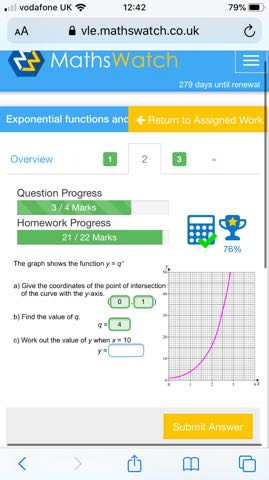
Maths Watch meets both Nielsen, J. (2020) and Wong, E. (2018). The site covers close to all the points from both heuristics. The site remains consistent in all its colour schemes, fonts, text contrasts, navigation – everything is normalised. The site provides adequate error prevention and produces error messages explaining what the user needs to do in order to rectify the mistake. When completing tasks and selecting different videos etc, the site has back arrows that allow you to revert to the previous page/action without logging the user out. Due to the sites continuous progress monitoring the user does not have to work out at what point they finished off last time, the questions will appear green if done and you are able to move to the next question – this reduces memory load.

However, I don’t believe the site has shortcuts for more specialised users, I think it’s just 1 type of use suits all. The site does not offer customisation either, but then again there isn’t a need due to its simplistic design already. There can be times where the error messages displayed do not inform the user enough and you struggle to understand what is wrong with your answer. Sometimes you can get hints if you are well and truly stuck.

The site is accessible and works just the same on mobile and tablet devices. This is convenient as it expands its customer base and makes its accessible for all types of users.

The site offers up to 1500 user accounts per bundle purchased for the use of their service, and the prices range from £100 all the way up to £500 per annum. The site currently hosts over 2000 education centres worldwide and over 1.6 million total users. On an average day they have over 100, 000 users interacting with their services.

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| **Name of Reference** | **Information** |
| Nielsen, J. (2020). 10 Heuristics for User Interface Design. [online] Nielsen Norman Group. Available at: <https://www.nngroup.com/articles/ten-usability-heuristics/>. | * 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 minimalistic design * Help users recognize, diagnose, and recover from errors * Help and documentation |
| Wong, E. (2018). *Shneiderman’s Eight Golden Rules Will Help You Design Better Interfaces*. [online] The Interaction Design Foundation. Available at: <https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces>. | * **Strive for consistency** * **Enable frequent users to use shortcuts** * **Offer informative feedback** * **Design dialogue to yield closure** * **Offer simple error handling** * **Permit easy reversal of actions** * **Support internal locus of control** * **Reduce short-term memory load** |
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