**Visibility of system status**

* The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

System currently does not give feedback during calculation or loading. This should be added into the player.

However the system tells the user the current status of the image (e.g. what filters are applied, etc)

**Match between system and the real world**

* The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

Currently the phrases used are image-processing keywords. But we’re not too sure what terms will doctors use/be aware of.

**User control and freedom**

* Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

User can easily undo any filters. Perhaps the except are the brightness & contrast buttons, where the default is in the middle (hard for the user to tell).

**Consistency and standards**

* Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

No inconsistencies noticed.

**Error prevention**

* Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.

No outstanding issues. One possible mechanism that falls in this category is the auto-select of the grayscale filter when another filter that requires grayscale is selected.

**Recognition rather than recall**

* Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.  
  (Read full article on [recognition vs. recall in UX](http://www.nngroup.com/articles/recognition-and-recall/).)

No real issues identified.

**Flexibility and efficiency of use**

* Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

May be a good idea to hide some advanced filters from novice users.

**Aesthetic and minimalist design**

* Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

Minimalist: arguable. Aesthetic: pending bootstrapping….. ☺

**Help users recognize, diagnose, and recover from errors**

* Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

Not yet. Currently issues such as image not load / found are not handled. (Always assumes the image loads properly.)

**Help and documentation**

* Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

Some tooltips for the filters will be useful. A documentation/help page for the different filters will be useful.