

**Heuristic Evaluation:** *Jakob Nielsen's* 10 general principles for interaction design. They are called "heuristics" because they are broad rules of thumb and not specific usability guidelines.

1	Visibility of System Status	Good
2	Match between System & Real world	Good
3	User control and freedom	Good
4	Consistency and Standard	Partially Good
5	Error Prevention	Partially Good
6	Recognition rather than recall	Good
7	Flexibility and Efficient of use	Good
8	Aesthetic and Minimalistic Design	Good
9	Help user recognize, diagnose, and recover from errors	Bad
10	Help and Documentation	Good