# Heuristics

**Heuristics for UI**

1. Always keep the user informed on what's going on.
2. Should speak users language including symbols (No technical terms).
3. Users should be able to undo any mistakes/misguidance they have caused.
4. Words and symbols should be consistent.
5. Prevent errors from occurring.
6. Reduce what the user needs to remember when navigating app by providing information when necessary.
7. Should be usable by both experienced and inexperienced users.
8. Remove irrelevant information.
9. Make errors recognisable so that the user can fix them.
10. Provide help when necessary.**[[1]](#footnote-0)**

**Important Notes for the Design**

* All/most parts of the app should be navigable in as few as possible steps.
* Positive responses should be above or to the left of the negative response. E.g. yes and no, submit and cancel, etc.
* Should almost always be able to get home from the current section[[2]](#footnote-1)
* Clear use of icons and don’t make them too small.
* Background colour and font colour should be easy on the eyes.[[3]](#footnote-2)

1. "10 Heuristics for User Interface Design ...." 1 Jan. 1995, <https://www.nngroup.com/articles/ten-usability-heuristics/>. Accessed 7 Nov. 2018. [↑](#footnote-ref-0)
2. "Heuristic Evaluation of a Mobile App - Imaginea Design." 26 May. 2016, <https://www.imaginea.com/design/heuristic-evaluation-mobile-app/>. Accessed 7 Nov. 2018. [↑](#footnote-ref-1)
3. "Heuristic Evaluation of UI ebay Mobile App." 24 May. 2013, <http://www.cjmyles.me/heuristic_evaluation.pdf>. Accessed 7 Nov. 2018. [↑](#footnote-ref-2)