

This heuristic evaluation was completed on: 11/8/2013.

### **[Usability and Cosmetic Issues]:**

- Main Screen
  - *Severity: 4 - Urgent*
  - *Heuristic(s): External Consistency, Affordance(s)*
  - *Comments:* When I first opened the applet and looked at the first task that I had to complete, I was not sure what I needed to click on to be able to add a card. There were radio buttons and a text area on the side, but there was no create button.
- Card Type Radio Buttons
  - *Severity: 3 - Major*
  - *Heuristic(s): Feedback, Visibility of System Status*
  - *Comments:* When I clicked on the “White Card” radio button, nothing happened. I proceeded to click on the “Black Card” radio button and realized what the purpose of the text area was at that point. Prior to that interaction though, the text area had no immediate meaning to me as there was no help text or tool tip when I hovered over it. There doesn't appear to be a clearly defined “Create” functionality as all of the interface's features appear on this one screen. A wizard or some sort of guided process to create a card would definitely help users such as myself who have never played the game. To be honest, looking at the interface, I was unsure how to complete the first task because to me, the structure of the widgets did not indicate an order as to which I should complete the fields or how to begin the creation process.
- Labels
  - *Severity: 4 - Urgent*
  - *Heuristic(s): Visibility of System Status, User's Language*
  - *Comments:* When I loaded the applet, I noticed that the initial label read “Card T...” I believe that it should have read “Card Type” but it is hard for me to know for certain. Also, when I clicked on “Black Card” the label “Black Card T...” appeared. Again, I believe that this should have read “Black Card Type” unless this has a specific meaning in the game? As I stated in the last bullet point, I have no experience with Cards Against Humanity.
- Text Area
  - *Severity: 4 - Urgent*
  - *Heuristic(s): Visibility of System Status, User's Language*
  - *Comments:* Upon loading the interface, the purpose of the text area was not immediately apparent. I had to first experiment with the radio buttons in order to understand what its purpose was. When I loaded a card from the system, I noticed that it split words onto two different lines. This makes the text area somewhat difficult to use because it isn't natural for most users.
- Button Widths and Layout
  - *Severity: 3 - Major*
  - *Heuristic(s): Simplicity, Internal Consistency*
  - *Comments:* When I loaded the applet, I immediately noticed two things about the button layout. The first was the fact that the “Print” button has twice the width of the “Save” and “Load” buttons. I'm not sure if there was a specific reasoning for it, but in terms of simplicity and internal consistency, it would make more sense to keep all buttons the same exact size. The second thing that I noticed was the fact that the “Share” button appears to be a default size and is totally separate from the other buttons. Again, I'm not sure if there was a reasoning behind this design choice, but it would be much simpler, and more internally consistent if all buttons with similar functionality were grouped together such as “Print” and “Share” since they both provide a method to

allow or distribution of the card.

- Layout
  - *Severity: 3 - Major*
  - *Heuristic(s): External Consistency, Memory Load*
  - *Comments:* Generally forms are laid out in a hierarchical manner or as a sequence of steps. This interface did not appear to have any sequence of steps or hierarchy as to how the widgets were laid out. Due to this layout, it seems to be far more memory intensive on the user's end because they need to remember what widget provides what functionality, how to use it, and the process to perform the given task. I think the use of separate screens or a menu bar would be far more effective and less memory intensive than the current layout.
- Default Radio Button on Load
  - *Severity: 2 - Minor*
  - *Heuristic(s): External Consistency, Affordance(s), Memory Load*
  - *Comments:* I found it interesting that when the applet loads, it automatically selects a card type for you, specifically a white card. This makes the affordance of the radio buttons being used for creating cards much more difficult to grasp. Again, I had no idea what they were there for until I clicked on them. What happens if a user does not want to create a card but only wants to load a card? There definitely seem to be other possible ways of doing this that would minimize the memory load, and help users understand the purpose much more easier.
- Load and Save Functionality
  - *Severity: 3 - Major*
  - *Heuristic(s): Error Prevention*
  - *Comments:* Suppose I go through and type up a card and then want to save it, but slip and click on Load. There are no safe guards in place to prevent me from losing all of the data that I just typed in. This could be devastating depending on the amount of text that the user just typed in.

### **[Positive Features]:**

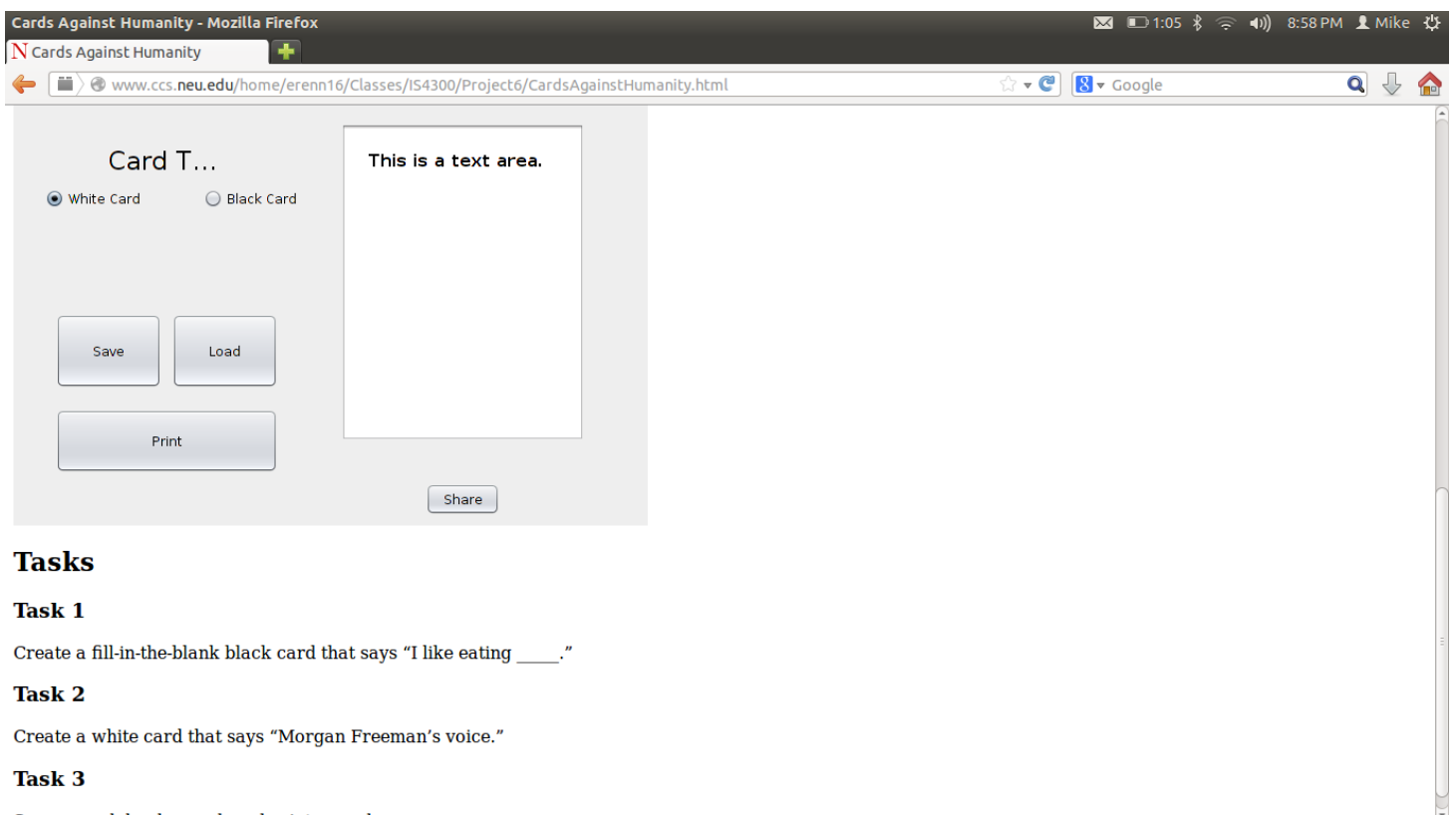
- Great Font Choice
  - *Good*
  - *Heuristic(s): User's Language*
  - *Comments:* The font makes the interface look nice and appealing. It definitely helps promote the use of the application.
- Text Area Contrast
  - *Good*
  - *Heuristic(s): System Status, Feedback*
  - *Comments:* The contrast of the text area definitely communicates to the user much more efficiently that they are in one mode or the other. It is readable with both display types and makes for a nice touch.
- Black Card Type Selection
  - *Good*
  - *Heuristic(s): Recognition vs. Recall*
  - *Comments:* I like the type selection field for selecting what type of Black Card you would like to create. It is definitely something that beginning users like myself will find helpful.
- Button Size (Load, Save)
  - *Good*
  - *Heuristic(s): Error Prevention*
  - *Comments:* I like the size of the buttons for the Load and Save functionality. The size will

definitely help prevent the chance of a user accidentally loading a card when they intended to save a card.

### [Suggestions]:

- Display Recent Cards
  - *Suggestions*
  - *Heuristic(s): Feedback, Recognition vs. Recall*
  - *Comments:* It would be a cool feature to allow users to recall previously used (loaded or created) cards back up to allow for quicker access without having to recall the specifics about the card.

### [Screenshots]:



## Tasks

### Task 1

Create a fill-in-the-blank black card that says "I like eating \_\_\_\_."

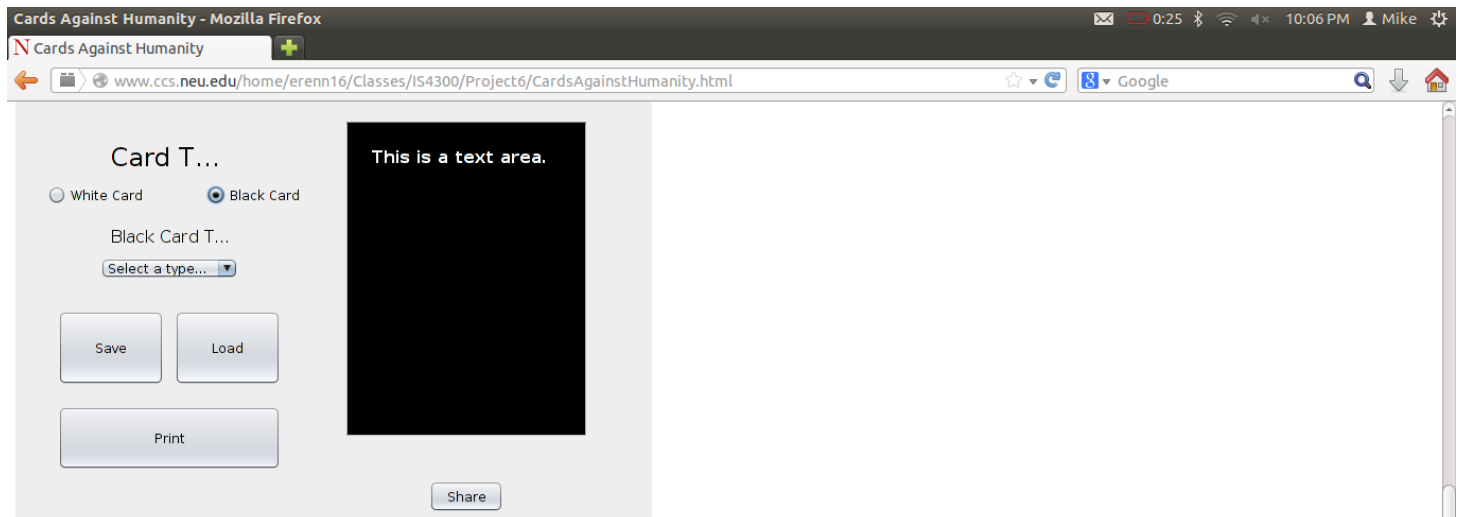
### Task 2

Create a white card that says "Morgan Freeman's voice."

### Task 3

Save a card, load a card, and print a card.

*Screenshot 1: Main Screen, White Card View (Default)*



## Tasks

### Task 1

Create a fill-in-the-blank black card that says "I like eating \_\_\_\_."

### Task 2

Create a white card that says "Morgan Freeman's voice."

### Task 3

Save a card, load a card, and print a card.

*Screenshot 2: Black Card View*



## Tasks

### Task 1

Create a fill-in-the-blank black card that says "I like eating \_\_\_\_."

### Task 2

Create a white card that says "Morgan Freeman's voice."

### Task 3

Save a card, load a card, and print a card.

*Screenshot 3: Text Area Word Split*