

Heuristic Evaluation

Game for the blind

1. Visibility of system status:

Our system is using audio cues to inform our visually impaired users about the system status.

2. Match between system and the real world:

Our system uses audio cues which speak the users' language, with words, phrases and concepts familiar to the user.

3. User control and freedom:

Our system can make emergency exits anytime that is if our users make a mistake, they are not going to get stuck somewhere and feel in control of the system. They can exit out of the system anytime without any problem

4. Consistency and standards:

There are two types of consistencies i.e. Internal Consistency and External Consistency and our system is following it well

- Internal consistency: Our system is maintaining consistency within a product or a family of products.
- External consistency: Our system is also able to Maintain consistency outside of products.

5. Error prevention:

Our system is error preventive. We have tried to diagnose every possible error and also worked on avoiding them. We have also run a few test cases to make sure that our system is functioning well.

6. Recognition rather than recall:

Our system is capable of making objects, actions, and options visible. The user for our system need not remember information from one part of the dialogue to another.

Instructions for use of the system are visible and easily retrievable whenever required

7. Flexibility and efficiency of use:

Our project is all about flexibility and the user efficiency it provides.

It gives very smooth and coherence experience to the user as this project does not differentiate between any kind of users. Though our project is for the visually impaired people, even the non visually impaired can use it without any problem or hindrance as it is very flexible to use.

8. Aesthetic and minimalist design:

We have selected a very simple yet interactive design for our system so that our users are able to interact easily with every possible functionality in our system.

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

The interface selected by us is very simple to use, users can easily go about it and diagnose problems if any in the feedback section.

10. Help and documentation:

The audio cues added not only provide directions for the games but also help in the navigation from one functionality to another.