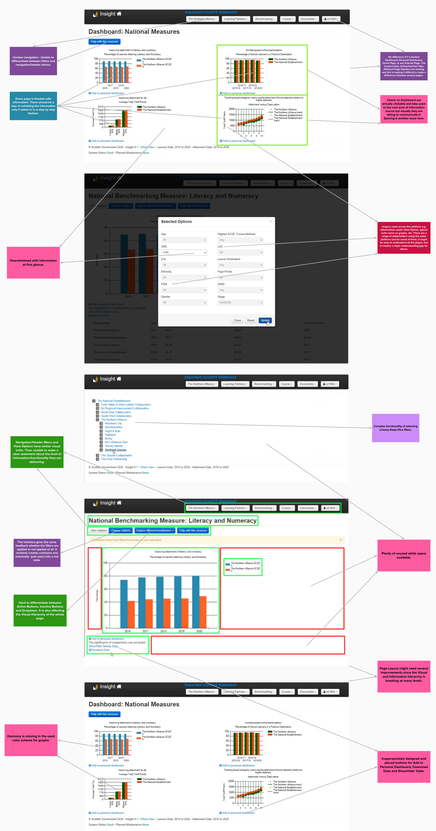
HEURISTIC EVALUATION

10 general principles for interaction design evalution:

- Visibility of system status
- Match between system and the real world
- User control and freedom
- Consistency and standards
- Error prevention
- Recognition rather than recall
- Flexibility and efficiency of use
- Aesthetic and minimalist design
- Help users recognize, diagnose, and recover from errors
- Help and documentation

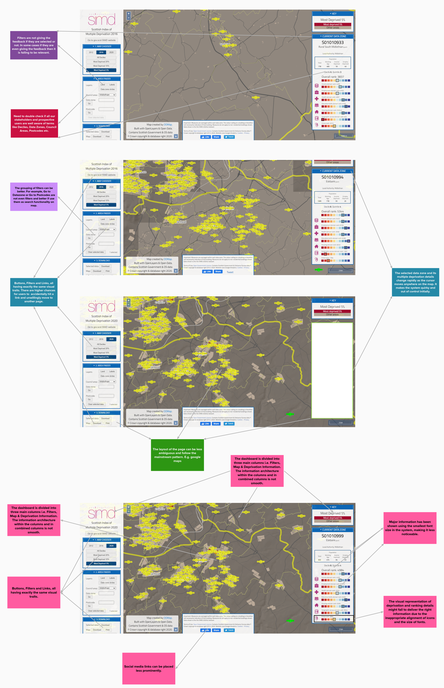
01. Insight

User feedback:



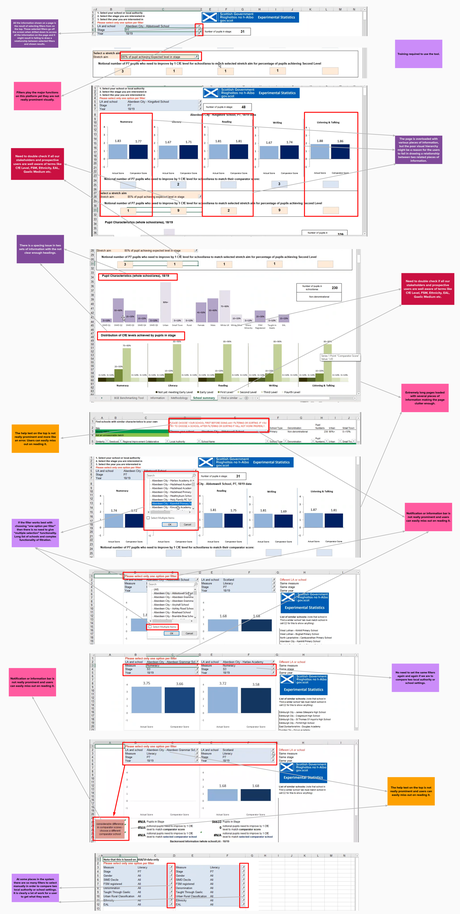
02. SIMD

User feedback:



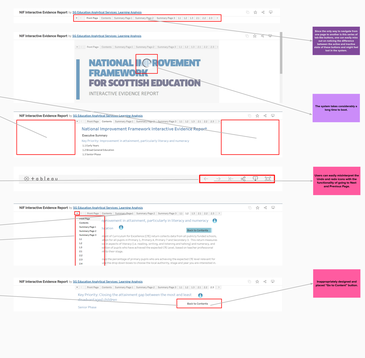
03. BGE Toolkit

User feedback:

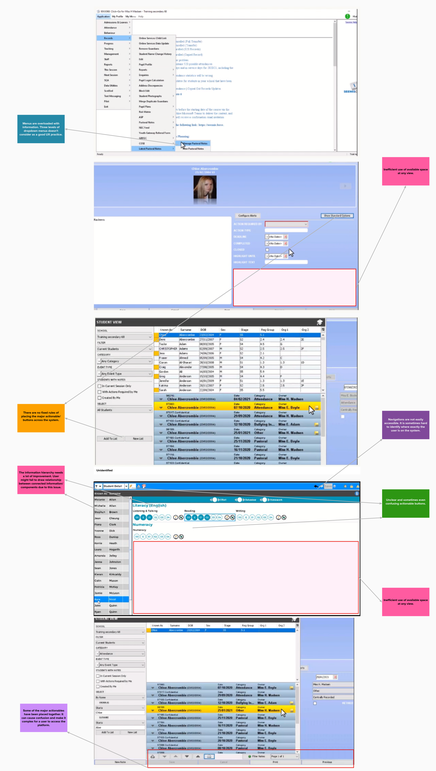


04. NIF Interactive Evidence Report

User feedback:



05. SNSA

06. SEEMiS

User feedback: