

# 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>1. Visibility of system status</b> <i>Aalways keep users informed about what is going on, through appropriate feedback within reasonable time.</i>			
<b>2. Match between system and the real world</b> <i>Follow real-world conventions, making information appear in a natural and logical order.</i>			
<b>3. User control and freedom</b> <i>Users should leave the unwanted state without having to go through an extended dialogue. undo and redo.</i>			
<b>4. Consistency and standards</b> <i>Users should not have to wonder whether different words, situations, or actions mean the same thing.</i>			
<b>5. Error prevention</b> <i>Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.</i>			