
Heuristic Evaluation

Financial Budgeting App

Omar Kawach, Cameron Lindsay, Kelvin Leung, Cam Drummond, Paul Zhang

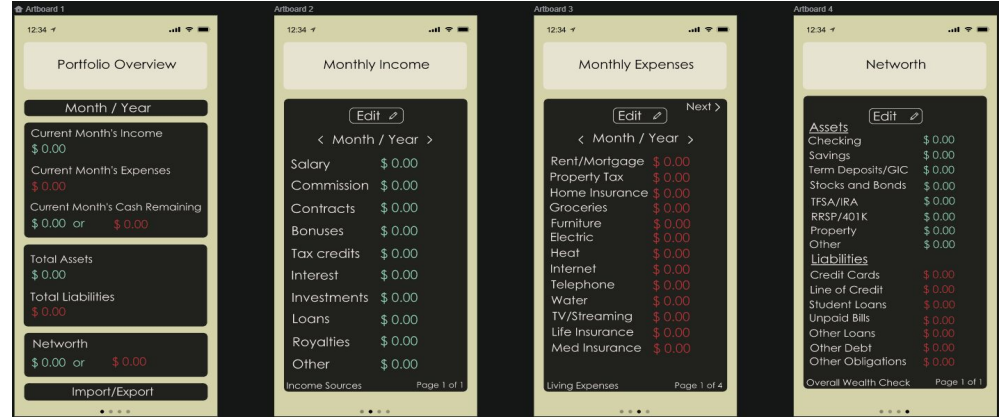
Gamers United

University of Victoria

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Background:

- Financial management application
- Improve financial literacy across Canada by providing users an easy and informative way to track finances
- Local and secure



Video Demonstration

Task: Adding and Removing a Recurring Expense/Income

Source for audio used in video: Wiljan & Xandra – Woodlands, Creative Commons Attribution License (reuse allowed), August 24, 2016. [Online]
https://www.youtube.com/watch?v=XCcN-IoYIJA&list=PL44UysF4ZQ23B_ITIqM8Fqt1UXgsA9yD6

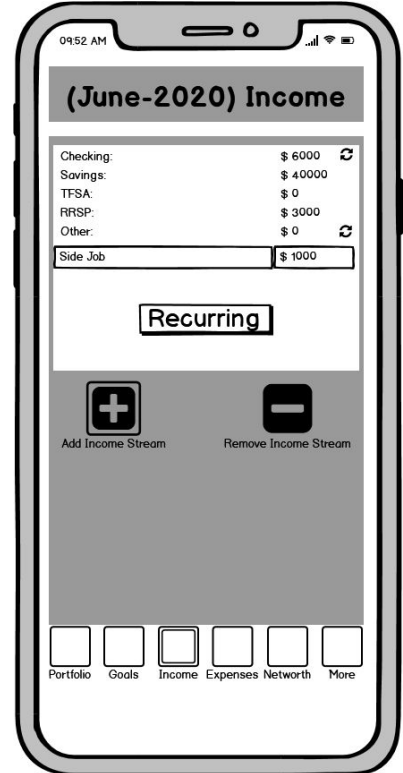
How Evaluations Were Performed:

1. Each group member began by running through the interactive mockup in Balsamiq
2. Group members performed individual heuristic evaluations to catch heuristic violations
3. Compared our findings as a group
4. Addressed key problems in the prototype

Evaluation:

7) Flexibility and Efficiency of use

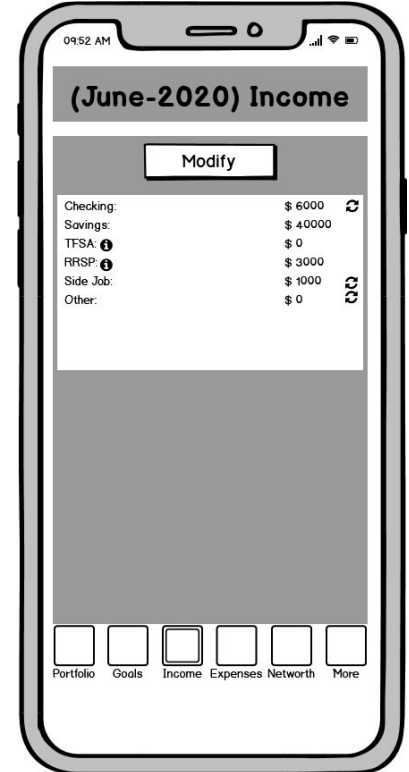
- User enters the relevant information, but must make the income recurring (No option for single occurrence input).
- This violates usability heuristic #7 as it retracts from the flexibility of the application.
- **Severity:** 3, major usability problem; important to fix.
- **Difficulty of the fix:** Easy, simply need to add a “Submit” button beside the recurring button when adding new incomes.



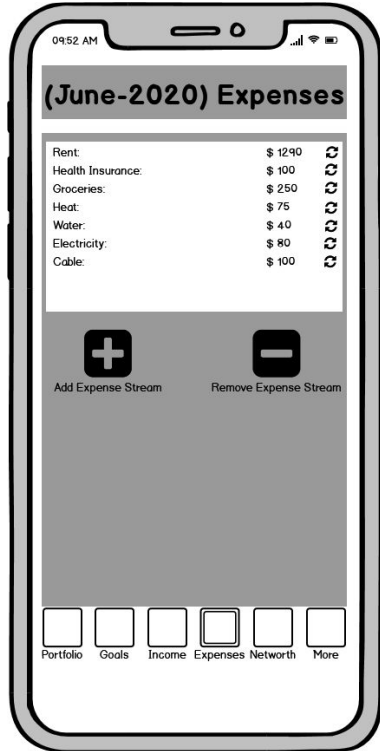
Evaluation:

7) Flexibility and Efficiency of use (2)

- Checking the income of a previous month is currently not an option.
- This violates heuristic #7, the flexibility and efficiency of use.
- **Severity:** 2, minor usability problem.
- **Difficulty of the fix:** Moderate, a drop down list of past months, or arrows to switch between months would need to be added, along with associated backend.



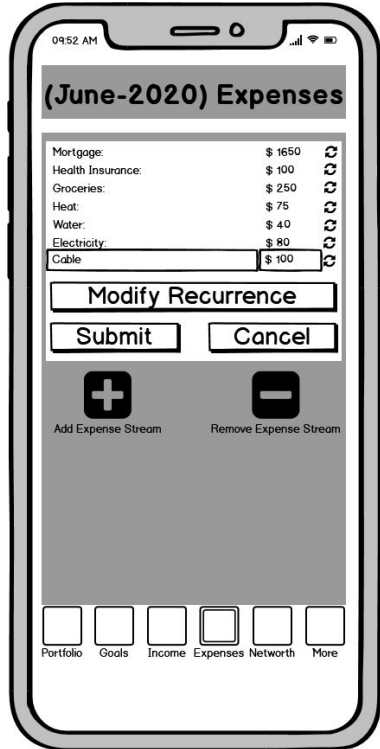
Evaluation:



8) Aesthetics and Minimalist Design

- Remove button appears before an item is selected.
- Usability heuristic #8 is violated as it creates an unnecessary button on the screen, impacting the minimalism of the design.
- **Severity:** 1, cosmetic problem.
- **Difficulty of the fix:** Easy. The “Remove” button should only be visible when an income/expense is selected.

Evaluation:



8) Aesthetics and Minimalist Design (2)

- Add button is present when an item is selected
- Usability heuristic #8 is as, like the issue prior, it creates an unnecessary button and detracts from the overall minimalistic design.
- **Severity:** 1, cosmetic problem.
- **Difficulty of the fix:** Easy. The “Add” button should only be visible when no income/expense is selected.

Closure:

- Independent evaluations followed by group evaluations was useful, and resulted in novel observations
- Unfortunately leads to shortcomings in the users final interpretations.
- Can result in communication errors not thought of by the prototype's designer
 - Difficult to convey all ideas of the designer
 - Low-fidelity prototype requires users to intuit features and make assumptions
 - Can result in users reporting that undrafted features do not exist
 - Easily resolved through proper documentation and communication throughout evaluation process.