

Heuristics Evaluation Questions

1. Visibility of system status

- Did you receive enough feedback of the system's status?
Yes – both implicit and explicit feedback was sufficient in understanding the system's state. An example of explicit feedback – the confirmation message in green when my teacher account had been successfully registered. Implicit feedback included the greying out of the "next" button in the student interface, when the end of the exercise had been reached.

2. Match between system and real world

- Is the terminology used familiar to you?
Yes, the terminology was not an issue whatsoever.
- Does the interface present information in a simple, natural and logical order?
I think so, things make sense, and the page I saw after clicking a link was pretty much what I expected to see.
- Can you easily understand the use of metaphors?
Do you mean like the icons as a metaphor? If that is what you mean, yes, they make perfect sense.

3. User control and freedom

- Do you feel in control with the system?
Yes. Things don't go mental.
- Is there anything that you think restricted you to complete a task?
Not particularly, I understood how to interact with the system fine.
Do you think that the facilities provided to return to the top level at any stage are appropriate?
Yes. You click the homepage icon. Easy.
- Do you think that the facilities provided to recover from an error were appropriate?
Well, if an error occurred, it was only due to me entering wrong input. So yes, the input boxes were still provided to me so I could correct the error.

4. Consistency and standards

- Do you think that the terminology and the controls are consistent throughout the system?
Generally, yes, controls look consistent across different pages of the app.
- Is the look and feel of the system consistent?
I think there's a few little things which could be improved in terms of UI consistency. For example, little things like the "home" icon being different sizes for the teacher interface and student interface. In the teacher interface, consistency in the statistics page would be good for the drop down boxes and the application selection dropdown would be good. Little things like that, if fixed, would improve the experience of the application dramatically.

5. Error prevention

- Are the input options chosen suitably to prevent errors?
Yes – dropdowns for a finite set of choices. Input text boxes for usernames/passwords etc.
- Recognition rather than recall
?? I recognise that invalid input has been supplied...with the red text that appears. I don't fully understand this point.
- Were you able to access help and instructions easily when needed?
I didn't see much help/instructions. I could see the little step-by-step tutorial in the student interface, but that was it. In that case, no.
- Did you find the relationship between controls and their actions obvious?
Yes. The icons used for the controls were self-explanatory.

6. Flexibility and efficiency of use

- Does the website provide any shortcuts for improving interactions?
Yup! You can use the left/right arrow keys in the student interface to go back/advance through steps – this is intuitive and a nice feature.
- Does the website interface guide you how to use it sufficiently?
Yes, makes sense. And the step-by-step guide is sufficient, too (at least for the student interface). For the teacher interface, the main page seems to make sense on what you can do/what you need to do.
- Did you feel some of the registrations were unnecessary?
What do you mean by this? If you can use the system without registering, then maybe they are. But I understand you need to register/sign up to record interactions.

7. Aesthetic and minimalist design

- Did you find the design simple, easy to learn and intuitive?
It was fine – like many other websites out there today, with a navbar at the top and the main interface below.
- Do the interfaces have any information which you found irrelevant and distracting?
Not to my knowledge. I felt the system was simplistic and there was no obvious clutter.
- Are the different controls of the system clearly labelled and obvious?
Yeah, I think so – it's mainly the pictorial representations (icons) that make it easy to see what different things do. And for me, these were fine.

8. Help users recover from errors

- Did you find any error messages useful to help you recover from the error?
Yes – trying out the statistics page, I deliberately didn't select something from one of the drop downs. The red text "Invalid Selection" is fine to highlight this. Also, same goes for logging in.
- Was it clear by the error messages what you have done wrong?
Yes. Simple, to the point.

9. Help and documentation

- Is sufficient help provided?
I only saw the little step-by-step guide for the student interface, ironically the easier of the two. I think some more assistance would be beneficial for some users of the teacher interface.

- Are the help messages clear enough for you to understand them?
From what I saw, yes.

10. Navigation

- Did you feel at any point that navigation in the website was inappropriate or unnecessary?
No, it all seemed reasonable to me.
- Was it clear to you what page you are on and where can you go next?
I think so, but the only thing I was unsure about was the questions in the student interface. Can you actually not answer if you don't want to? What happens?

11. Structure of information

- Did you feel that related pieces of information are clustered together?
Yes. Navigation links are together, for example.
- Is the size of the different elements appropriate in respect to the size of the screen and their importance?
Yes – text is well-sized. Icons are well-sized, and match the size of the associated text. The interface fills the browser viewport, so you are making maximum use of the space available.

12. Physical constraints

- Is the distance between different elements and their size appropriate?
I think so, it does not take too much effort to navigate to the next page on an exercise, for example.