## Participant 1

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| **Visibility of system status:** Systems should inform user what is going on at all times, ensuring everything is clear at all times. |
| The overall system informed me of what was going at all times by using titles and information to tell me what is going on at all times. I think this is really good otherwise I wouldn’t know how to do things or understand what is going on throughout the system, possibly preventing me from not completing my task. I think the prompts such as the password prompts were very useful in informing me of things I may have missed, allowing me to understand the problem and knowing how to overcome it. Through the use of the titles on the pages, I know where I am throughout the system but I would add something highlights this on the navigation bar. Such as putting grey on the background on the icon when its selected or when I’m on that page so it’s easier to understand where I am within the system. |
| **Match between system and the real world: Should be on the users level, using the users language, words, phrases, concepts, use real-world conventions, follow logical orders naturally.** |
| The language used on the interface was easy to follow and understandable because its basic and simple. It doesn’t use complicated words or phrases to describe something, ensuring that I am able to use the system well. The logical order of each page makes sense such as signing up or logging in, it allows you to logging in first as an existing user and sign up as a new user. |
| **User control and freedom:** **Having ways out of situations like emergency exits if mistakes happen and undoing/redoing things, feedback helping the user if they have made a mistake.** |
| It is very hard to make a mistake on the application therefore I don’t think it actually needs anything like undo buttons etc. However, back buttons and the navigation bar can be used to go back when a mistake occurs which I think is very obvious and logical to do when/if a mistake ever did occur. |
| **Consistency and standards: Users should not be guessing anywhere on interface.** |
| I didn’t have to guess anything on the interface because it all made perfect sense to me. The language was basic and easy to understand and layout was simple and well organised too. |
| **Error prevention: Careful design should not allow errors to occur in the first place, being very hard to get any errors at all.** |
| The system made it very hard to do anything wrong and I was able to make any errors throughout my task. Its very error preventative and clever how the design has been used and I think it’s very clever and effective. |
| **Recognition rather than recall:** **Minimising the users need to remember things unnecessarily, overloading on memory.** |
| The design of the interface is so minimalistic and therefore does not have any cognitive overload on me what so ever. I don’t have to remember things apart from my password and username which is all I should need to remember. However, the amount of information on the posts can be a bit overwhelming so I would suggest using something where the information only appears if you clicked something. |
| **Flexibility and efficiency of use:** **Shortcuts that speed up interaction, tailor frequent actions and overall being efficient.** |
| The main thing I would add is a shortcut to posts which I guess you could use the search bar for but instead using like a button so that I wouldn’t need to search for the post. If I was an experienced user that just wanted to go straight to a certain category of post, surely there should be a button to allow me to do that. Otherwise, I would have to keep searching or scrolling through the interface to find the post I want. This would improve the overall efficiency of doing something like this. |
| **Aesthetic and minimalist design: Irrelevant information, unnecessary information, not too much contrasts.** |
| The design is already minimalistic and therefore and I find it aesthetically pleasing to use because of the little amount I have to read or interact with to achieve something. |
| **Help users recognize, diagnose, and recover from errors: Error messages should be used and being understandable by the user. If no errors occurred, there should be a way for users to undo things easily if they need to.** |
| There is not much need for error messages within this interface because there are not many errors a user could trigger. |
| **Help and documentation:** **It may be necessary to explain to the user about anything in further depth through documentation id needed.** |
| There is no need for help documents throughout the interface but even so, there is the admin that can be contacted to solve any problems that occur. A link could be put somewhere in the app incase this does happen so I users know what they can do if problems do occur. |