Group 6 Member: Deborah Barndt
Project Title: Pin Base Application
Project Idea: Family Tracking App
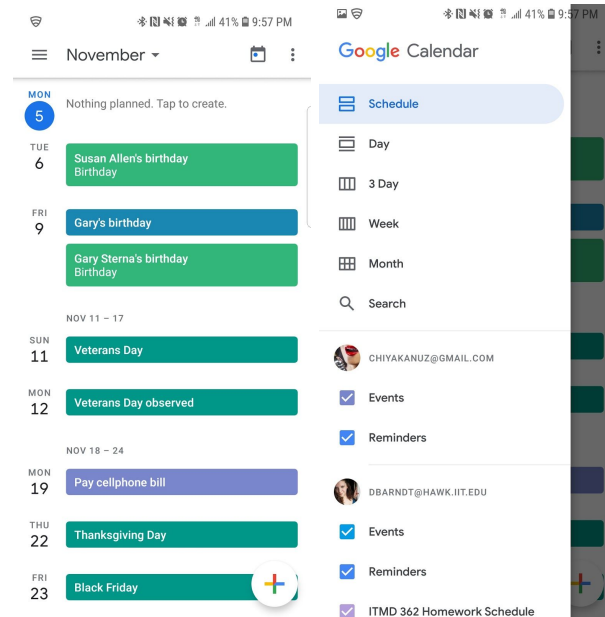**Heuristic Analysis:** Google Calendar

Description of Interface:

The Google Calendar is a cloud-based time-management and scheduling interface that was developed by Google. It allows users to create and edit events, allows reminders to be enabled, event locations, and users can enable or disable the visibility of the calendars that they create. The interface has different views available when you open the application which are: schedule, day, 3 days, week, and month. The default view is under schedule, which allows you to scroll through the month week by week. Each event created is colorized differently to differentiate it from the others, and similar events are colored the same. The user interface of Google Calendar also allows the user to import events from other calendar applications and with support included. This interface also syncs with the Google Keep Notes to remind you about tasks and what you still need to do on your lists.

Heuristic Analysis:

1. *Visibility of system status:*

   A good design feature of the interface is that when you open up the application, it automatically loads to the current day and week in their default schedule view. Another good feature is that each event is colorized in similar groups. The user can easily switch between the different views by clicking on the hamburger menu icon. A bad design feature with the scheduling view is that there is a lot of scrolling going on. A suggestion would be to default the view to show the month first instead, so the user will be able to know what is scheduled for the entire month.

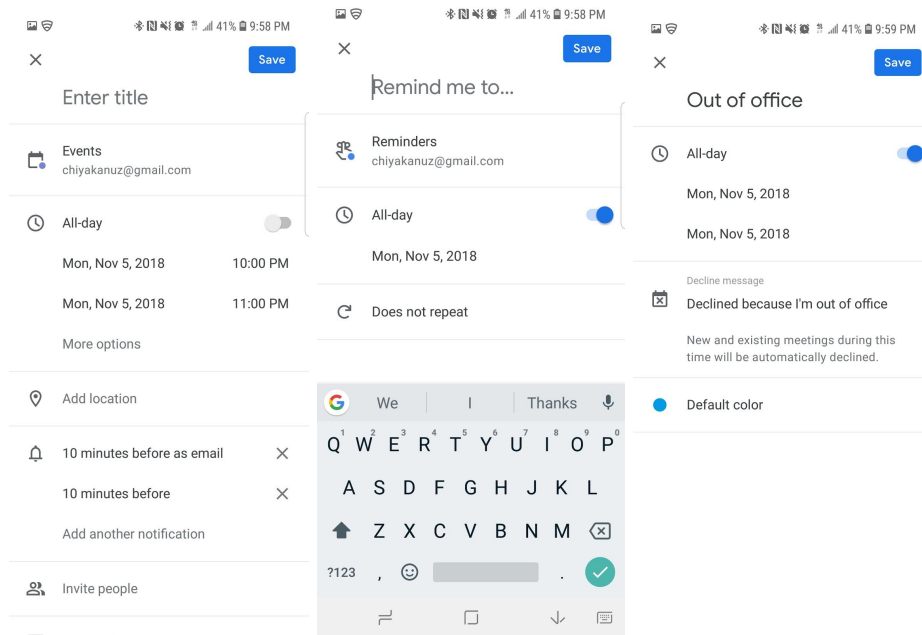2. *Match between system and the real world:*

   Google Calendar is set up similarly to a wall calendar that a user would hang up at home, but allows the user to take and have their calendar with them at all times. Another good design feature of Google Calendar is that it allows the user to digitally send an invite or share events with friends and family, which is similar to sending an invitation in the mail but faster. Unfortunately one bad feature of the mobile version is that users cannot share or collaborate on a calendar together, that feature is only available on the desktop version. A suggestion to solve this problem would be to add the collaboration feature to the mobile version as well.

3. User control and freedom:

There is an easy to abort feature when first clicking on the plus sign to create an event is if you click anywhere else on the application screen it will revert back to the previous screen. However, when the user clicks on the back arrow to go back to the previous screen when they begin creating an event it goes back to the previous screen but still creates the event. The only way to cancel from creating an event is by clicking on the X in the top left corner. A suggestion would be to add cancelation to the back arrow on the phone as well.
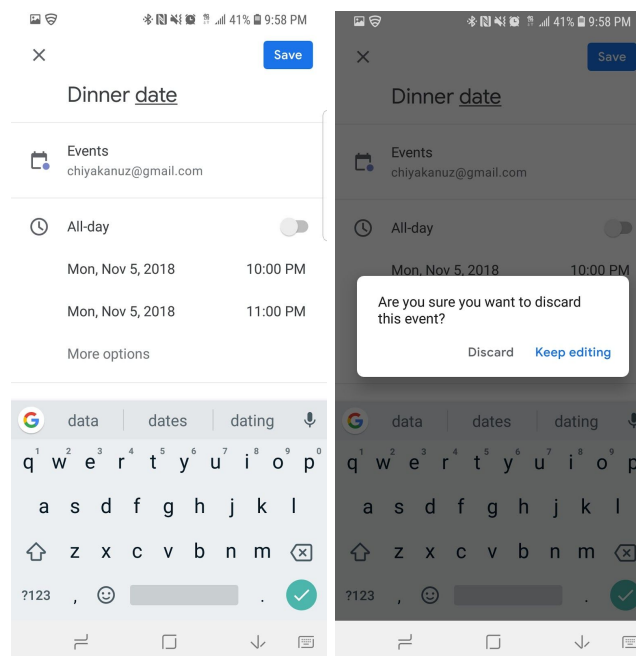

4. Consistency and standards:

The interface has the same layout for each of the creation options, which makes it easy for the user to know exactly how to enter the information. The font size is a large enough size to make it easy for the user to read when creating events for their schedule. However if the user is on the month view, the font size is smaller in order to fit the entire month on the mobile screen. A suggestion would be to eliminate the start of the next month on the bottom, in order to allow the font size of the month shown to be larger for readability.
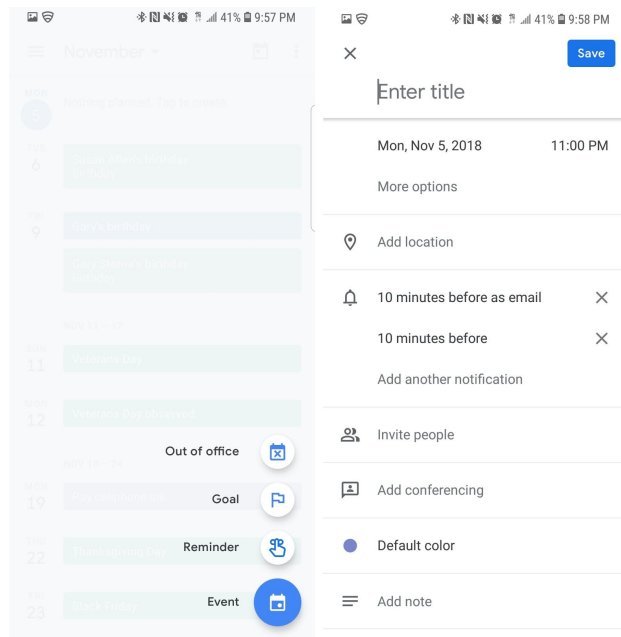
5. Error prevention:

If the user clicks the X to close the event while they are in the process of creating an event, there is a confirmation screen that pops up asking if the user is sure they want to cancel. It is easy for the user to recognize when they turn off notifications from the events by clicking the X to close notifications. An error message is displayed if the user turns off notifications for two events. A suggestion to fix this would be adding a confirmation pop up to allow the user to confirm their selection or change their mind.

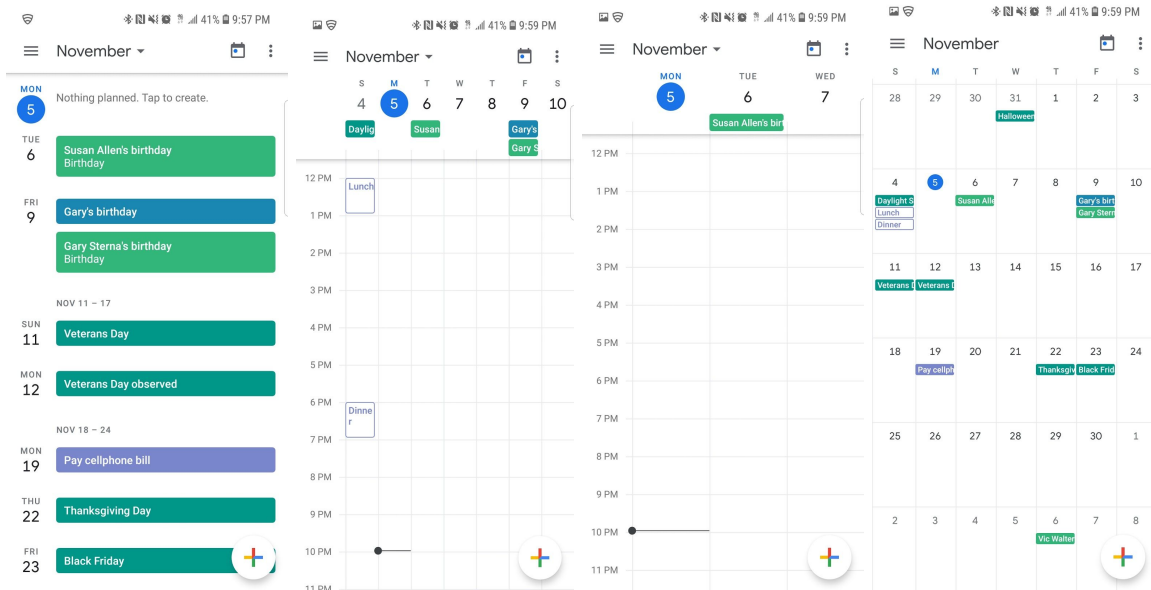## 6. Recognition rather than recall:

Google Calendar's interface has a good use of menus in the event creation process and allows for short typing for the title. All of the options when creating the events are visible to the user, along with a button to add more on some of the options such as notifications. The interface does remember which view you had left the calendar in, so when the user reopens it that same view is displayed. There is no auto-fill in feature

however for this interface. If they added the auto-fill in to the mobile version it would allow the users to create events quicker and would require less clicking or typing.
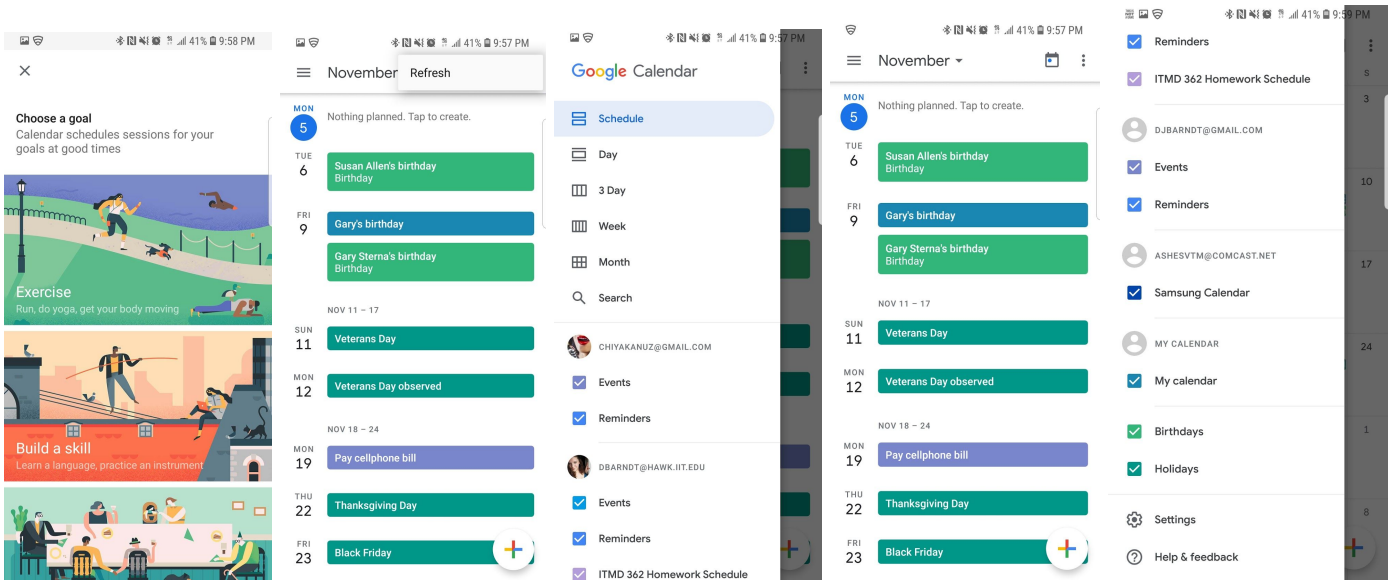

7. Flexibility and efficiency of use:

The interface jumps directly to the current week and day when the application is initially opened, and displays the schedule view which is a good design feature. When the user begins creating an event, it sets a default start and end time for an hour. However there are no shortcuts or ability for the user to reuse previously entered information, which can be a poor design feature. A suggestion to fix this would allow the user to save certain preferences to allow the user to customize their calendar even more.

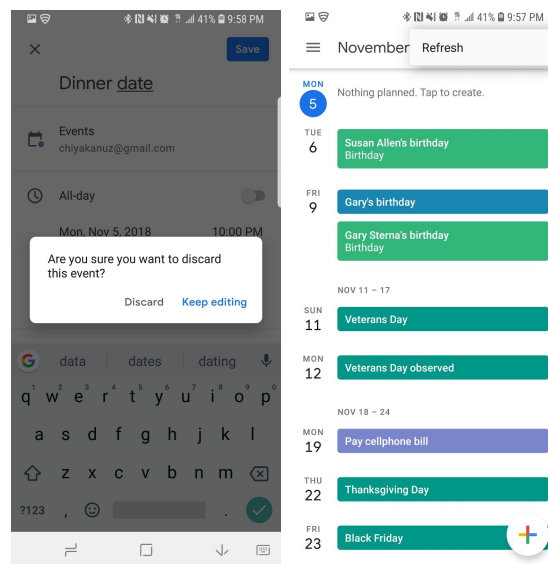*8. Aesthetic and minimalist design:*

The Google Calendar interface has a similar graphic design to all of the other google applications, which is a great design feature that is used for this app for ease of recognition. There is a good use of balance and white space, so the application does not look too cluttered. Few fonts and colors are used that give an appropriate contrast. However, some of the colors might not be distinguishable to users who are color blind. A

suggestion would be to use colors that are easily distinguishable between instead of shades and placing them in similar areas.
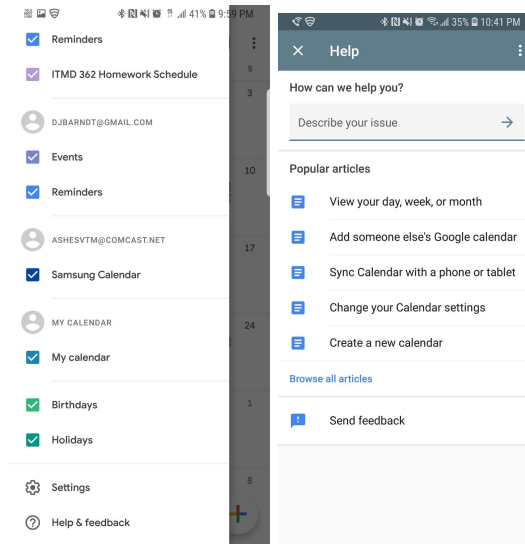

9. Help users recognize, diagnose, and recover from errors:

It is easy for the user to recognize when they turn off notifications from the events by clicking the X to close notifications. An error message is displayed if the user turns off notifications for two events. A suggestion to fix this would be adding a confirmation pop up to allow the user to confirm their selection or change their mind similar to the confirmation message that pops up when they click on the X when they are in the process of creating the event. This would allow the user to recover quicker from errors that were made.

10. Help and documentation:

The help and feedback section is easily found by the user inside the menu, and is labeled with the wording "Help and Feedback". Then the user is asked to describe their issue or they could choose from popular articles to solve their problem. While having a help section is good, the bad part is that the user has to scroll all the way to the bottom in order to get to it. A suggestion would be to move the help section up on the menu or have it accessible on the main screen via a question mark icon.

Research links for further information on interface: