

# Heuristic Evaluation on

Evaluator Name:

## SEVERITY RATING

**0** = I don't agree that this is a usability problem at all

**1** = Cosmetic problem only: fix if time is available

**2** = Minor usability problem: fixing this should be given low priority

**3** = Major usability problem: important to fix, given high priority

**4** = Usability catastrophe: fix this before product can be released

HEURISTICS	VIOLATION	RECOMMENDATION	SEVERITY
<b>6. Recognition rather than recall</b> <i>Minimize the user’s memory load by making objects, actions, and options visible.</i>			
<b>7. Flexibility and efficiency of use</b> <i>Accelerators. Allow users to tailor frequent actions.</i>			
<b>8. Aesthetic and minimalist design</b> <i>Dialogues should not contain information which is irrelevant or rarely needed.</i>			
<b>9. Help users recognize, diagnose, and recover from errors</b> <i>Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.</i>			
<b>10. Help and documentation</b> <i>Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation.</i>			