Heuristics evaluation template

Name: Lachlan Cato - student .

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| Heuristic | Why | Severity (0 non - 4 very bad) |
| Visibility of system status | Obviously there’s only so much you can do in terms of prototyping to animate a screen or something, or a loading screen of some sorts, but it never froze on me | 1 |
| Match between system and the real world | This System mimicked how an actual Apple Watch and iPhone would look quite well, and used the space constrains that they both have | 0 |
| User control and freedom | I like how you can see your goals over time, and when I miss the streaks, but maybe add more control over who can sent you money? Maybe a block button for people you don’t like? | 1 |
| Consistency and standards | Looked just like a real phone app and wearable screen to me. | 0 |
| Error prevention | I never really had any major errors, and any errors I did have the prototype would tell me when I’m making big mistakes. | 2 |
| Recognition rather than recall | I liked the use of white on the grey and black, I could see what to press, the gradient did that well – highlighting important buttons. I just over all made sense. | 0 |
| Flexibility and efficiency of use | I think by learning and having this app in my daily life, I’d only get better at using it. | 0 |
| Aesthetic and minimalist design | In a wireframe there’s not much you can do to make it feel hard to read colour wise and I think each screen was never cluttered. The wearable is very small, I don’t know how that will transfer when you actually use an iwatch | 3 |
| Help users recognize, diagnose, and recover from errors | N/A – I didn’t struggle using the app. But I think some people could. Expesially the older people with the reading. I think that would casue errors. | 3 |
| Help and documentation | N/A – Never needed to use it. | 0 |

**Facilitatory help notes – what the heuristics mean:**

**Visibility of system status:** They know what’s going on.

**Match between system and the real world:**The product should be familiar, and not too confusing and new.

* Speak the user’s language with words, phrases, - make sure info appears in a logical order.

**User control and freedom:**  Support undo and redo.

**Consistency and standards:** The product should be consistent, and follow a similar standard across the whole product to minimise confusion

**Error prevention:**Self explanatory

**Recognition rather than recall:** Product should allow learnt behaviour to be implemented so they don’t have to think as much.

**Flexibility and efficiency of use:** Learnt behaviour can make the product more efficient, so they don’t have to spend so long figuring it out.

**Aesthetic and minimalist design:** Self-explanatory.

**Help users recognize, diagnose, and recover from errors**: Error messages – assisting the users to recover from mistakes

**Help and documentation:** Allowing the product to teach.

Added extras: