Legend

Kim - Blue

Gaby – Yellow

Group - Purple

Chevy

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rule of Thumb** | **Comments** | **Kim** | **Gaby** | **Group** |
| **Feedback on users interaction** (ie. showing what a user has selected with their hand) | * Unsure what menu button is selected. Solidify the icon on scroll over, possibly add slight movement animation and audio. * For the vital bubbles, let them kind of wiggle a little like bubbles so it is known that they can be moved. * Make the inner test results screen look different so there is obvious change. | * 1 * 1 * 1 | * 2 * 1 * 2 | * 4 * 1 * 3 |
| **Match between system and the real world** (ie. follows users reality, avoiding sensory overload) | * Avoids having too many items on the screen at once. * For notifications, when viewing only allow 2 on screen at a time, hide the rest with a scrollbar). * Would likely not have a picture for the ID unless it’s common to keep pics of patients? Maybe be broken up so the ID card isn’t too heavy without picture. * Make test results menu look like a neat collection of papers maybe? Bring in that physical vibe. | * 3 * 2 * 3 * 2 | * 3 * 3 * 3 * 3 | * 1 * 3 * 0 * 3 |
| **User control and freedom** (ie. so they can leave a screen anytime) | * Make sure it is clear how to leave a screen, maybe move the back button so it is larger and not competing with the view notifications switch. * Make the back button from the Test Results right beside the test results rather than at the top. * Let x-rays move in 3D space like an actual paper so you can set it down but only in the visible view * Figure out a more intuitive method for adding in the bubbles to xray notes, it looks like it should be a drag and drop like photoshop. | * 3 * 2 * 0 * 3 | * 4 * 2 * 0 * 2 | * 4 * 4 * 0 * 3 |
| **Consistency and standards** (ie. consistent buttons, menu, icons, consistent with other AR applications)  ,files and reports) | * Keep curves. * Make sure wording is consistent. Ie. patient’s ID or wristband? * Differentiate between what can be interacted with and what can’t (ie. Clock vs. the patient card) * On xray note keyboard, have maybe “Save” instead of Select | * 0 * 3 * 3 * 4 | * 0 * 0 * 3 * 4 | * 0 * 2 * 3 * 4 |
| **Error prevention** (ie. prevent errors, make give confirmation) | * Hold hand still for a non-trivial amount of time or make specific hand motion to select something. | * 3 | * 2 | * 2 |
| **Recognition rather than recal**l (ie. symbols are simple, Things you want are explained) | * Symbols for the menu do this. * Could notifications be more clear on what they are being notified of? * Explanation to drag the patient card to see the history, maybe add in a shape such as a built in arrow to the card | * 1 * 3 * 4 | * 1 * 2 * 3 | * 4 * 3 * 4 |
| **Flexibility and efficiency of use** (ie. can do shorthand motions when used to the movements) | * Allow users to swipe away the notifications if they really don’t want to see them. * Allow users to move the ToDo and Notes around the screen so it isn’t in the middle. | * 4 * 3 | * 2 * 1 | * 0 * 1 |
| **Aesthetic and minimalist design** (ie. not overwhelming the view) | * Using a color that works over all backgrounds (ie. dark, light, contrasting). * Not using a lot of pure white or black to avoid unwanted contrast. * Make the vitals consistent with the vibe of it all and keep the images simple. | * 1 * 1 * 1 | * 1 * 1 * 1 | * 1 * 1 * 1 |
| **Help users recognize, diagnose and recover from errors** | * Can you make errors on this? Like I mean syntax, wrong click, etc. errors? | * 2 | * 2 | * 2 |
| **Help and documentation** | * On initial join to the main screen after login, small documentation bubbles for each menu can pop up and be swiped away with hand. * On initial join, it isn’t super clear that you need to scan a patient. * Is the ‘View Notifications” switch out of place? Could it be shorthanded but still legible? | * 2 * 3 * 4 | * 2 * 4 * 4 | * 3 * 3 * 1 |

Manny

**1) Visibility of System Status**

***Evaluation***

Although the system function in which the user is utilizing has its icon bolded, the other menu options contain the same button outline. This could potentially add difficulty to some users differentiating the function in which they are currently utilizing. 4 4 4

When viewing a report or image from a test result there is nothing displaying to the user informing them which report or image they are currently viewing. For example, some photo galleries on devices will let you know the name of the image file you are viewing. If you tap on the image, then an outline will appear with the name of the file at the top or the outline will disappear if the outline was previously visible. 4 4 4

**2) Match Between System and the Real World**

***Evaluation***

Some of the language on the patient card does not contain proper terminology of a healthcare practitioner. Instead of having “Reason for stay” on the card perhaps having a term related to “admittance” may be a better option for the user to add more familiarity to the system. 4 3 3

**3) User Control and Freedom**

***Evaluation***

The back button could be more clearly marked out and isolated away from the notifications. Might potentially want to consider following more standard conventions and put the back button on the very top left corner. 4 4 4

The system does not support a redo function. For example, when adding notes to a test, if the user accidently deletes it then they have to re-enter the note manually and go through the whole process. 4 3 3

**4) Consistency and Standards**

***Evaluation***

From my observation I do not see cases where certain similar words or gestures have different outcomes. Closest case that came to my mind was when closing or deleting a note from a test image or report. To close a note you tap the circle, to delete you press and hold but there is no indicator for how long it needs to be held. 4 3 2

If more functionality arises this heuristic needs to be carefully considered since there are only a certain amount gestures that can be easily differentiated and be tied to certain functionality. 4 32

**5) Error Prevention**

***Evaluation***

There is possibility for a user to mistakenly tap on the back button when they are trying to view their notifications. Also, the case they may mistap on the notifications when they are trying to use the back button. 4 3 4

When deleting a note, a small popup would be useful to assure the user that they indeed are wishing to delete a certain note. 4 3 4

**6) Recognition Rather than Recall**

***Evaluation***

The symbols used for the buttons on the menu seem appropriate for the setting. Practitioners should be able to correlate the symbols to the functionality associated with them. 3 4 4

**7) Flexibility and Efficiency of Use**

***Evaluation***

The adding a note to a test image or report is not flexible in changing the size of the circle. Considering a case where the injury in small like a less severe fracture then a smaller circle would be more appropriate. When an injury is more severe then a bigger circle should be considered. 4 2 2

**8) Aesthetic and Minimalist Design**

***Evaluation***

There is a good mix of aesthetics and minimalist design. The minimalist design takes in good consideration that the healthcare practitioners need as much vision available to possible to be able to interact with the system while assisting their patients. The aesthetics is consistent with the color theme of the project. 1 0 0

To make the application more aesthetically pleasing, a monochromatic color theme with more tonality should be considered to be added. The components of the user interface could be upgraded to be more graphically advanced to have the appearance of an innovative project for healthcare workers. 1 0 0

**9) Help Users Recognize, Diagnose, and Recover from Errors**

***Evaluation***

As of now the system does not show error messages indicating the problem to the user. 4 3 3

**10) Help and Documentation**

***Evaluation***

The system does not have a help feature. Similar to common help features, the application could use a question mark button which would display helpful information to the user. Documentation is not necessarily needed to be within the system, that is more of a user manual part of the project. The help feature would be valuable to new users and in a rarer extreme scenario, a nervous user who blanks out. 4 4 ?

Navjeet

1. **Visibility of System Status:**

The visibility at times could be hard to see. For example, when viewing the UI menu icons at times it can be hard to see which page we’re currently navigating. As its difficult to tell which icon is currently selected, since making something opaquer is hard to notice in an AR environment. 2 2 2

1. **Match Between System and the Real World:**

The terminology used is not fully appropriate to what it would be called in the real world. Also, the way notes are set up doesn’t look like how notes are set/viewed in the real world. 3 2 2

1. **User Control and Freedom:**

Currently it doesn’t look like the user can edit their notes, but it seems like they have to delete the old ones then add another to update it. 4 3 3

1. **Consistency and Standards:**

The UI is consistent, but the back button is in an odd location where it seems like its pointing towards the notification toggle bar, giving a false sense of what it might be for.

4 4 4

1. **Error Prevention:**

There seems to be no error prevention when deleting notes or task. This can cause a lot of problems if mis clicked and the user didn’t notice or remember what they have deleted accidently. 4 3 4

1. **Recognition Rather than Recall:**

For a health care provider, the icons are recognizable where they don’t necessarily have to memorize what each symbol means when navigating through the UI. For example, the plus icons show that pressing it add something, which the user recognizes instantly. 3 3 3

1. **Flexibility and Efficiency of Use:**

Efficiency is lacking in the sense of no real edit icon when viewing notes/ to do list. 4 3 3

1. **Aesthetic and Minimalist Design:**

The UI is very minimalistic and pleasing to look at. Having a main menu and then showing the subcategory creates a nice flow when traversing through the UI. 0 0 0

1. **Help User Recognize, Diagnose, and Recover from Errors:**

There is nothing in place that helps users know something went wrong. Error messages can be useful here. Also, an undo button for notes and to do list can be used here to recover from human errors. 4 3 3

1. **Help and Documentation:**

There is no help icon which could help if a user was having a problem. Adding a circle with contains an I can be used here to bring the user to a screen with common issues to help with their question/ issue. 4 3 ?