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# Lecture Revision (15 minutes or less)

1. How do Schneiderman's 8 Golden Rules and Nielsen's 10 Usability Heuristics differ in their approaches to interface design?
2. How have Schneiderman's 8 Golden Rules and Nielsen's 10 Usability Heuristics influenced the design of popular applications and websites?
3. How can designers balance the principles of Schneiderman's 8 Golden Rules and Nielsen's 10 Usability Heuristics with the need to create visually appealing interfaces?
4. How do Schneiderman's 8 Golden Rules and Nielsen's 10 Usability Heuristics help designers create interfaces accessible to users with disabilities?
5. What are some real-world examples of interfaces that demonstrate the principles of Schneiderman's 8 Golden Rules and Nielsen's 10 Usability Heuristics?

Tutorial 2

1. **Project Topic Selection**

* Can be a mobile interface or web interface or games interface
* The topic should be innovative and enriched with features
* Accessibility feature must be included

1. **Demo of usability evaluation**

* Evaluate a few websites based on Schneiderman’s 8 Golden Rules and Nielsen's 10 Usability Heuristics

<https://www.daraz.com.np/>

<https://www.airbnb.com/>

<https://www.tesla.com/>

<https://www.harvard.edu/>

1. **Pick 2-3 websites or applications among these categories and evaluate their usability**

* E-commerce
* Travel
* Product Selling
* Media
* Education
* Hospitality
* Fintech, and so on

1. **Reading Materials**

* Usability Evaluation to Enhance Software Quality of Cultural Conservation System Based on Nielsen Model

<https://sci-hub.se/https://doi.org/10.1016/j.procs.2017.12.184>

* Usability Evaluation of Purchasing Activity Flow on Three Leading E-Commerce Platforms’ Mobile Version in Indonesia: Case Studies Shopee, Tokopedia, and Bukalapak

<https://sci-hub.se/10.1109/ICACSIS47736.2019.8979843>