

3.5: Usability Heuristics & Interaction Design

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App: Pregnancy yoga Exercises

USABILITY HEURISTIC	EXAMPLE OF VIOLATIONS
VISIBILITY OF SYSTEMS	When you are viewing this app, there is no indication of system visibility.
MATCH BETWEEN SYSTEM & REAL WORLD	It follows a casual, Millennial-like wording to address its users through out the app.
USER CONTROL & FREEDOM	The strategy of this app is to give users a way to get started doing yoga without any distraction. Just choose the yoga pose from provided list and start doing it with the timer. Once done click on button and do next exercise or go to back.
CONSISTENCY & STANDARDS	The app isn't particularly difficult to use, but there are some aspects that feel unfinished. Such as missing of process at some pages.
ERROR PREVENTION	There is no confirmation option before to change the workout difficulty. This means that a user would accidentally switch from low-level workout to hard level, without notifying them.
RECOGNITION RATHER THAN RECALL	The calendar feature is able to record the user's workout data and maintain it in a very simple manner. So that the user doesn't have to remember information from previous day exercise.
FLEXIBILITY & EFFICIENCY OF USE	This app doesn't allow the user to create the favourite list of exercise, there is missing this type of flexibility
AESTHETIC & MINIMALIST DESIGN	Users are free to use the app but with annoying advertisement at the bottom of the page and no solution how to remove it.
HELP USERS RECOGNIZE, DIAGNOSE & RECOVER FROM ERRORS	I actually couldn't find an example of this. There wasn't really anything I could click on to provoke an error message
HELP & DOCUMENTATION	First off, there is no help section that I can find. Also, when I joined there was no onboarding, it kind of left me having to figure out on my own how to navigate everything. I found only AboutApp page, it gives information about yoga benefits during pregnancy.