Originality report

COURSE NAME

BAIT2203 Human Computer Interaction (T & P)

STUDENT NAME

YOONG HOW LIM

FILE NAME

Group1 Evaluation Report

REPORT CREATED

Sep 26, 2024

Summary			
Flagged passages	5	2%	
Cited/quoted passages	4	1%	
Web matches			
uxtweak.com	3	0.8%	
coursehero.com	1	0.6%	
linkedin.com	1	0.5%	
nngroup.com	1	0.4%	
uxcel.com	1	0.3%	
impulsedecisions.com	1	0.3%	

1

0.2%

uxplanet.org

Student passage QUOTED

...: I/We declare that this assignment is free from all forms of plagiarism and for all intents and purposes is my/our own properly derived work.

Top web match

We declare that this assignment is free from all forms of plagiarism and for all intents and purposes is my/our own properly derived work.

Plagiarism Declaration & Marking Scheme Guidelines - Course
Hero https://www.coursehero.com/file/229038160/Accounting-Assignmentdocx/

2 of 9 passages

Student passage CITED

2. Match between system and the real world 7

¹ of 9 passages

Top web match

The 10 usability heuristics are 1) visibility of system status, 2) **match between system and the real world**, 3) user control and freedom, 4) consistency and standards, 5) error prevention, 6)...

Nielson's 10 Usability Heuristics for UI Design - UXtweak blog https://blog.uxtweak.com/usability-heuristics/

3 of 9 passages

Student passage CITED

9. Help users recognize, diagnose, and recover from errors 25

Top web match

Heuristics **help users Recognize**, **Diagnose**, **and recover from errors**- simplified by the examples by harsh gorasia medium ux planet

Heuristics #9: Help Users Recognize, Diagnose, & Recover from ... https://uxplanet.org/heuristics-9-help-users-recognize-diagnose-recover-from-errors-simplified-by-the-examples-8f746aaabeec

4 of 9 passages

Student passage FLAGGED

2. Match between system and the real world

Top web match

Visibility of system status 2. Match between system and the real world 3.

Nielson's 10 Usability Heuristics for UI Design - UXtweak blog https://blog.uxtweak.com/usability-heuristics/

5 of 9 passages

Student passage FLAGGED

Match between system and the real world refers to the language, interaction and concept used in the system that is familiar for the user. In the interface design, it is better to prevent...

Top web match

A match between the system and the real world means the system should speak users' language, with words, phrases, and concepts familiar to the user, rather than ...

10 Usability Heuristics by Jakob Nielsen Lesson - Uxcel https://app.uxcel.com/courses/design-foundations/usability-heuristics-270

6 of 9 passages

Student passage QUOTED

...form, we provide a clear warning message such as "Please ensure your information is correct before submitting". Then, users need to click the yes or no...

Top web match

Please ensure your information is correct before submitting. Please enable JavaScript in your browser to complete this form. Name *. Email *. Contact Telephone (mobile preferred) *.

Book My Experience | Redeem My Voucher - Impulse Decisions https://impulsedecisions.com/redeem-my-voucher/

7 of 9 passages

Student passage FLAGGED

Recognition rather than recall is a design principle that suggests systems should be designed to help users recognize options or actions, rather than forcing them to recall information from memory

Top web match

1 What is recognition rather than recall? **Recognition rather than recall** means **that** users **should be** able **to recognize** the **options** and **actions** available in your user interface, **rather than** having to...

Recognition vs Recall: A Heuristic Evaluation Checklist - LinkedIn https://www.linkedin.com/advice/1/how-do-you-optimize-search-navigation-features

8 of 9 passages

Student passage FLAGGED

The flexibility and efficiency of use is about allowing users to approach tasks in a variety of ways. Expert users can utilise accelerators and other...

Top web match

The 7th usability heuristic (flexibility and efficiency of use) is about allowing users to approach tasks in a variety of ways. New users may require guidance in performing their tasks, whereas...

Flexibility and Efficiency of Use (Usability Heuristic #7) https://www.nngroup.com/articles/flexibility-efficiency-heuristic/

9 of 9 passages

Student passage FLAGGED

9. Help users recognize, diagnose, and recover from errors

Top web match

Aesthetic and minimalist design 9. Help users recognize, diagnose, and recover from errors 10.

Nielson's 10 Usability Heuristics for UI Design - UXtweak blog https://blog.uxtweak.com/usability-heuristics/