Heuristics evaluation template

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| Heuristic | Why | Severity (0 non - 4 very bad) |
| Visibility of system status | I typically am really good with these things, and it never really froze. | 0 |
| Match between system and the real world | With things like cash out, and pop-up boxes, I knew where the buttons to press was | 0 |
| User control and freedom | It was good to see that people can go back and forth within screens should they change their mind | 0 |
| Consistency and standards | It looks sorta the same way all the way through, I like the constrast, but maybe less of the gradient, it gets annoying after a while and the effect wears off. | 1 |
| Error prevention | I didn’t really think there was a point where I needed Invision to tell me where to click | 0 |
| Recognition rather than recall | I think I could recognise,I think I would do better when I learn it more. But I think that is suspected. The mock up didn’t let you click everything, so that is a problem, I just don’t know if it’s a recall problem. I guess.i cant recall. | 1 |
| Flexibility and efficiency of use | Maybe seeing how people meet their goals over bigger time spans might be useful. | 1 |
| Aesthetic and minimalist design | I think there was good space for each of the fonts to be readable on the application, but the wearable fonts were way to small | 4 |
| Help users recognize, diagnose, and recover from errors | 3 | I Think because of the size of the fonts on the wearable the user wouldn’t be able recognise and diagnose. I would assume they would need more help |
| Help and documentation | Maybe have a description of what the application does, I don’t remember if products like snapchat or insta do that, but just for people to know. | 2 |

**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: