Heuristics evaluation template

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| Heuristic | Why | Severity (0 non - 4 very bad) |
| Visibility of system status | I don’t think the app ever actually froze? | 0 |
| Match between system and the real world | I mean, pairing and pressing stuff like cashing out | 0 |
| User control and freedom | I think making the way for undo and redo is good, particularly half way in the cash out process. But maybe more control over the application – but I understand that is the concept. | 1 |
| Consistency and standards | I think that the screens were made all at the same time, or by the same person, they all looked really similar | 1 |
| Error prevention | I don’t think I made any errors, if you’re not counting the message boxes with the ‘are you sures’ and whatnot | 0 |
| Recognition rather than recall | In this interface, it was pretty easy to tell which was a button and what was text. | 0 |
| Flexibility and efficiency of use | I saw it today for the first time and I thought I was pretty good, getting used to it wouldn’t really be all that challenging | 0 |
| Aesthetic and minimalist design | The white and gray, with rectangles to make specific sections I think was a good design choice. I don’t like the gradient, just a personal preference, and the design on the wearable isn’t really ‘minimal’ | 3 |
| Help users recognize, diagnose, and recover from errors | I don’t think I had an error to recover from, but I couldn’t go back in some of the mock up, so im giving that a 3. | 3 |
| Help and documentation | No need for help documents if you don’t need help? | 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: