The following 4 designs will be judged using the 10 Usability Heuristics for User Interface Design:

#1: Visibility of system status

#2: Match between system and the real world

#3: User control and freedom

#4: Consistency and standards

#5: Error prevention

#6: Recognition rather than recall

#7: Flexibility and efficiency of use

#8: Aesthetic and minimalist design

#9: Help users recognize, diagnose, and recover from errors

#10: Help and documentation

Each heuristic of the design will be rated 1 to 10.

Furthermore, the 4 designs will be rated against 3 points:

1: Standards and familiarity

How familiar and easy to understand the system is. how quick the user can

understand the system's functions.

Summarizes heuristic 2, 4 and 6.

2: User usage and efficiency.

How little of a headache users get and how user friendly it feels.

Summarizes heuristic 1, 5, 7, 9 and 10.

3: Aesthetic

The minimalism and simplicity of the design.

Summarizes heuristic 3 and 8.

**Nhan Tran 300444682**

**View /Create 3D models over select poster in VR.**

Visibility of system status 4/10

System Device is generally not provided within the application/UI

Match between system and the real world 9/10

good use of easily recognizable symbols

User control and freedom 7/10

easy navigation between states

Consistency and standards 9/10

All aspects of the application and UI follow consistent design methods

Error prevention 8/10

With a simple design, errors are unlikely

Recognition rather than recall 10/10

clear and easily readable UI

Flexibility and efficiency of use 5/10

Yes the system is easily navigated, but would be good to have more shortcuts

Aesthetic and minimalist design 10/10

With a simplistic UI, all the information is easily readable

Help users recognize, diagnose, and recover from errors 5/10

Not covered, but not nessesery as well

Help and documentation 10/10

Both Dev and User have their own help pages, as well as tutorials being accessible

Summary in three points:

1: Standards and familiarity 9/10

2: User's usage and efficiency. 7/10

3: Aesthetic. 8/10

**Lillian Hide-Tobin 300451675**

**AR advertisement.**

Visibility of system status 6/10

No on System Device, however is easily deciphered

Match between system and the real world 9/10

Clear and simple labels, and a tutorial helps for people unfamiliar with the system

User control and freedom 10/10

easy access to states and fixing unwanted actions with the return button

Consistency and standards 8/10

Follows consistency, with some minor changes in design

Error prevention 9/10

states have a small posabilities of errors

Recognition rather than recall 10/10

everything is easily available to the user, exept in camera mode(expected)

Flexibility and efficiency of use 6/10

No shortcuts except the bottom bar.

Aesthetic and minimalist design 8/10

minimalist and prioritizes the systems content of the given state

Help users recognize, diagnose, and recover from errors 6/10

Error when a failed screen happens

Help and documentation 8/10

tutorials being accessible at all times.

Summary in three points:

1: Standards and familiarity. 9/10

2: User's usage and efficiency. 9/10

3: Aesthetic. 7/10

**Jeremiah Choi 300474835**

**Strategy/Tactics AR-powered game**

Visibility of system status 10/10

The states are clearly represented on-screen.

Match between system and the real world 7/10

The symbols and terminology is familiar and known the targer user, however not to the major public.

User control and freedom 10/10

easy access to states and returning ot previus state with the back button

Consistency and standards 10/10

System uses game standers, as well as a consistent design

Error prevention 6/10

With a complicated system, such as a game, errors are common, a back buttot helps quite a lot atleast.

Recognition rather than recall 9/10

Clear a simple labels with text and images, its intuitive what they do

Flexibility and efficiency of use 3/10

UI is fixed and non flexiable, exept the back button

Aesthetic and minimalist design 8/10

UI only shows what is necessary at the given state, whitch is all you could ask for in a game system.

Help users recognize, diagnose, and recover from errors 6/10

We have a example of an error, however it with the given system, we can exept more kinds or errors

Help and documentation 1/10

No tutorial or help page

Summary in three points:

1: Standards and familiarity 8/10

2: User's usage and efficiency. 4/10

3: Aesthetic. 9/10

**Jack Rodgers 300446310**

**Imbedding and integration of AR elements into university advertising material**

Visibility of system status 10/10

The current state is clearly indicated

Match between system and the real world 8/10

familiar symbolody and well used UI text, some uses of jargon

User control and freedom 10/10

All features that you would need are incorporated into the system

Consistency and standards 10/10

System is consistent and uses most if not all VUW standards

Error prevention 10/10

clear and concise warning screens

Recognition rather than recall 10/10

Clear labels with text and images, easily recognizable

Flexibility and efficiency of use 10/10

Interface is kept to a minimum, and prioritizes the systems content

Aesthetic and minimalist design 9/10

Design is applied consistently

Help users recognize, diagnose, and recover from errors 10/10

Detailed error screens are always given

Help and documentation 10/10

clear and easy to understand tutorial is given to the user.

Summary in three points:

1: Standards and familiarity 10/10

2: User's usage and efficiency. 9/10

3: Aesthetic. 10/10