

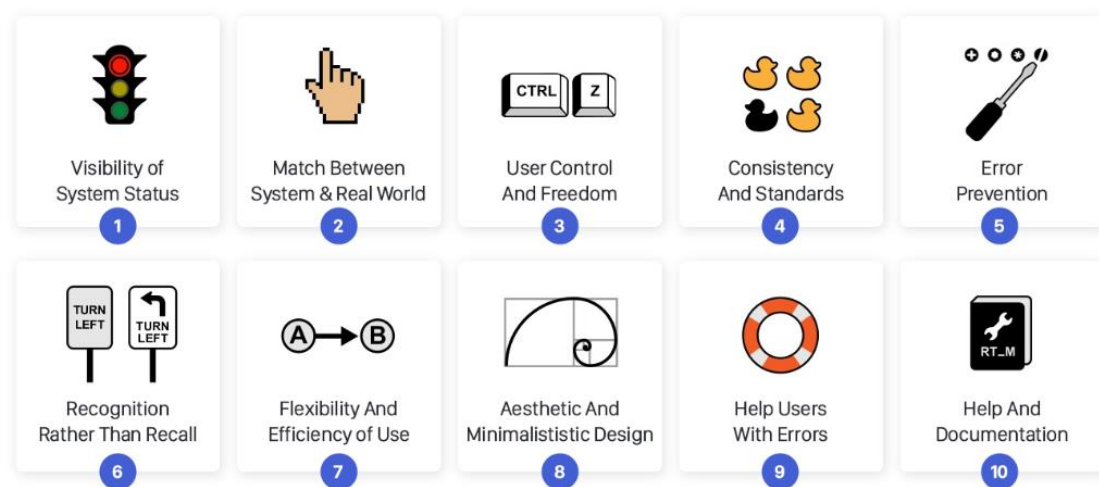
	Usability Heuristic	Keywords reference
U	User control and freedom	Support undo and redo
H	Help users recognize, diagnose, & recover from errors	Error Messages
A	Aesthetic and minimalist design	Avoid redundancy
V	Visibility of system status	Continuous and appropriate feedback
E	Error prevention	Preventing user errors - soft and hard delete
C	Consistency and standards	Platform convention
H	Help and documentation	Information based on user's task
A	Accelerators, Flexibility and efficiency of use	Accelerators for expert users
R	Recognition rather than recall	Minimize the user's memory load
M	Match between system and real world	The system should speak the user's language

<https://uxdesign.cc/10-usability-heuristics-every-designer-should-know-129b9779ac53>

<https://blog.prototypr.io/10-usability-heuristics-with-examples-4a81ada920c>

<https://www.designprinciplesftw.com/collections/10-usability-heuristics-for-user-interface-design>

<https://medium.com/@erangat/10-usability-heuristics-explained-caa5903faba2>



All u need to know

<https://www.nngroup.com/articles/ten-usability-heuristics/>

<https://www.nngroup.com/videos/usability-heuristic-system-status/>

<https://www.nngroup.com/videos/match-system-real-world/>

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<https://asktog.com/atc/principles-of-interaction-design/>

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