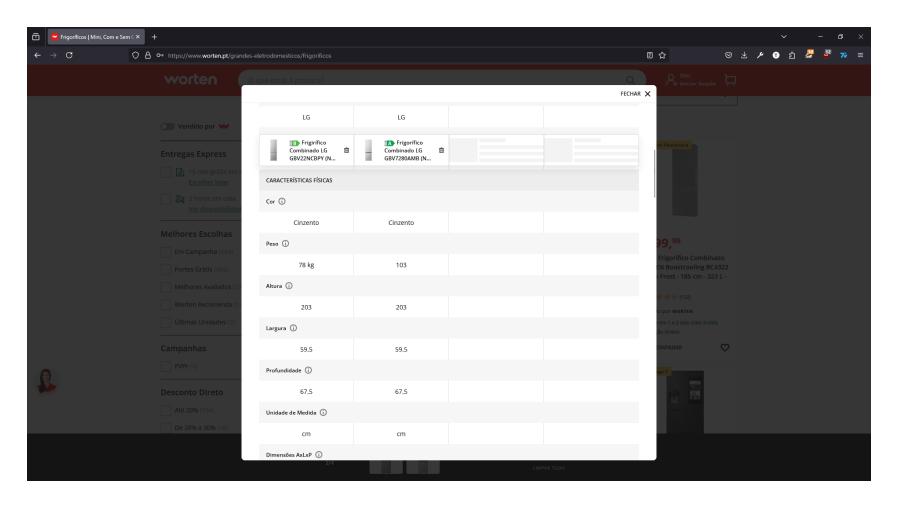
H7 – Flexibilidade e eficiência na utilização









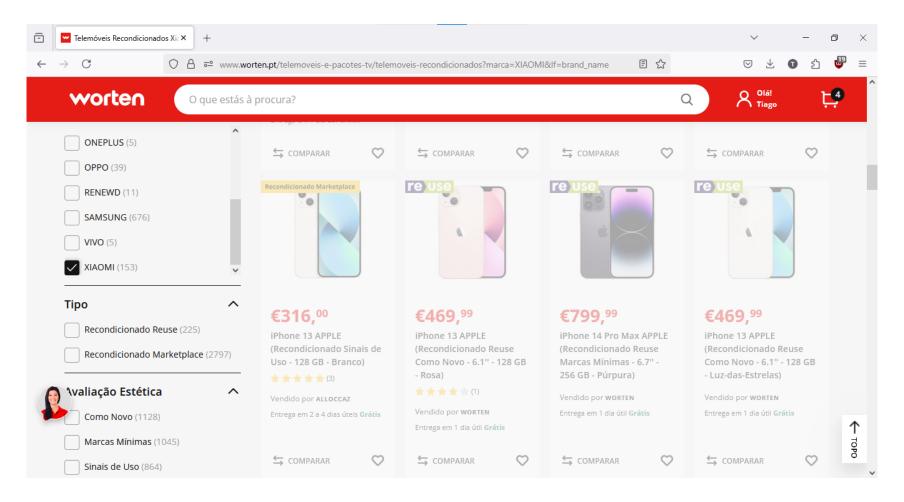




















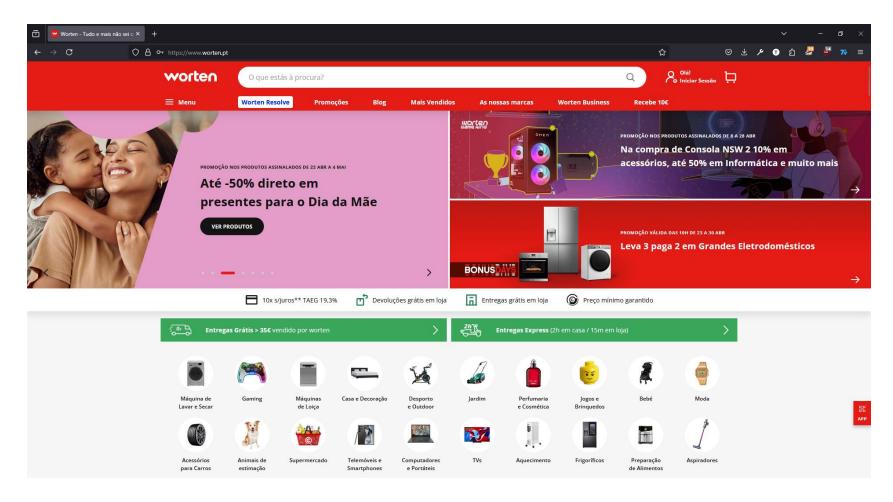
H8 – Desenho estético e minimalista









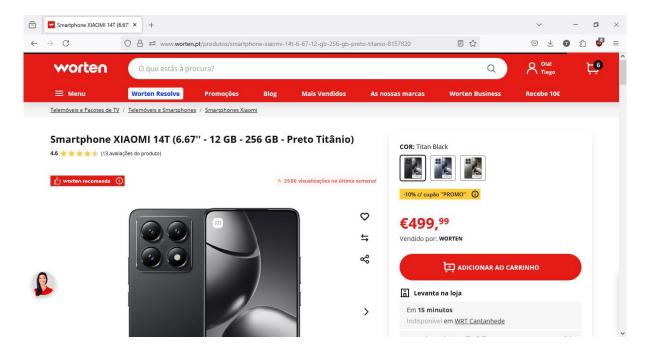


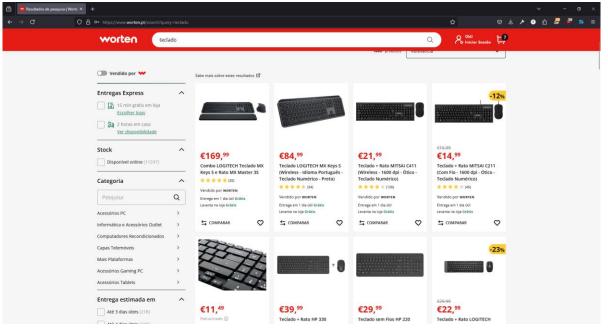










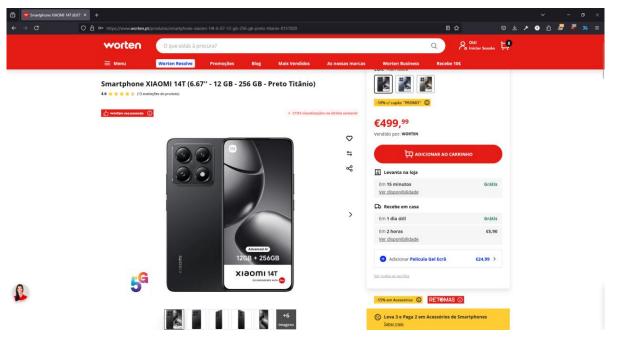


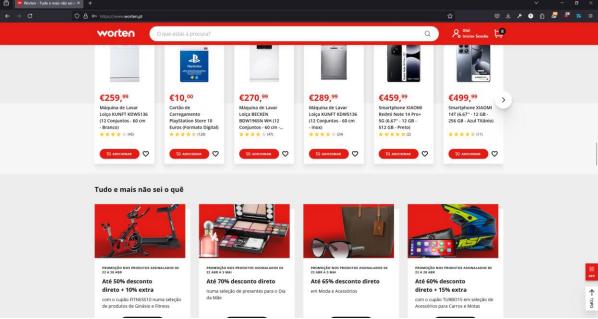




















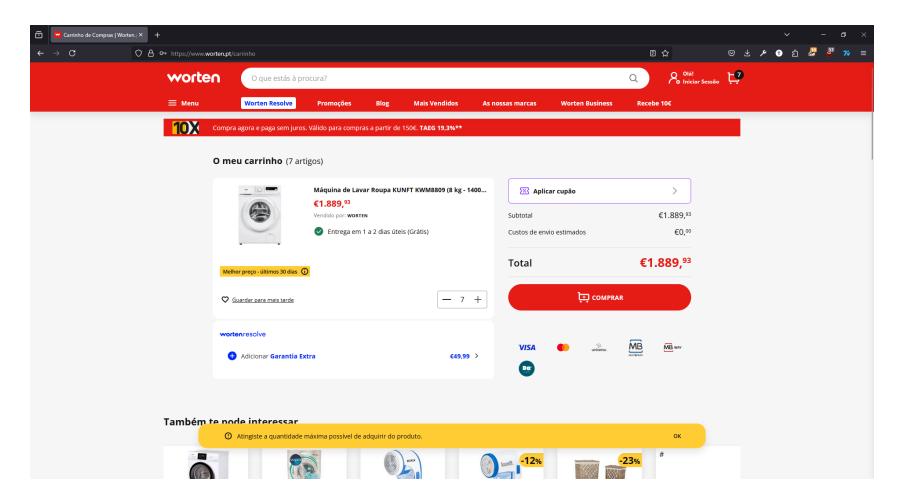
H9 – Ajudar os utilizadores a reconhecer, diagnosticar e recuperar erros







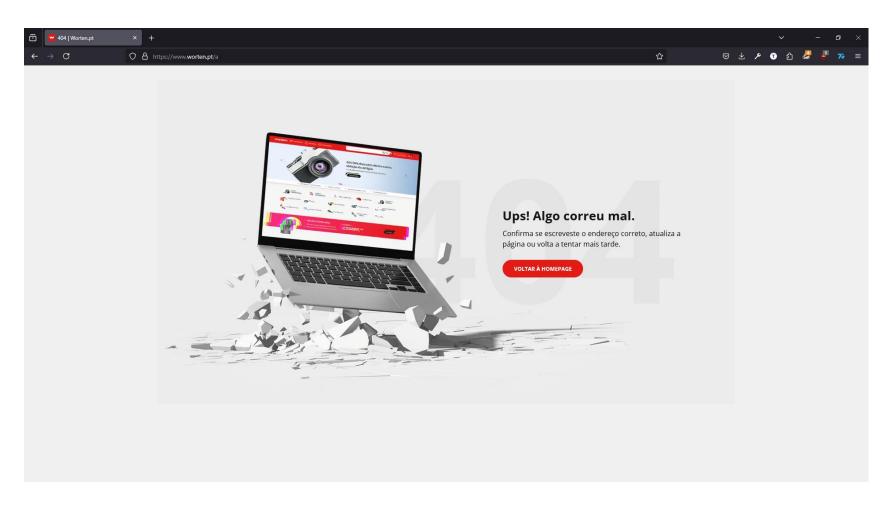




















H10 – Ajuda e documentação









