**Heuristics Evaluation of Group 3.5 Hi-Fi Prototype**

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**1. Visibility of system status**

### Always keep users informed about what is going on.

### Provide appropriate feedback within reasonable time.

***Evaluation***

The app provides solid visibility for users to see where they currently are with the bottom bar, being highlighted the way it is.

**2. Match between system and the real world**

### 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.

***Evaluation***

On “Calendar” tab, the Daily button doesn’t necessarily cover what I thought it would do. I was expecting something that only tracked your events for the current day, not for each day of the rest of the month. Perhaps you could rename it into something else to make it more clear?

**3. User control and freedom**

### Users often choose system functions by mistake.

### Provide a clearly marked "out" to leave an unwanted state without having to go through an extended dialogue.

### Support undo and redo.

***Evaluation***

User navigation is quite free form and is only relegated to the bottom bar. This allows users to go where they need to go without too much extra hassle with more menus

**4. Consistency and standards**

### Users should not have to wonder whether different words, situations, or actions mean the same thing.

### Follow platform conventions.

***Evaluation***

Very University student infused linguistics here. The primary demographic of students will easily be able to understand everything that is going on.

**5. Error prevention**

### Even better than good error messages is a careful design which prevents a problem from occurring in the first place.

***Evaluation***

I did not run into any errors during the investigation.

**6. Recognition rather than recall**

### Make objects, actions, and options visible.

### 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.

***Evaluation***

Flags in the map screen do not display their information unless hit em. Maybe instead of having the location of event along the top of the screen, a little speech bubble can form instead.

**7. Flexibility and efficiency of use**

### Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user so that the system can cater to both inexperienced and experienced users.

### Allow users to tailor frequent actions.

***Evaluation***

System seems quite rigid and there is no way to naturally flow from one section to another without tabbing out using the bottom navigation bar.

**8. 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.

***Evaluation***

Profile settings bar is in a weird spot and is also shaped very weirdly. Maybe just relegate it to an icon at the top?

And as I mentioned before with the issue of the “location of events” blurb. Maybe change it to a speech bubble when the user clicks on a flag to see its contents.

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

### Expressed in plain language (no codes)

### Precisely indicate the problem

### Constructively suggest a solution.

***Evaluation***

Not much of an issue as there were no severe error in the app

**10. 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.

### Help information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

***Evaluation***

There is no help or documentation