

269462 Intro to HCI 1/63

Heuristics Report

For

Feed Me

By

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1. Overview

1.1. Scope of application

Using only in Chiangmai university.

1.2. Features the prototype support

Buying cloths feature.

1.3. Target user(s)

Anyone who works or study in the university.

2. Heuristics and rating

Nielsen's Heuristics items

1. Visibility of system status.
2. Match between system and real world.
3. User control and freedom.
4. Consistency and standards.
5. Error prevention.
6. Recognition rather than recall.
7. Flexibility and efficiency of use.
8. Aesthetic and minimalist design.
9. Help users recognize, diagnose, recover from errors.
10. Help and documentation.

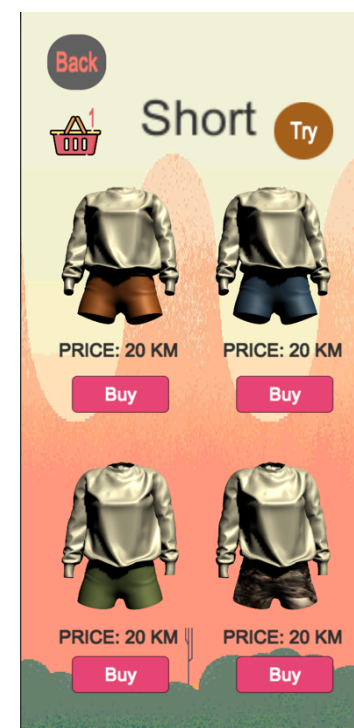
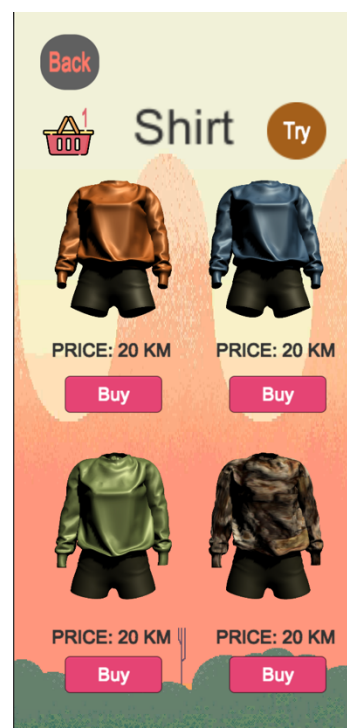
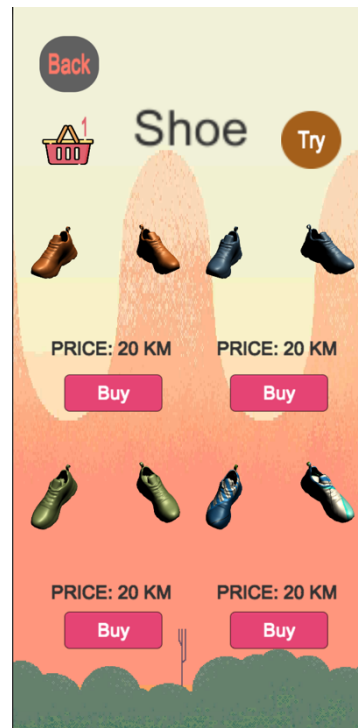
Severity Rating

- 4 Usability blocker
- 3 Major usability problem
- 2 Minor usability problem
- 1 Cosmetic problem only

3. Task chosen (describe one task you choose for evaluation/what evaluator has to do/goal)
4. Screens (take photos of associated screens on the device model and number them to use for problem description and recommendation)
5. Summary (conclude the evaluation, sort problems by severity rating and comment on application's UI and UX design.

Heuristics #1 Visibility of system status

Problem ID	Description	Location	Severity rating	Recommendation
1	When we try to change from a page to another page the game doesn't show loading page so the user might not know that they have to wait, or some problem has occurred.	In the change cloth page when user want to change to shop page. This problem also take place in shop page where user want to change to change cloth page or try cloth page.	Minor usability problem	Create loading page to let the user know that they have to wait.
2	When user click buy cloth, there is nothing show about money the user has left.	In Each cloth page where user buy cloth.	Minor usability problem	Design something to user money on the screen.



Heuristics #2 Match between system and real world

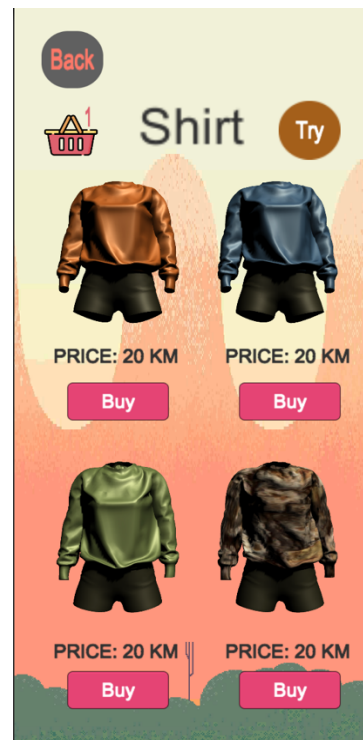
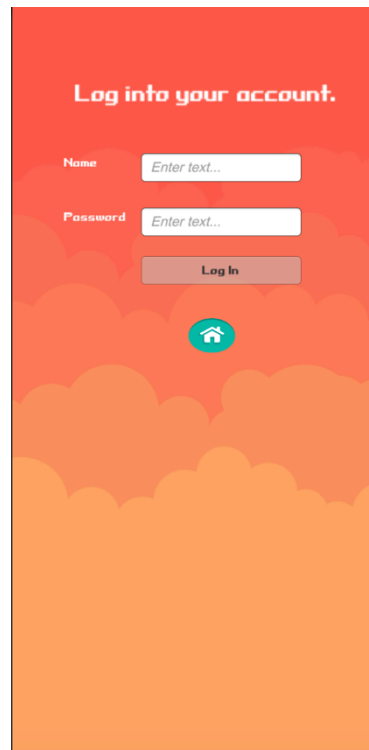
Problem ID	Description	Location	Severity rating	Recommendation
N/A	N/A	N/A	N/A	N/A

Heuristics #3 User control and freedom

Problem ID	Description	Location	Severity rating	Recommendation
N/A	N/A	N/A	N/A	N/A

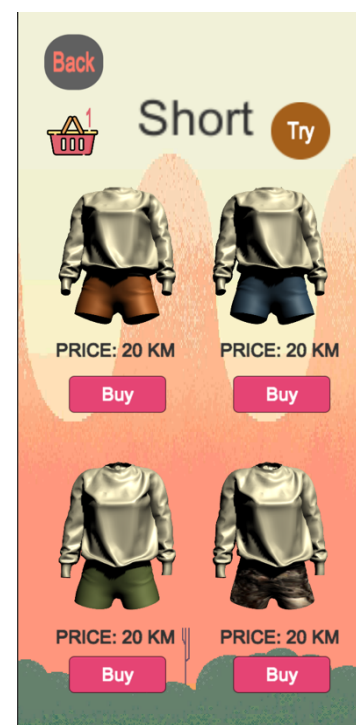
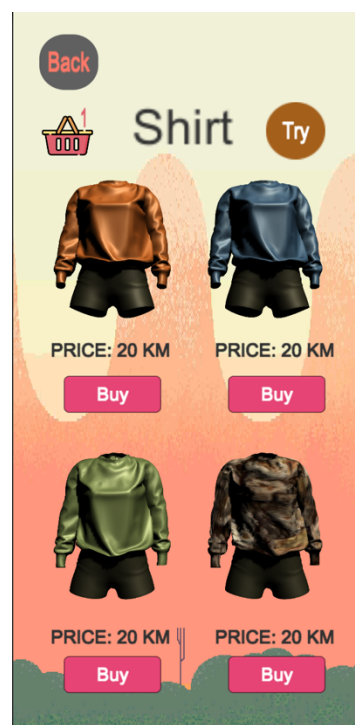
Heuristics #4 Consistency and standards

Problem ID	Description	Location	Severity rating	Recommendation
1	The button in some page is too different from each other.	Shop page and login page	Cosmetic problem only	Change the button's look to make it more consistency and standard.



Heuristics #5 Error prevention

Problem ID	Description	Location	Severity rating	Recommendation
1	There is no error show at the shopping in case that you want to buy something, and you don't have enough money. Nothing will tell the user that they need more money.	In Each cloth page where user buy cloth.	Minor usability problem	Create some pop up to tell the user what their mistakes could be. So, it will help the solve the problem easier.



Heuristics #6 Recognition rather than recall

Problem ID	Description	Location	Severity rating	Recommendation
N/A	N/A	N/A	N/A	N/A

Heuristics #7 Flexibility and efficiency of use

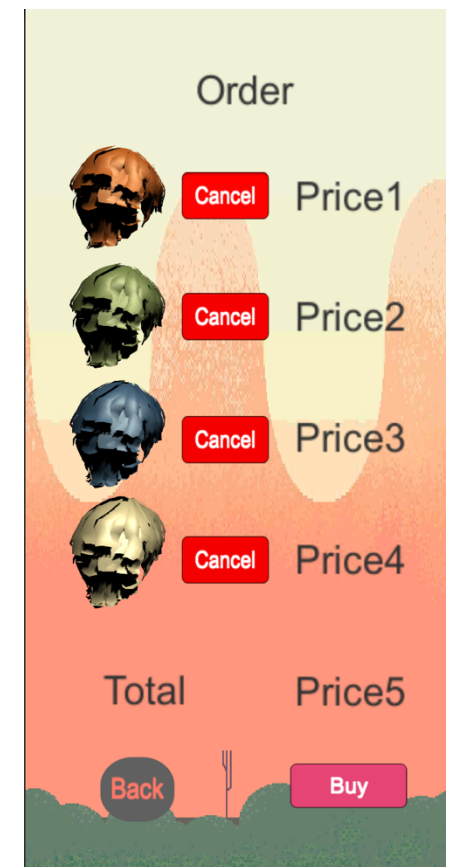
Problem ID	Description	Location	Severity rating	Recommendation
N/A	N/A	N/A	N/A	N/A

Heuristics #8 Aesthetic and minimalist design

Problem ID	Description	Location	Severity rating	Recommendation
N/A	N/A	N/A	N/A	N/A

Heuristics #9 Help users recognize, diagnose, recover from errors

Problem ID	Description	Location	Severity rating	Recommendation
1	There are cancel buttons show in check out page when users want to cancel their cloths.	Check out page	Cosmetic problem only	Design new buttons



Heuristics #10 Help and documentation

Problem ID	Description	Location	Severity rating	Recommendation
N/A	N/A	N/A	N/A	N/A

Conclusion

There is some minor usability problem that could lead to confusion, but it won't affect the usability that much. There is also some design problem that the UI might not look good enough.