



NOVA SCHOOL OF  
SCIENCE & TECHNOLOGY

## **Interação Pessoa-Máquina**

**2022/2023**

# **Nōto**

## Stage 5: Heuristic Evaluation



### **Group to be evaluated:**

Group 23: 58081, Ana Filipa Canelhas

### **Authors:**

#### **“Brew Station”**

66251, Annemarie Witschas

57778, Pedro Carlos

58751, Pedro Reis

53155, Vasco Carvalho

**Lab class N° P3**

**Group N° 22**

### **Professor:**

Teresa Romão

Project received: 29 Nov 2022

Report delivered: 04 Dec 2022

## General impression:

In general Noto is a well made application. The idea behind the project is original and creatively promises to help its users organize their thoughts, ideas and knowledge both for themselves and by sharing it with their friends.

The **functionality** of the application is in general very well implemented. Creating a profile is easy and intuitive. The internal menu at the bottom of the screen is reminiscent of other applications and hence feels familiar already on the first usage. Buttons seem to operate instantaneously, there is no inconvenient lag. The location of the buttons is further both intuitive and practical. Selection menus are used only when necessary and kept minimal. Functions like filtering, searching and tagging increase the control of the users over their notes.

The application's **design** captivates through its aesthetic and minimalist layout. Its color scheme has been well-chosen to be both appealing and functional in terms of contrast. The logo and the name transport the notion of elevated simplicity while also keeping a clear reference to its function.

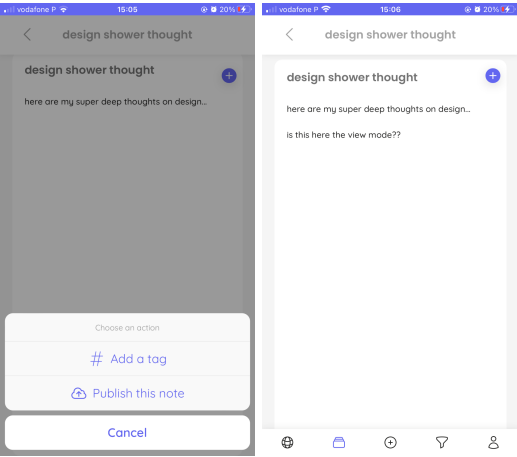
Noteworthy are also the many **details** that enrich this computational prototype. For instance the automatically added profile pictures, lists of notes by other users and security details such as a minimal password length create a realistic user experience.

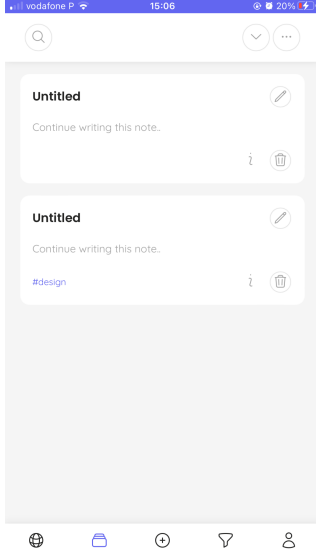
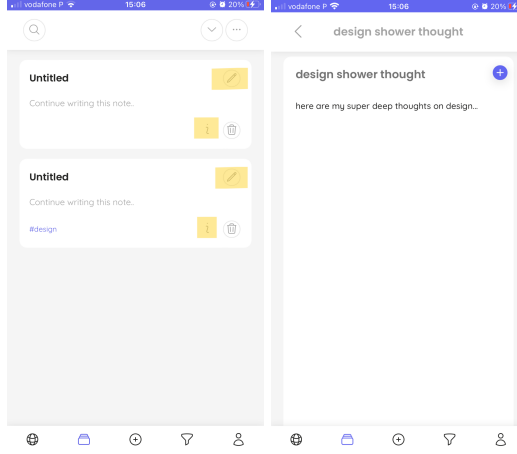
Design heuristics which we found to be particularly well-considered in the user interface were, according to **Tog's Design Principles**: Aesthetics, Anticipation, Color, Consistency, Explorable Interfaces, Readability, Simplicity and Visible Navigation.

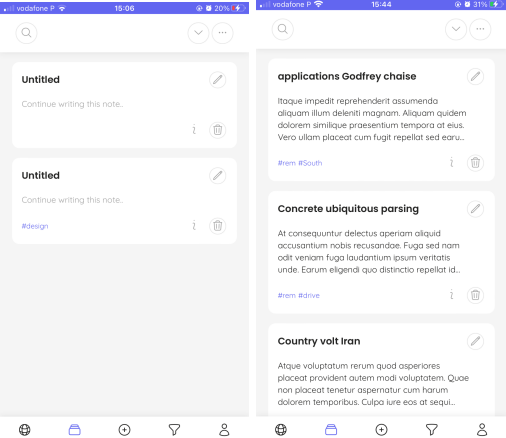
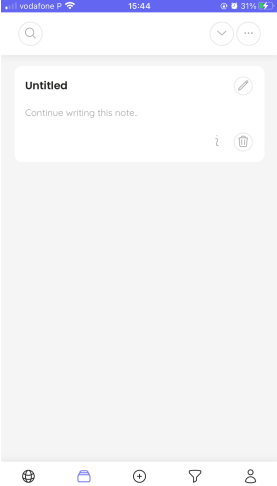
Some of the functionalities were not fully implemented, as the report also mentions. In the following pages we further identified a few problems and glitches that we suggest to correct. The numbering of the problems references the scenario in which they occurred.

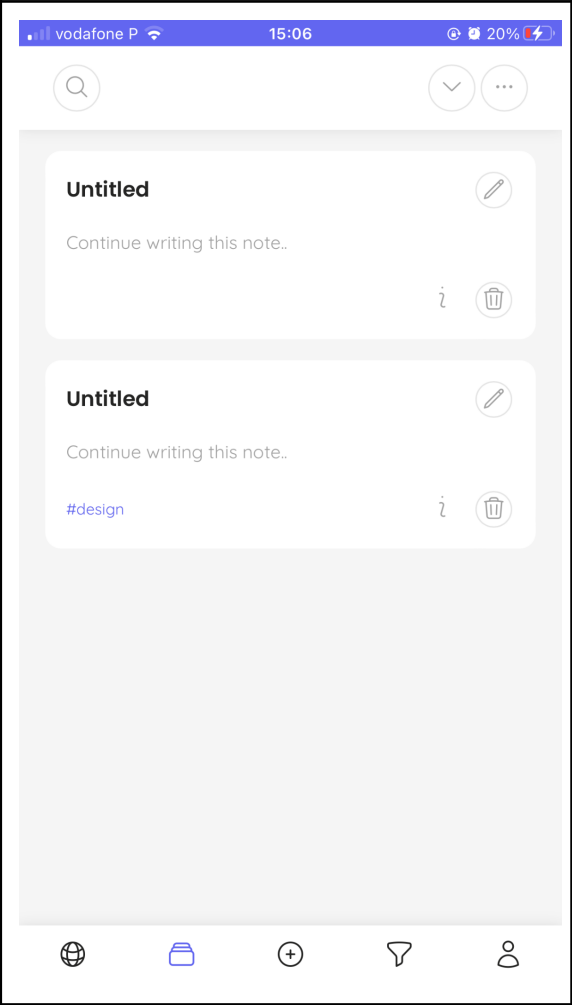
Once implemented, Noto certainly has the potential to become a real application with many satisfied users who will enjoy using it because of its combination of functionality and appealing design.

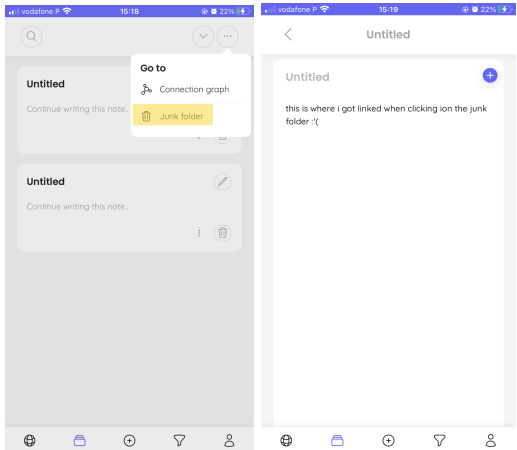
## Problems:

No	Problem	Heuristic	Description	Severity	Solution	Screenshot
1a	'view mode' not found	It was hard because it was not found  → Discoverability, Visibility of system status	Scenario 1 asks to look the note in view mode, however unclear what/where the view mode is or if there is even a difference between view and edit mode	1-2: It is not so severe but interferes with the scenario because it was not possible to execute	Since the Markdown implementation automatically renders the text, the view mode was not missed. Perhaps simply take this out of the scenario description.	

1b	empty notes added to my list	Efficiency	Every time I clicked on the '+' section a new empty note was created and added to my list. Hence, when only exploring the functionality of the app and the different buttons, I kept adding new empty notes to my list.	2: not so severe, as list still looks appealing. However might impair overview in the app. Plus, deleting each empty note would take extra effort.	Only save a note when it contains text or has a title	
2a	no difference between 'i' and 'pen' button	Potentially confusing redundancy → Efficiency / Minimalist Design	both buttons lead to the same screen (edit note)	2: doesn't severely impair functionality, however can be potentially confusing to the users	<p>I suspect that the 'i' button should give information on the note, like date, author, etc.</p> <p>Correct that in the implementation or alternatively, remove the information button.</p>	<p>both buttons lead to:</p> 

2b	inconsistency in note list after deleting	Consistency	After deleting a note, my list looks completely different. Suddenly there are a lot of notes by other people. After refreshing, the old order of notes appears again, with the respective note being deleted.	3: severe	Correct bug in implementation / verify that screen transitions are implemented correctly	<p>before and after clicking delete:</p>  <p>after refreshing:</p> 
----	---	-------------	---	-----------	--	--

2c	inconsistency in note list regarding preview	Consistency	<p>'My list' preview doesn't properly show the title and content of a newly created note. It only appears as 'Untitled' and empty. Interestingly, the label remains. (Happened after creating a note and then returning to my list.)</p>	3-4: vital for proper user experience	Implement proper note preview in list	
----	--	-------------	--	---------------------------------------	---------------------------------------	--

2d	fail to restore deleted note	<p>Confusing, unexpected outcome</p> <p>→ natural navigation, consistency, protect users' work, error prevention</p>	<p>Deleting the note was quite easy and straightforward. However, when clicking on 'Junk folder' I got moved to creating a new note. The note could thus not be restored.</p>	3: quite severe	Correct implementation of transition to Junk folder	<p>before: after:</p> 
3a	fail to fork note	User control, freedom	<p>Clicking on the heart or fork button has no effects. Report mentions that these functions haven't been implemented yet.</p>	2-3: necessary for final product, but at the moment also works without these functions	Implement the fork/like functions	