Heuristics evaluation template

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| Heuristic | Why | Severity (0 non - 4 very bad) |
| Visibility of system status | Each page that’s on the co-mit ask you to do particular things, and they immediately follow thru and take you to the next page so I was always aware that it was active | 0 |
| Match between system and the real world | I personally don’t use many help apps, but using the Comit was similar to something like Instagram the way buttons and screens were arranged | 0 |
| User control and freedom | I think obviously with an app like this the person wearing the wearable will be restricted but that’s the whole concept. | 1 |
| Consistency and standards | The white and gray because it’s a wireframe was very consistent, I’m not sure how the colour will translate to the final version of this app though. Most of the buttons where were I expected to find them the first time however.  The colours were consistent, maybe too consistent, it seemed a little dull. I like the images, but they weren’t as consistent. | 1 |
| Error prevention | I had a few errors, tapping the wrong spots of the screen sometimes according to the prototype and I needed to be told that I was clicking an inactive part of the prototype. | 2 |
| Recognition rather than recall | I saw the buttons and the text, and I got used to that shape for the buttons and understood where those buttons should be pressed. | 1 |
| Flexibility and efficiency of use | Using this application, it’s fun and easy to use, pretty simple concept as well I believe. However, in terms of flexibility other than family or self-reg I don’t really see anything else? | 2 |
| Aesthetic and minimalist design | What I saw never overwhelmed me, and there wasn’t anything on the screen which I thought shouldn’t be there. I just feel like more colour, cuz its very bland. | 1 |
| Help users recognize, diagnose, and recover from errors | N/A – I don’t think I had any errors | 0 |
| Help and documentation | N/A – I never tried to access help info because I never had errors | 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: