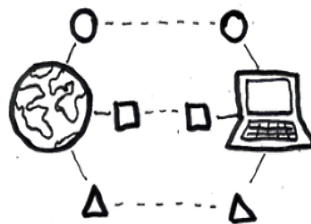


Ten Usability Heuristics by Jakob Nielsen



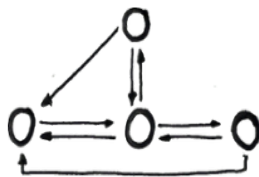
Visibility of system status

Give the users appropriate feedback about what is going on.



Match between system and the real world

Use real-world words, concepts and conventions familiar to the users in a natural and logical order.



User control and freedom

Support undo, redo and exit points to help users leave an unwanted state caused by mistakes.



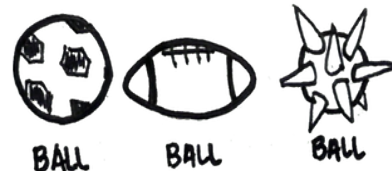
Error prevention

Prevent problems from occurring: eliminate error-prone conditions or check for them before users commit to the action.



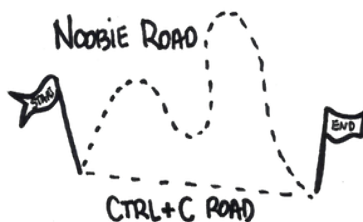
Aesthetic and minimalist design

Don't show irrelevant or rarely needed information since every extra elements diminishes the relevance of the others.



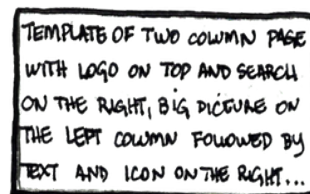
Consistency and standards

Follow platform conventions through consistent words, situations and actions.



Flexibility and efficiency of use

Make the system efficient for different experience levels through shortcuts, advanced tools and frequent actions.



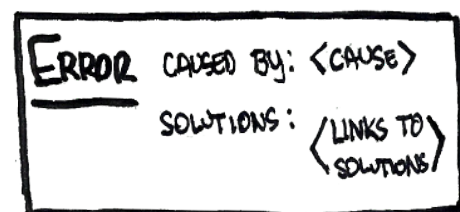
Recognition rather than recall

Make objects, actions, and options visible at the appropriate time to minimize users' memory load and facilitate decisions.



Help and documentation

Make necessary help and documentation easy to find and search, focused



Help users recognize, diagnose, and recover from errors

Express error messages in plain language (no codes) to indicate the problem and suggest solutions.