Heuristics evaluation template

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| Heuristic | Why | Severity (0 non - 4 very bad) |
| Visibility of system status | Too many notifications – specifically goals. – time the goals based on when they are there.  Connecting to the commit- I watch to iphone is a good example  Progress bar for the set up.  To much visibility of system status with the bank card, “I don’t want to see it – In relation to privacy” | (4)  4  4  4 |
| Match between system and the real world | (visualisation of the watch)The watch that I’m using – logical connection. | 4 (good) |
| User control and freedom | I like being able to skip.  Have goals more interactive and collaborative. | 5 (good)  2 |
| Consistency and standards | Put the screens together – infographic and choice of self or family  Data representation – consistency with goal setting and goal display – the experience. Maybe choose how the bar is displayed. | 3  4 |
| Error prevention | Bluetooth – visualisation is good, but make it more clear. The icon. | 1 |
| Recognition rather than recall | Serivce nsw – why or how? What could you do with this.  Recognition of goals is good. | 4  4 |
| Flexibility and efficiency of use | Too many steps – I need a progress bar. | 2 |
| Aesthetic and minimalist design | Infographic too complicated  The goals set up has no atheistic consideration | 2  4 |
| Help users recognize, diagnose, and recover from errors | Clarification – streaks and Bluetooth. (there good because they make the habbit change over time.)  Good confirmation. | 4  4 (good) |
| Help and documentation | What does the family and self regulation do? | 3 |

**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 users 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 shit:

Visual on the phone but matches the watch. Apple watch to phone. – sexy qr code.

Make it more fun – make it nice to set up. Congratulate them.

“ill fuck the pain away” – the streak makes me sad.

“Now that I broke the flood gate – im gonna binge – joan made me”.

“ask me why I fucked up – “had a bad day” and the goals reflect that.

“hard or fast type of person – if I didn’t have something to lock me I woulnt, I like it”.