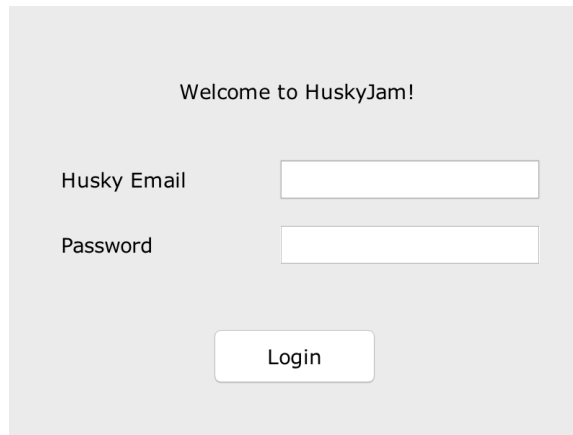


Heuristic Evaluations

Team 4 - Husky Jam (Music Player)

1. The user can log in without putting anything in the fields at all
 1. Heuristic: Visibility of System status
 2. Severity: Minor



Welcome to HuskyJam!

Husky Email

Password

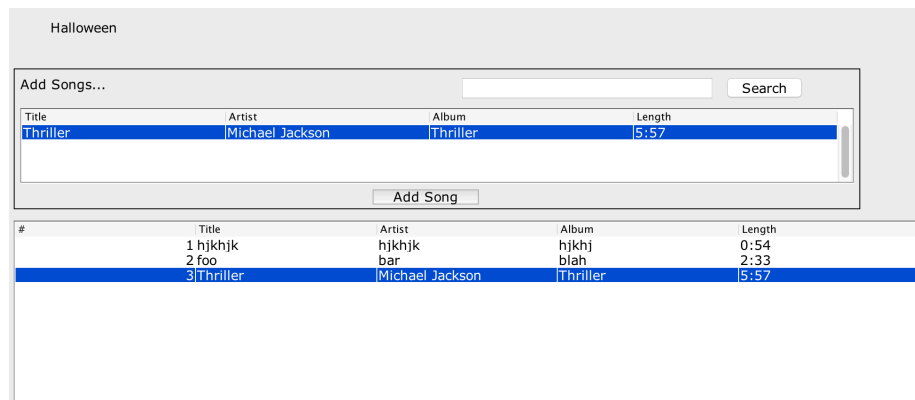
Login

2. It makes more sense for me to have a customize or settings button on the menu itself, in addition to having it in the menu
 1. Heuristic: Match between system and the real world
 2. Severity: Minor
3. There is no information to the user about what to do after they log in, it is just an almost empty screen.
 1. Heuristic: Visibility of system status
 2. Severity: Major
4. The side bar is a little difficult to read when it is sideways, I did not notice it at first when I logged in
 1. Heuristic: Consistency and standards
 2. Severity: Cosmetic
5. There is a good amount of user navigation and backing out if needed, all well connected
 1. Heuristic: Error prevention
 2. Severity: Good job!
6. Overall the application needs a strong visual redesign, in terms of color, typography, and layout
 1. Heuristic: Aesthetic and minimalist design
 2. Severity: Major
7. The text on the search bar on the join session page is aligned to the right, I've never seen that before
 1. Heuristic: Match between system and the real world
 2. Severity: Cosmetic



Search

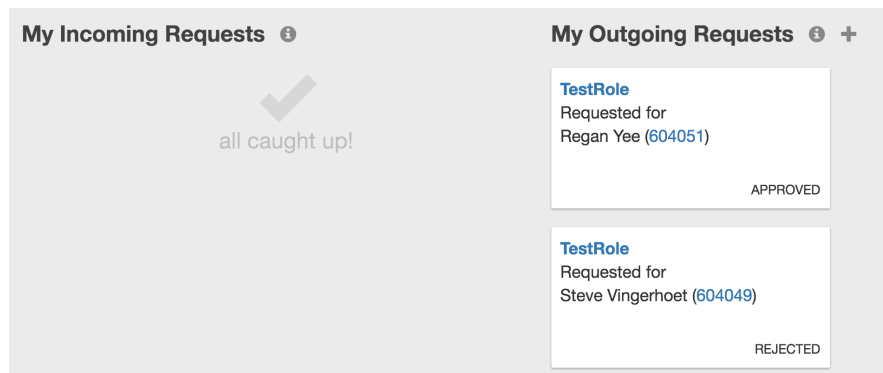
8. The layout of the playlist page confused me at first, I thought the top list was my playlist, and the bottom was other songs, as my initial instinct is that a new playlist would be empty, but this one isn't
1. Heuristic: Consistency and standards
 2. Severity: Minor



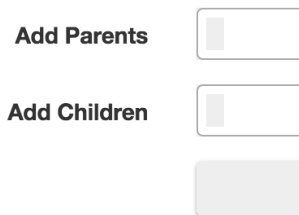
9. When the user clicks on a playlist, they can edit the name and description, where I was expecting to be able to click through to the playlist itself
1. Heuristic: Consistency and standards
 2. Severity: Major
10. In most music players I've used there is a universal music control always in one place on the screen, not just on the homepage. It makes more sense to me to have a dedicated corner at all times so that the user can see what's playing at all times and be able to control the music from anywhere in the app
1. Heuristic: Consistency and standards
 2. Severity: Major

Team 6 - UPS (OS Permissions)

1. Good use of error informing
 1. Heuristic: Consistency and standards
 2. Severity: Good job!
2. User can only type up to size digits of their username
 1. Heuristic: Error prevention
 2. Severity: Good job!
3. Clear layout that lets the user know what is going on
 1. Heuristic: Visibility of system status
 2. Severity: Good job



4. When adding myself during the 1st task, I was a little confused who I was. Maybe having the name next to the profile icon in the menu would solve that
 1. Heuristic: Recognition rather than recall
 2. Severity: Minor
5. Nice amount of information and clarification for the user
 1. Heuristic: Help and documentation
 2. Severity: Good job!
6. I was a little confused about what Parents and Children were in the Create Role page. This is probably just a lack of knowledge on my part, but another help tooltip might help other confused users in the future
 1. Heuristic: Help and documentation
 2. Severity: Minor



7. During the second task, once I created the request it reloaded the new request page again. I think having it go to the Requests table view or having some sort of notification that the request was created would be helpful
 1. Heuristic: Help and documentation
 2. Severity: Minor
8. Each link directs the user to a dedicated page for what they clicked on

1. Heuristic: Help and documentation
2. Severity: Great job!

APPROVED	Task 1 Test	Jacob Taylor (604050)
PENDING	Test Role 1	Shawn McCarthy (604048)
REJECTED	TestRole	Steve Vingerhoet (604049)
APPROVED	TestRole	Regan Yee (604051)
PENDING	Test Role 6	Jacob Taylor (604050)

9. There's a lot of work done under the hood that helps make things easier for the user
 1. Heuristic: Flexibility and efficiency of use
 2. Severity: Great job!
10. There is a nice hierarchy of type and a strong layout that makes the site easy to navigate
 1. Heuristic: Aesthetic and minimalist design
 2. Severity: Great job!

Team 7 - Gamified Scheduler

1. There is clear organization of sections on the homepage, and it is easy to navigate the site
 1. Heuristic: Flexibility and efficiency of use
 2. Severity: Great job!
2. When adding the class and type, the grey box is not updated. This is probably a small bug, but it would be helpful to see what class and homework was chosen





Drag and drop the Class and Type



1. Heuristic: Visibility of system status
2. Severity: Minor
3. I was confused when it came to picking the day, I didn't know that the line was intractable. And when I did interact with it, I wasn't expecting another menu to pop up. Also with the time choice, I was expecting to be able to type it in. These might not be alterable but they were not as I was expecting for input methods for some reason.
 1. Heuristic: Consistency and standards
 2. Severity: Minor
4. On the homepage, It felt odd to me to have the profile picture and info on the bottom of the screen, that's usually something seen at the top as soon as the user reaches the homepage
 1. Heuristic: Consistency and standards
 2. Severity: Minor
5. When I created the new task, there was notification or update to my system to confirm that it was created
 1. Heuristic: Visibility of system status
 2. Severity: Minor
6. There is no profile page for the user to change skins/avatars, or edit general settings
 1. Heuristic: User control and freedom
 2. Severity: Major
7. There's a good amount of backup options if the user makes the mistake
 1. Heuristic: User control and freedom
 2. Severity: Good job!
8. As soon as the user drags a block over a grey space, it is automatically added to that group, before they release their click. So for example, if the user had a box hovering over a grey box, but changed their mind and tried to drag it to another box, They can't put the box anywhere except the box they already chose.
 1. Heuristic: User control and freedom
 2. Severity: Major
9. I like the suggestions section of the page, I think that's really useful for a student to be able to see data trends and make changes accordingly.
 1. Heuristic: Match between system and the real world

2. Severity: Good job!

Suggestions

 Math You missed 3 math classes this month. Don't miss anymore	 Bio Last week you did not study enough for Biology.
 Chem You have never been to TA or Prof. office hours	 HCI You are doing well in HCI. Keep it up!

10. If you had some extra time I would maybe suggest some light redesign in terms of color and typography. This is nitpicking at this point, But a developed color scheme could result in a stronger product, and the current font is a little hard to read at a smaller scale
 1. Heuristic: Aesthetic and minimalist design
 2. Severity: Cosmetic