

# Usability Evaluation

## Zoom Visualizer

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Our computer prototype requires the heuristic evaluations. The evaluations are expected to be done independently, without any influence from others. We chose to apply Jakob Nielsen's heuristic evaluation strategy to our prototype. We have selected the most significant and related heuristics. You are welcome to take a few minutes to read Nielsen's article, to get a more detailed understanding of the heuristic evaluations.

### Visibility of system status

The user should be able to quickly identify the system status, for example, if the system is waiting for the input of the user, or if the system has just produced an output, based on the UI. Also, there should be an immediate response to every user's action, to notify that their command has been received.

Please evaluation this in the scale from 0 to 10:

0      1      2      3      4      5      6      7      8      9      10

### Match between system and the real world

The user should be able to easily and accurately understand the function and purpose of each button or text box according to their wording. The layout and format of the UI should be logical, following real-world conventions, and not causing any confusions.

Please evaluation this in the scale from 0 to 10:

0      1      2      3      4      5      6      7      8      9      10

### User control and freedom

The user should be able to customize or edit the visualizations based on their own unique preferences. If they are unhappy with the output, they can cancel or redo the entire process easily, without having to go through a redundant process.

Please evaluation this in the scale from 0 to 10:

0      1      2      3      4      5      6      7      8      9      10

## Consistency and standards

The use of words should be consistence through the entire application. For example, two different words should not be referring to the same thing, and different things should not be described by the same word.

Please evaluation this in the scale from 0 to 10:

0      1      2      3      4      5      6      7      8      9      10

## Error prevention

The system should take care of and eliminate most edge cases for the user, so that the user will not even encounter them.

Please evaluation this in the scale from 0 to 10:

0      1      2      3      4      5      6      7      8      9      10

## Recognition rather than recall

The user should not be expected to remember too much redundant information when using our application. The system should exhibit all the useful information when needed, instead of expecting the user to go back and forth to look for them. The use of words and icons should be easily recognizable, so that all users are able to identify the functionalities.

Please evaluation this in the scale from 0 to 10:

0      1      2      3      4      5      6      7      8      9      10