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Reviewer: Leonardo Iwaya

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TASK: Play therapy games in the app, the app has games in four sections, namely: reading, writing, listening, and speech.

From the screenshots seen below, we can analyze different screenshots all containing games from the four various sections.

1. From the screenshots, we can see that the text and the buttons are large, which complies with heuristic, visibility of system status, as it would be easy for users to accomplish their goals. This is especially done well while the user has started a game. As for the menu, this is worse, we can see from the first screenshot that some text is quite small, and the menu at the bottom has low contrast between menu items and the background. These things could be fixed to further comply with the first heuristic, **visibility of system status**.

2. Another issue which was found was the help button. When the user has started a game and press the help button, the help is only given via audio, and this would be a problem as some users might have reduced hearing. Providing both audio and text would increase usability. As of now, the help button violates heuristic ten, **“help and documentation”,** as it might be unusable for some individuals.

