Heuristic Evaluation on

Evaluator Name:

Anthony's design

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HEURISTICS	VIOLATION	RECOMMENDATION	SEVERITY
1. Visibility of system status *Always keep users informed about what is going on, through appropriate feedback within reasonable time.*	- No text at top of screens notifying user of current screen/page - No scroll wheel to signify where on a menu a user is	- Include title at top of screen to notify which part of the app users are in at any given time - Implement scroll wheel to signify where users are in case options go past menu border	2
2. Match between system and the real world *Follow real-world conventions, making information appear in a natural and logical order.*	.		0

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3. User control and freedom *Users should leave the unwanted state without having to go through an extended dialogue. Undo and redo.*	- No back button implemented so users can return to previous screen or leave potentially unwanted actions	-Implement back button for easier user navigation and enabling user to cancel unwanted actions	3
4. Consistency and standards *Users should not have to wonder whether different words, situations, or actions mean the same thing.*			0
5. Error prevention *Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.*	- No 'Are you sure?' prompt shown explicitly for buttons. Could cause user's to do unwanted actions in case of miss-tapping	- Add confirmation prompts when users tap buttons if not already implemented	2
6. Recognition rather than recall *Minimize the user's memory load by making objects, actions, and options visible.*	- No 'Use your location' option when searching	- Implement 'Use your location' option to ease memory load of users when searching	2

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7. Flexibility and efficiency of use *Accelerators. Allow users to tailor frequent actions.*	- No quick tabs on bottom of screen to allow users to freely and easily navigate different menus or parts of the app - No favourites option explicitly shown for languages or locations	- Add tabs at bottom of app to allow users a way to access frequent menus - Implement favourite option for user's main language or frequently visited locations	2
8. Aesthetic and minimalist design *Dialogues should not contain information which is irrelevant or rarely needed.*	- Information close together causes small amount of clutter on screen	- Spread informaton apart more in menus for better readability	1
9. Help users recognize, diagnose, and recover from errors *Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.*	- No error messages are shown explicitly in design	- Ensure error messages are included if not already planned for invalid user input or non-permitted actions	3
10. Help and documentation *Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation.*	- No help option explicitly shown - No settings menu explicitly shown	- Add help button on each screen to aid users on how to navigate and do each action - Add settings menu	3