



Heuristic Evaluation

STRIVE FOR CONSISTENCY

- Using simple and familiar icons
- Menu hierarchy

ENABLE FREQUENT USERS TO USE SHORTCUTS

- Clicking on the EcoKnow icon redirects user to homepage

OFFER INFORMATIVE FEEDBACK

- The app always tells the user which tab he/ she is in and all the details required for the tab are displayed

DESIGN DIALOGS TO YIELD CLOSURE

- Task status, points gained and streak changes on completion of tasks
- Registration for event successful

OFFER ERROR PREVENTION AND SIMPLE ERROR HANDLING

- Reminder to complete the task twice a day
- Notification in case user forgets to update about task completion

PERMIT EASY REVERSAL OF ACTIONS

- Cancel event after registering, edit profile

SUPPORT INTERNAL LOCUS OF CONTROL

- Users decide task completion and level that they want to aim for
- Monthly tasks are a bonus, but leaderboard provides motivation for users to take them up
- Users can set up events

REDUCE SHORT-TERM MEMORY LOAD

- There are visual cues for user to understand points and streak
- Simple menu hierarchy