Heuristik evaluering

Heardrush.

Lack of consistency when using the three dots in setlist. At setlest, they both are to the left of the names and in the top right corner. To the left they give to options, which is pops up on the right side. In the top right corner it acts like a dropdown menue.

Visibility: it’s not clear that the knob/button to the left can control something all the time, while the knobs to the right can’t.

While setting up the rig it’s not visible that the “pedals” can be moved.

There is a lack of affordance that the “pedal” have to be pressed and hold, to be able to be moved.

Consistency. Sometimes the main knob and the touch actions are the same, but not always.

In a rig, the bar to the right Afford that it’s possible to scroll, but it’s not. It moves by tapping.

Control. When an empty square is taped the next screen coms so fast it’s hard to know if it’s the right square that was selected.

Visibility: The IN and OUT options is hard to se that are edible.

Visibility: It’s not clear that you can change the rig with the main knob.

Navigation: The mapping on the screen do not match the mapping at the foot switches.

Recovery: It take many steps to delete af effect that is chosen wrong.

Visibility: It’s not clear that when you are choosing an effect that you can do horizontal scrolling, so that it’s easy to change the type of effect you are looking for.

Constraines: It’s too easy to bypass an effect, when wanting to chose it.

Helix

Affordance: The buttons/knobs have some Interactions that isn’t easely afforded.

Navigation: It’s hard to know what happens when the big left knob is used.

Control: It’s hard too see that u have to use both the left and the right knob/button/joystick when navigating the list selection.

Familiarity: There is a home button, but not a home paged?

Visibility: When turning the joystick it’s not clear that it’s a way of selecting effects.

Constrains: If you forget to press save and press a new preset, it’s all deleted.