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| **LEGEND** | | | |
| App #1    Sleep As Android | App #2    Sleep Cycle | App #3 | App #4 |

1. **System Visualization**: How well a user can keep track of the system’s status through appropriate feedback. Beautiful and minimalistic design.

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| **Evaluation Criteria** | **Grading (1~5)**  **1 – Not At All**  **5 – Very Much** | **Average Grading** |
| Does every page have a title? | 5 |  |
| 4 |
|  |
|  |
| Does the title accurately describe the contents of the pages? | 5 |  |
| 4 |
|  |
|  |
| Are all icon styles consistent? | 5 |  |
| 5 |
|  |
|  |
| Can you significantly tell the difference between the selected icons and the unselected icons? | 5 |  |
| 5 |
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|  |
| Does the menu and pop-ups appear at the same location in all pages? | 3 |  |
| 5 |
|  |
|  |
| Did the fonts and background colors do not go overboard? | 5 |  |
| 5 |
|  |
|  |
| Is there a reasonable margin, segment spacing and line spacing in the text display window? | 3 |  |
| 5 |
|  |
|  |
| Is the time taken for simple, commonly used operations less than 1 second? | 5 |  |
| 5 |
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|  |
| Is the time taken for complex operations less than 12 seconds? | 4 |  |
| 5 |
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|  |
| Is the color, brightness and contrast between the image and the background coordinated? | 3 |  |
| 5 |
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|  |
| Is only necessary information displayed in the interface? | 5 |  |
| 5 |
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| Is every icon clearly distinguishable from its background? | 5 |  |
| 5 |
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| Is the interface visually appealing overall? | 3 |  |
| 5 |
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1. **Intuitiveness**: Use of languages and concepts that a lot of users are familiar with. Natural and logical display of information.

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| **Evaluation Criteria** | **Grading (1~5)**  **1 – Not At All**  **5 – Very Much** | **Average Grading** |
| Can the user intuitively understand the meaning of the icon? | 2 |  |
| 3 |
|  |
|  |
| Does the organization of menu items (i.e., categories, order, etc.) conform to the user’s logic? | 3 |  |
| 5 |
|  |
|  |
| Are associated contents displayed together? | 3 |  |
| 4 |
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|  |
| If a chart is displayed, is the chart easy to understand? | 2 |  |
| 5 |
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|  |
| Is the language concise, clear, and accurate (without ambiguity and syntax errors)? | 5 |  |
| 5 |
|  |
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| Is the term in the interface a term used by the user, not a computer term? (i.e., ‘No Internet Connection’ vs. ‘Error Code 2119 this.getConnection=404’) | 5 |  |
| 5 |
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| Are important options and information highlighted using different characters, boldfaces, underscores, colors, shadows, or special typography? | 3 |  |
| 5 |
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|  |
| Are the important buttons in the interface larger than others? | 2 |  |
| 5 |
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| Is the app easy to easy to learn, use and remember for new users? | 3 |  |
| 5 |
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1. **Error Prevention & Freedom**: How much possible errors are prevented with design. The amount of freedom to control within a reasonable range. The user should be able to freely choose a task to perform and conveniently go back and forth between operations.

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| **Evaluation Criteria** | **Grading (1~5)**  **1 – Not At All**  **5 – Very Much** | **Average Grading** |
| Does a confirmation window pop up when a user is about to perform a destructive operation (such as deletion, formatting)? | 5 |  |
| 5 |
|  |
|  |
| Is the "undo" operation supported? | 5 |  |
| 1 |
|  |
|  |
| Can a user easily cancel an ongoing operation? | 3 |  |
| 5 |
|  |
|  |
| Can a user use the functionalities of “Copy” and “Paste” to save input time when entering data? | 5 |  |
| 5 |
|  |
|  |
| Is it convenient to return to the previous page? | 3 |  |
| 5 |
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| Can users customize their visual settings such as the background theme? | 5 |  |
| 1 |
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1. **Consistency**: The terminology and display should be consistent.

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| **Evaluation Criteria** | **Grading (1~5)**  **1 – Not At All**  **5 – Very Much** | **Average Grading** |
| Is the font in different pages consistent? | 5 |  |
| 5 |
|  |
|  |
| Is the text alignment in the interface consistent? | 5 |  |
| 5 |
|  |
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| Are the menu items uniform (including language style and visuals)? | 5 |  |
| 5 |
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| Are there no more than 3 types of font styles per page? | 5 |  |
| 5 |
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**List of Problems**

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|  | **Cons** | **Possible Solutions** |
| **Sleep As Android** | * Icons are not intuitive * Ex) | * Re-design the icons to be more understandable at first glance * Ex)   Lullaby  Image result for snoring icon" Noise  Image result for tutorial icon" Tutorial  Image result for advice icon" Advice |
| * Graphs are difficult to understand * Ex)     A screenshot of a cell phone screen with text  Description automatically generated | * Include clear, readable and understandable axis labels |
| * Important buttons don’t stand out * Ex)   A screenshot of a cell phone  Description automatically generated  A screenshot of a cell phone  Description automatically generated | * Make important buttons stand out more by using bolded fonts, big buttons and eye-catching colours |
| * No back button to return to the previous page & no access to the menu at a specific page * Ex)   A screenshot of a cell phone  Description automatically generated | * Include a back button to return to the previous page or include a menu icon on the page * Ex)   A screenshot of a cell phone  Description automatically generated |
| **Sleep Cycle** | * Zero customizability * Ex) No option to change the background theme, font size, etc. | * Include setting options that allow users to change their background themes * Ex) White background for people who want to read clearly * Ex) Black background for people who think bright background hurt their eyes |
| * Icons are not intuitive * Ex) | * Re-design the icons to be more understandable at first glance * Ex)   Image result for journal icon"  Journal |
| * Undo operation for deleting important data not supported * Ex)     After deleting a day’s worth of sleep data, you cannot undo and restore the data | * Include an ‘Undo’ operation that restores the most recently deleted data in case a user changes their mind |