Heuristic Evaluation

Evaluator Name:	**Hamish Burke**
Device / Browser/ OS:	**Macbook Pro / Arc Browser / Mac 14.4.1**
App / Version:	**Risheets Assignment 2 Wireframe/Userflows**

SEVERITY RATING

0 = I don't agree that this is a usability problem at all

1 = Cosmetic problem only: fix if time is available

2 = Minor usability problem: fixing this should be given low priority

3 = Major usability problem: important to fix, given high priority

4 = Usability catastrophe: fix this before product can be released

HEURISTICS	VIOLATION	RECOMMENDATION	SEVERITY
1. Visibility of system status *Aalways keep users informed about what is going on, through appropriate feedback within reasonable time.*	No visual hierarchy on the home page (WF: 1). The middle button's function changes are not indicated, confusing the user about what to focus on initially.	Introduce a visual hierarchy that directs the user's attention to primary functions first. Implement clear visual indicators for any functionality changes of the middle button.	3
2. Match between system and the real world *Follow real-world conventions, making information appear in a natural and logical order.*	Pie chart is unlabelled (WF: 29), confusing users as it does not follow real-world conventions of clearly labeled graphs.	Label the pie chart clearly to indicate what data it represents, following real-world conventions for data presentation.	2
3. User control and freedom *Users should leave the unwanted state without having to go through an extended dialogue. undo and redo.*	Extended dialogues without clear escape routes (UF: 3-4) trap users in certain states, limiting their control over the application. This can lead to frustration, especially when users wish to quickly change or revert their actions but find the process cumbersome or unintuitive.	Introduce "back" and "cancel" options prominently on all screens, ensuring they are easily accessible to promote user autonomy in navigation.	4
4. Consistency and standards *Users should not have to wonder whether different words, situations, or actions mean the same thing.*	Buttons lack consistency in appearance and function across different pages (WF: 7, 8, 12). Slider placement and function are unclear.	Standardize buttons and slider designs and functions across all interfaces. Ensure sliders are placed logically and their purpose is clear.	1
5. Error prevention *Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.*	Ambiguous editing permissions for expenses could lead to user errors (WF: 12).	Clearly indicate which users have permission to edit expenses to prevent unauthorized attempts and errors.	2

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6. Recognition rather than recall *Minimize the user's memory load by making objects, actions, and options visible.*	Interface cluttered with unnecessary information like view counts (WF: 31), overloading user memory.	Simplify the interface by removing non-essential information such as view counts. Focus on key information needed for tasks.	2
7. Flexibility and efficiency of use *Accelerators. Allow users to tailor frequent actions.*	Inconsistent positioning of confirm/cancel buttons across interfaces (WF: 7 & 8) hampers efficient navigation.	Standardize the location of confirm/cancel buttons across all screens to streamline user actions and increase efficiency.	1
8. Aesthetic and minimalist design *Dialogues should not contain information which is irrelevant or rarely needed.*	Overcrowded design elements with an unnecessary scroll bar (WF: 21, 19) detract from a minimalist design.	Implement a minimalist design philosophy by reducing clutter and removing unnecessary elements like the scroll bar.	3
9. Help users recognize, diagnose, and recover from errors *Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.*	Lack of clarity on actions that contact the bank could lead to unintentional errors (UF: 3-4).	Provide clear, explicit warnings before any actions that will initiate external communications, requiring user confirmation to proceed.	3
10. Help and documentation *Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation.*	Small touch targets on existing bills complicate interactions (UF: 1), not adhering to touch-friendly design principles.	Increase the size of touch targets, especially for interactive elements like bills, to enhance usability and reduce input errors. Provide context-sensitive help where needed.	1