# Heuristic Evaluation 1

| Wireframe | Visibility of system status | Match between system and the real world | User control and freedom | Consistency and standards | Error prevention | Recognition rather than recall | Flexibility and efficiency of use | Aesthetic and minimalist design | Help users recognize, diagnose, and recover from errors | Help and documentation |
|---|---|---|---|---|---|---|---|---|---|---|
| Getting started/Welcome Page<br>**A Task Manager for Students**<br>Get Started / Login | **Strength**<br>Clear page title that states how the user can use the page<br>1. Page receives an introduction into the application | **Strength**<br>Uses simple words and phrases, nothing too complicated<br>Uses "Get Started" and "Login" instead of "Sign up" and "Log in" | **Strength**<br>Both options are easily accessible, nothing too complicated<br>Uses "Get Started" and "Login" instead of "Sign up" and "Log in" | **Strength**<br>Consistent colors | | **Issues**<br>Text explaining website's purpose is lacking, this is important for first time users<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | | **Strength**<br>Very minimal design | | |
| Registration Page<br>Name<br>Email<br>Password<br>Confirm password<br>Sign Up | **Strength**<br>Clear and simple form<br>**Issues**<br>No Severity for this main issues<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Simple words, easy for users to understand<br>Uses "Sign Up" instead of "Registration" and "Sign Up" instead of "Create an account"<br>**Issues**<br>No Severity for this main issues<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistent and clear wording and spacing in the page | **Strength**<br>Clear and simple<br>Uses "Sign Up" instead of "Registration" and "Sign Up" instead of "Create an account"<br>**Issues**<br>No Severity for this main issues<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistent and clear wording and spacing | **Strength**<br>Consistent style for inputs and buttons | **Issues**<br>Uses clear wording when they are creating inputs<br>Uses "Confirm password" instead of "Re-enter password"<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistent and clear wording | **Issues**<br>Uses clear wording when they are creating inputs<br>Uses "Confirm password" instead of "Re-enter password"<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistent and clear wording | **Strength**<br>Wording and consistent layout |
| Login Page<br>Email<br>Password<br>Sign In<br>Forgot password? | **Strength**<br>Clear and simple form<br>**Issues**<br>No Severity for this main issues<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Uses simple words and phrases<br>Uses "Sign In" instead of "Log in" | **Strength**<br>Uses "Sign In" instead of "Log in" and "Forgot password?" instead of "Forgot password" | **Strength**<br>Consistent style for inputs and buttons | **Issues**<br>No error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention | **Issues**<br>No recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall | **Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use | **Strength**<br>Wording and consistent layout |
| Dashboard<br>Create new task list<br>Task 1<br>Task 2<br>Task 3<br>Today | **Strength**<br>Clear page title<br>Uses "Create new task list" to let users know what they are creating<br>Uses "Today" and "Tomorrow" instead of "Today" and "Tomorrow" (Consistency)<br>**Issues**<br>1. Not sure if the "Today" and "Tomorrow" are clickable or not<br>2. Not sure what the "Today" and "Tomorrow" are for<br>3. Not sure what happens when the user clicks on "Create new task list"<br>4. Not sure what happens when the user clicks on "Task 1", "Task 2", "Task 3"<br>5. Not sure what happens when the user clicks on "Today"<br>6. Not sure what happens when the user clicks on "Tomorrow"<br>7. Not sure what happens when the user clicks on "Create new task"<br>8. Not sure what happens when the user clicks on "Create new group"<br>9. Not sure what happens when the user clicks on "Create new task"<br>10. Not sure what happens when the user clicks on "Create new group"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Simple words and words for most manage<br>**Issues**<br>1. Not sure if "Tomorrow" means a day or a deadline?<br>2. Not sure what "Today" means (is it a day or a deadline)?<br>3. Not sure what "Create new task list" means (is it a deadline or a task)?<br>4. Not sure what "Create new group" means (is it a deadline or a task)?<br>5. Not sure what "Create new task" means (is it a deadline or a task)?<br>6. Not sure what "Create new group" means (is it a deadline or a task)?<br>7. Not sure what "Task 1", "Task 2", "Task 3" means (is it a deadline or a task)?<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | **Strength**<br>Uses an intuitive user interface<br>**Issues**<br>1. Not sure how to create a task list<br>2. Not sure how to create a group<br>3. Not sure how to create a task<br>4. Not sure how to create a group<br>5. Not sure how to create a task<br>6. Not sure how to create a group<br>7. Not sure how to create a task<br>8. Not sure how to create a group<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom (users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action without having to go through an extended process.) | **Strength**<br>Consistent style for inputs and buttons<br>**Issues**<br>No Severity for this main issues<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards (users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.) | | **Strength**<br>Clear and simple<br>**Issues**<br>No Recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Clear and simple<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Consistent layout and wording<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | **Issues**<br>No help users recognize, diagnose, and recover from errors<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help users recognize, diagnose, and recover from errors (error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.) | **Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |
| Dashboard - create new task list 2<br>Create Create new task list<br>Cancel<br>Today<br>Tomorrow | **Strength**<br>Clear page title<br>Uses "Create Create new task list" to let users know what they are creating<br>**Issues**<br>1. Not sure what happens when the user clicks on "Create Create new task list"<br>2. Not sure what happens when the user clicks on "Today"<br>3. Not sure what happens when the user clicks on "Tomorrow"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Uses "Create Create new task list" instead of "Create a task list" (Consistency)<br>**Issues**<br>No Severity for this main issues<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | **Strength**<br>No Consistency and standards issue | **Issues**<br>Consistency and standards issue: Not sure what happens when the user clicks on "Today"<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards (users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.) | **Issues**<br>Error prevention: Not sure what happens when the user clicks on "Today"<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | **Strength**<br>Clear page title<br>**Issues**<br>No Recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Clear page title<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Clear page title<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | **Strength**<br>Clear page title<br>**Issues**<br>No help users recognize, diagnose, and recover from errors<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help users recognize, diagnose, and recover from errors (error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.) | **Strength**<br>Clear page title<br>**Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |
| New task list<br>Name<br>Cancel<br>Create | **Strength**<br>Clear page title<br>Uses "Create", which is consistent with the other pages<br>**Issues**<br>1. Not sure what happens when the user clicks on "Create"<br>2. Not sure what happens when the user clicks on "Cancel"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Uses "Create" instead of "Create a task list" (Consistency)<br>**Issues**<br>No Match between system and the real world<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | | **Strength**<br>Consistent style<br>**Issues**<br>No Consistency and standards issue<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards (users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.) | **Issues**<br>No error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | **Strength**<br>Clear page title<br>**Issues**<br>No recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | | **Strength**<br>Clear and simple |
| Dashboard - create weekly mood goal<br>Create Weekly mood goal<br>Cancel<br>Create | **Strength**<br>Clear page title<br>Uses "Create Weekly mood goal" to let users know what they are creating<br>**Issues**<br>1. Not sure what happens when the user clicks on "Create"<br>2. Not sure what happens when the user clicks on "Cancel"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Uses "Create" instead of "Create a task list" (Consistency)<br>**Issues**<br>No Match between system and the real world<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | | **Strength**<br>Consistent layout<br>**Issues**<br>No Consistency and standards issue<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards (users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.) | **Issues**<br>No error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | **Strength**<br>Clear page title<br>**Issues**<br>No recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Clear page title<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Clear page title<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | **Issues**<br>No help users recognize, diagnose, and recover from errors<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help users recognize, diagnose, and recover from errors (error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.) | **Strength**<br>Clear page title<br>**Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |
| Dashboard - display new weekly mood goal<br>Create Weekly mood goal<br>Cancel<br>Create | **Strength**<br>Uses page title that states that the user is on the page<br>Uses "Create Weekly mood goal" instead of "Create a task list" (Consistency)<br>**Issues**<br>No Visibility of system status | **Strength**<br>Uses simple words and phrases<br>**Issues**<br>No Match between system and the real world<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | **Strength**<br>Clear page title<br>Uses "Create Weekly mood goal" instead of "Create a task list" (Consistency)<br>**Issues**<br>No User control and freedom<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom (users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action without having to go through an extended process.) | **Strength**<br>Consistent layout | | **Issues**<br>No recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | | | |

# Heuristic Evaluation 2

| Wireframe | Visibility of system status | Match between system and the real world | User control and freedom | Consistency and standards | Error prevention | Recognition rather than recall | Flexibility and efficiency of use | Aesthetic and minimalist design | Help users recognize, diagnose, and recover from errors | Help and documentation |
|---|---|---|---|---|---|---|---|---|---|---|
| Task List<br>Create new task list<br>Task 1<br>Task 2<br>Task 3<br>Today<br>Tomorrow<br>Create new task<br>Create new group | **Strength**<br>Page title that states that the wireframe shows the task list<br>**Issues**<br>1. Not sure what happens when the user clicks on "Create new task list"<br>2. Not sure what happens when the user clicks on "Task 1"<br>3. Not sure what happens when the user clicks on "Task 2"<br>4. Not sure what happens when the user clicks on "Task 3"<br>5. Not sure what happens when the user clicks on "Today"<br>6. Not sure what happens when the user clicks on "Tomorrow"<br>7. Not sure what happens when the user clicks on "Create new task"<br>8. Not sure what happens when the user clicks on "Create new group"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Consistent layout and wording<br>**Issues**<br>No Match between system and the real world<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | **Strength**<br>Consistent style for inputs and buttons<br>**Issues**<br>No User control and freedom<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom | **Strength**<br>Consistent style for inputs and buttons<br>**Issues**<br>No Consistency and standards<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards | | **Strength**<br>Clear page title<br>**Issues**<br>No recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Clear page title<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Consistent layout and wording<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | | **Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |
| Task list - create new task<br>Name<br>Cancel<br>Create | **Strength**<br>Clear page title<br>Uses "Create new task" to let users know what they are creating<br>**Issues**<br>1. Not sure what happens when the user clicks on "Cancel"<br>2. Not sure what happens when the user clicks on "Create"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Simple words, easy for users to understand<br>**Issues**<br>No Match between system and the real world<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | **Strength**<br>Uses "Create" instead of "Create a task" (Consistency)<br>**Issues**<br>No User control and freedom<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom (users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action without having to go through an extended process.) | **Strength**<br>Consistent style for inputs and buttons<br>**Issues**<br>No Consistency and standards<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards | **Strength**<br>Clear page title<br>**Issues**<br>No error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | **Strength**<br>Clear page title<br>**Issues**<br>No recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Clear page title<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Clear page title<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | | **Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |
| Task list - new goal<br>Name<br>Cancel<br>Create | **Strength**<br>Uses page title that states that the page is showing the user how to create a goal<br>**Issues**<br>1. Not sure what happens when the user clicks on "Cancel"<br>2. Not sure what happens when the user clicks on "Create"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | | **Issues**<br>1. Missing options: on mouse-off, on focus (same as the hover state), on mouse-down, on mouse-up<br>2. Not sure what happens when the user clicks on "Cancel"<br>3. Not sure what happens when the user clicks on "Create"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom | | | | **Strength**<br>Uses an intuitive user interface | **Issues**<br>No Error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | | | |
| Task list - share (task) with a user<br>Name<br>Cancel<br>Share | **Strength**<br>Clear page title<br>Uses "Share (task) with a user" to let users know what they are sharing<br>**Issues**<br>1. Not sure what happens when the user clicks on "Cancel"<br>2. Not sure what happens when the user clicks on "Share"<br>3. Not sure what happens when the user clicks on "Name"<br>4. Not sure what happens when the user clicks on "Suggestion 1", "Suggestion 2", "Suggestion 3", "Suggestion 4", "Suggestion 5", "Suggestion 6"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Simple words, easy for users to understand<br>**Issues**<br>No Match between system and the real world<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | **Strength**<br>Consistent style for inputs and buttons<br>**Issues**<br>No User control and freedom<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom | | **Strength**<br>Consistent style of icons and colors<br>**Issues**<br>No error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | **Strength**<br>Clear page title<br>**Issues**<br>No recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Uses "Share" instead of "Share (task) with a user" (Consistency)<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Simple and minimal<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | | |
| Task list - share (task) with a user 2<br>Name<br>Cancel<br>Share | **Strength**<br>Clear page title<br>Uses "Share (task) with a user" to let users know what they are sharing<br>**Issues**<br>1. Not sure what happens when the user clicks on "Cancel"<br>2. Not sure what happens when the user clicks on "Share"<br>3. Not sure what happens when the user clicks on "Name"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | | **Issues**<br>No User control and freedom (when the user clicks on "Share" or "Cancel", they should be taken back to the page they were on before they clicked on "Share" or "Cancel")<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom | | | **Issues**<br>No Recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | | | | | |
| Task list - share (task) with a user 3<br>Name<br>Cancel<br>Share | **Strength**<br>Clear page title<br>Uses "Share (task) with a user" to let users know what they are sharing<br>**Issues**<br>1. Not sure what happens when the user clicks on "Cancel"<br>2. Not sure what happens when the user clicks on "Share"<br>3. Not sure what happens when the user clicks on "Name"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | | **Issues**<br>No User control and freedom (when the user clicks on "Share" or "Cancel", they should be taken back to the page they were on before they clicked on "Share" or "Cancel")<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom | | | **Issues**<br>No Recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | | | | | |
| Task list - Create moved tag<br>Name<br>Cancel<br>Create | **Strength**<br>1. Page is clear<br>2. Uses "Create" to let users know that they are creating a tag<br>**Issues**<br>1. Not sure what happens when the user clicks on "Cancel"<br>2. Not sure what happens when the user clicks on "Create"<br>**Severity rating: 2**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | **Strength**<br>Uses simple words and phrases<br>**Issues**<br>No Match between system and the real world<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Match between system and the real world (the design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon.) | | **Strength**<br>Consistent selection of moods<br>**Issues**<br>No error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | **Issues**<br>No Recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Uses "Create" instead of "Create a tag" (Consistency)<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Simple and minimal<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | | **Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |
| Task list - Create moved tag 2<br>Name<br>Cancel<br>Create | **Strength**<br>Shows moved tag<br>**Issues**<br>No Error prevention<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Error prevention (even better than good error messages is a careful design which prevents a problem from ever arising, either by eliminating error-prone conditions or introducing a confirmation step.) | | **Issues**<br>Uses "Create" instead of "Create a tag"<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards (users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.) | **Issues**<br>No Recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | | **Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |

# Heuristic Evaluation 3

| Wireframe | Visibility of system status | Match between system and the real world | User control and freedom | Consistency and standards | Error prevention | Recognition rather than recall | Flexibility and efficiency of use | Aesthetic and minimalist design | Help users recognize, diagnose, and recover from errors | Help and documentation |
|---|---|---|---|---|---|---|---|---|---|---|
| Calendar - month<br>Calendar - month - selected day<br>Calendar - 3 day<br>Pre page - enter current mood<br>Mood tracking<br>Pre page - suggestions<br>Today<br>Today - show delete task button<br>Today - task deleted page<br>Profile<br>Profile - change username<br>Enter your new username<br>Cancel<br>Save<br>Profile - Delete account<br>Delete account<br>Cancel<br>Delete<br>Moodboard | **Strength**<br>Clear page title<br>**Issues**<br>No Visibility of system status<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Visibility of system status (keeping users informed about what is going on through appropriate feedback within a reasonable time) | | **Strength**<br>Uses "Sign Up" and "Log in" instead of "Create an account" and "Sign in" (Consistency)<br>**Issues**<br>No User control and freedom<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>User control and freedom (users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action without having to go through an extended process.) | **Strength**<br>Consistent style<br>**Issues**<br>No Consistency and standards<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Consistency and standards (users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.) | | **Strength**<br>Simple words, easy for users to understand<br>**Issues**<br>No Recognition rather than recall<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Recognition rather than recall (remembering information rather than having to remember it) | **Strength**<br>Uses "Sign Up" instead of "Create an account" (Consistency)<br>**Issues**<br>No flexibility and efficiency of use<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Flexibility and efficiency of use (allowing users to tailor frequent actions) | **Strength**<br>Clear and simple<br>**Issues**<br>No aesthetic and minimalist design<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Aesthetic and minimalist design (dialogues should not contain information that is irrelevant or rarely needed. Every extra unit of information in a dialog competes with the relevant units of information and diminishes their visibility.) | | **Issues**<br>No help and documentation<br>**Severity rating: 1**<br>**Date of Rating: 1**<br>**Broad Heuristic/Documentation**<br>Help and documentation (it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.) |