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.

**Lillian Hide-Tobin 300451675**

**AR advertisement.**

Visibility of system status 6/10

The current mode can be deciphered from what's on-screen, but no label to indicate so. Hard to differentiate home from scanned.

Match between system and the real world 9/10

Uses clear and short language for navigational bar, the tutorial provides visual guidance for those who can’t understand the jargon.

User control and freedom 10/10

Users can easily return to previous states and undo unwanted actions with the permanently available return button.

Consistency and standards 7/10

Follows external consistency with top and bottom navigation bars, though return buttons are usually at the bottom.

Error prevention 8/10

Not many states where errors can occur.

Recognition rather than recall 9/10

All options available to the user at all times without being hidden away, except when a mode is in use.

Flexibility and efficiency of use 6/10

No shortcuts except the bottom bar.

Aesthetic and minimalist design 8/10

Very minimalist and prioritizes the content on screen, whether camera feed or text.

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

Error messages for when scanning fails but not much else.

Help and documentation 7/10

The tutorial is always accessible, but not present when required eg on the first-time launch.

Summary in three points:

1: Standards and familiarity. 8/10

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

3: Aesthetic. 9/10

**Nhan Tran 300444682**

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

Visibility of system status 4/10

System status is visible more by the device it’s on rather than the UI itself.

Match between system and the real world 8/10

Most of the UI uses common symbols in place of words

User control and freedom 7/10

Users can easily return to previous states via the leave button.

Consistency and standards 8/10

Both the developer and end-user varients of the system follow

Error prevention 8/10

The system is very simple and only has 1 or 2 states overall, so it’s unlikely to get errors.

Recognition rather than recall 10/10

All UI elements are visible to the user at once. All are of good size and easily visible.

Flexibility and efficiency of use 4/10

Applying more to the dev UI than the user, it doesn’t have any shortcuts where it probably could.

Aesthetic and minimalist design 10/10

UI is simple and clean, and prioritizes the content view as much as possible, even giving the ability to hide UI options.

Help users recognize, diagnose, and recover from errors 1/10

Not covered by the system.

Help and documentation 8/10

Both the dev and the user UI’s have help pages. Also, has tutorials presented when required.

Summary in three points:

1: Standards and familiarity 9/10

2: User's usage and efficiency. 5/10

3: Aesthetic. 9/10

**Andrija Djorovic 300366056**

**integrating embedded AR systems to the university lecture system.**

**help students manage themselves.**

Visibility of system status 8/10

System status is visible in the burger menu, but this is hidden away at times. Other states are labeled but not consistently.

Match between system and the real world 10/10

Uses small keywords and abbreviations where full terminology might confuse a user.

User control and freedom 7/10

Users can easily switch between menus with the burger menu, but no dedicated back button.

Consistency and standards 9/10

My groups and groups are too similar. Asides from this menus are consistent and follow industry standards for things like messaging, scrolling, and dropdowns.

Error prevention 5/10

Slips could be made when making groups, needs an edit button.

Recognition rather than recall 9/10

Users have to remember to press the burger menu, but then have easy recognition between states.

Flexibility and efficiency of use 7/10

Users can swipe certain menus for faster access, and hide elements they don’t need.

Aesthetic and minimalist design 9/10

Visual design is consistent and can hide unneeded elements

Help users recognize, diagnose, and recover from errors 1/10

No error messages.

Help and documentation 1/10

No tutorials

Summary in three points:

1: Standards and familiarity 10/10

2: User's usage and efficiency. 5/10

3: Aesthetic. 8/10

Jeremiah Choi300474835

Strategy/Tactics AR-powered game

Visibility of system status 10/10

Each state is clearly labeled at the top of the screen.

Match between system and the real world 7/10

Some jargon is used but it’s more game-specific than developer-specific.

User control and freedom 8/10

All screens have a back button, but no undo button due to the nature of it being a game.

Consistency and standards 8/10

Words are used with consistent meaning, UI follows a similar menu flow of other games.

Error prevention 3/10

Hard to grade due to its nature as a game, slips are going to be commonplace.

Recognition rather than recall 8/10

Both symbols and words are used for buttons and it isn’t too word-filled.

Flexibility and efficiency of use 1/10

No way to customize and no shortcuts, or hide elements they don’t need

Aesthetic and minimalist design 7/10

Not very minimalist because it’s a game, but does keep the UI to a minimum when content is on screen.

Help users recognize, diagnose, and recover from errors 3/10

One error message on the battle screen.

Help and documentation 1/10

No tutorial.

Summary in three points:

1: Standards and familiarity 8/10

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

3: Aesthetic. 8/10