Heuristic Evaluation

Shneiderman's Eight Golden Rules Will Help You Design Better Interfaces

1.Strive for consistency

Consistent sequences of actions should be required in similar situations; identical words (understandable) should be used in prompts, menus, and help screens; and consistent commands should be employed throughout.

We have consistent user-interface for all the pages of the application. Identical terms in menu helps in navigating between all the pages.

Ex: Confirmation of adding a task to the list

like “Hey <username> the task was added successfully”

2.Enable frequent users to use shortcuts

As the frequency of use increases, so do the user's desires to reduce the number of interactions and to increase the interaction. Abbreviations, function keys, hidden commands, and macro facilities are very helpful to an expert user.

In our project user’s voice can be used to register himself in to the application.Once logged in he can schedule his tasks by just saying :

“Hey Tudu <user name> here,

Add Task : Schedule a meeting tomorrow at 7 pm

Delete Task: RcB match at 7 pm”

3.Offer Informative feedback

For every operator action, there should be some system feedback.

Error messages are expressed in plain language, precisely to indicate the problem, and constructively suggest a solution.

If there is any mismatch in the credentials in the authentication to the web application, the respective error messages will be displayed.If the task was added into the schedule successfully

Ex: A bad example we often see is when an error message shows an error-code instead of a human-readable and meaningful message.

4.Design dialogue to yield closure

We don’t keep our users guessing what will happen in the course of action. The to-do app will display appropriate dialogue messages.In order to make the user feel comfortable with the application.

The informative feedback at the completion of a group of actions gives the operators the satisfaction of accomplishment, a sense of relief, the signal to drop contingency plans and options from their minds, and an indication that the way is clear to prepare for the next group of actions.

Ex: We would like to show only meaningful messages like,

“Task was added successfully at 7pm”

5. Offer simple error handling

As much as possible, design the system so the user cannot make a serious error. If an error is made, the system should be able to detect the error and offer simple, comprehensible mechanisms for handling the error.

If the user’s voice is not audible we would like to show him a pop in message saying that

“Hey <username> please talk loudly your voice is not audible for tudu xD”

6. Permit easy reversal of actions

This feature relieves anxiety, since the user knows that errors can be undone; it thus encourages exploration of unfamiliar options. The units of reversibility may be a single action, a data entry, or a complete group of actions.

Once the error is shown to the user like “Username is already taken” ,user will be permitted to go back and register himself again in the app.If there is a slight chance of the application mal-functioning the user can login once again and restart the application afresh.

7. Support internal locus of control

Experienced operators strongly desire the sense that they are in charge of the system and that the system responds to their actions. Design the system to make users the initiators of actions rather than the responders.

Users will be in full control of the application, because only when they provide their credentials they will be able to authenticate the application and the entire application is based on their voice input which clearly indicates that it is in the users' control.

8. Reduce short-term memory load

The limitation of human information processing in short-term memory requires that displays be kept simple, multiple page displays be consolidated, window-motion frequency be reduced, and sufficient training time be allotted for codes, mnemonics, and sequences of actions.

Our application being a minimalistic design takes only username,mail-id and voice as user’s credentials in order to keep track of the number of users using the application. Hence the user need not remember information from one page to another.