

Heuristic Evaluation on

Josh's design

Evaluator Name:

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SEVERITY RATING

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

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

4 = Usability catastrophe: fix this before product can be released
- 1** = Cosmetic problem only: fix if time is available

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

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

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

HEURISTICS	VIOLATION	RECOMMENDATION	SEVERITY
7. Flexibility and efficiency of use <i>Accelerators. Allow users to tailor frequent actions.</i>	<ul style="list-style-type: none"> - No quick tabs on bottom of screen to allow users to freely and easily navigate different menus or parts of the app 	<ul style="list-style-type: none"> - Add tabs at bottom of app to allow users a way to access frequent menus 	<div>2</div>
8. Aesthetic and minimalist design <i>Dialogues should not contain information which is irrelevant or rarely needed.</i>	<ul style="list-style-type: none"> - Current journey screen could be more sectioned off for easier reading of info 	<ul style="list-style-type: none"> - Allow days to be drop down tabs so users can see one day at a time 	<div>1</div>
9. Help users recognize, diagnose, and recover from errors <i>Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.</i>	<ul style="list-style-type: none"> - No error messages are shown explicitly in design 	<ul style="list-style-type: none"> - Ensure error messages are included if not already planned for invalid user input or non-permitted actions 	<div>3</div>
10. Help and documentation <i>Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation.</i>	<ul style="list-style-type: none"> - No help option explicitly shown 	<ul style="list-style-type: none"> - Add help button on each screen to aid users on how to navigate and do each action 	<div>3</div>