

# HCI Quiz 3

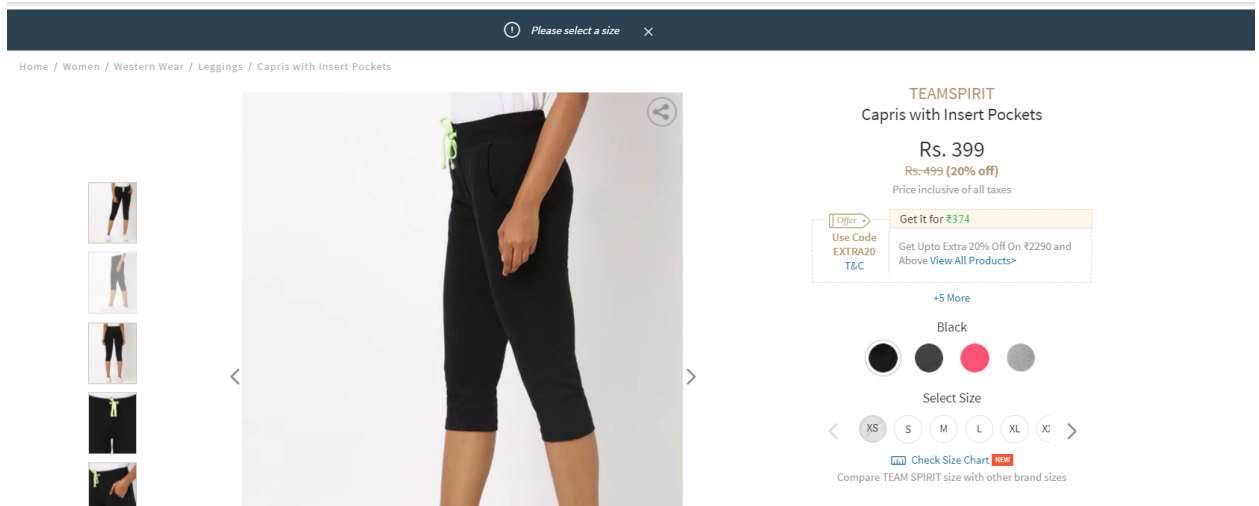
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## • Question 1

Describe any two Usability Heuristics for UI Design with example.

1)

- **Name of the Usability Heuristics:** Help users recognize, diagnose, and recover from errors
- **Example website link/software/mobile application:**  
[https://www.ajio.com/teamspirit-capris-with-insert-pockets/p/441001507\\_black](https://www.ajio.com/teamspirit-capris-with-insert-pockets/p/441001507_black)
- **Photo of above website/software/mobile app to illustrate the Usability Heuristics:**



- Description of the Usability Heuristics in minimum 50 words in two parts.

**General description:**

In this Usability Heuristics the UI designer has to take care of providing the sufficient information about the errors the users make. They could provide a solution to it, and also focus it in a way the user could read and understand. The user must be able to solve the error by themselves. The error message displayed must be in layman language.

**Description of website:**

In this website when i want to add the item to my cart, they ask me to add it with the required size of the product. When I try to add the item I am interrupted with a message above stating that i need to select the size of the product.

**2)**

- **Name of the Usability Heuristics:** Help and documentation
- **Example website link/software/mobile application:** Matlab
- **Photo of above website/software/mobile app to illustrate the Usability Heuristics:**

The top screenshot shows the MathWorks Help Center search interface. A search bar contains 'xlabel'. A dropdown menu displays suggestions: 'xlabel - Label x-axis', 'MATLAB', 'xlabel', 'xlabelstr', 'xlabelstring', and 'xlabels'. The left sidebar lists various toolboxes and categories under 'MATLAB'.

The bottom screenshot shows the full documentation page for 'xlabel'. The page includes a 'Syntax' section with the following code snippets:

```

xlabel(txt)
xlabel(target,txt)

xlabel(__,Name,Value)
t = xlabel(__)

```

The 'Description' section explains the function's usage:

- `xlabel(txt)` labels the x-axis of the current axes or standalone visualization. Reissuing the `xlabel` command replaces the old label with the new label.
- `xlabel(target,txt)` adds the label to the specified target object.
- `xlabel(__,Name,Value)` modifies the label appearance using one or more name-value pair arguments. For example, `'FontSize',12` sets the font size to 12 points.
- `t = xlabel(__)` returns the text object used as the x-axis label.

The 'Examples' section includes a sub-section 'Label x-Axis' with the text: 'Display Population beneath the x-axis.' A button 'Open in MATLAB Online' and a link 'View MATLAB Command' are also present.

- Description of the Usability Heuristics in minimum 50 words in two parts.

## General description:

In this Usability Heuristics the UI designer needs to ensure that whenever a software or website has too much of information or may be less but having various functionalities, they must provide


a documentation/ help section to the users. It must be in a simple language with implemented examples.

**Description of website:**

Matlab is software which has too much functions. It has a documentation which describes each and every functions with examples and the search for every function is also very easy.

- **Question 2**

- **Name of the Usability Heuristics:** Be alert to common expectations about color codes.
- **Example website link/software/mobile application:** Google Forms
- **Photo of above website/software/mobile app to illustrate the Usability Heuristics:**



## #AbhiNik's Baby Boy's name selection

\*Required

Tamaru naam \*

Your answer

⚠ This is a required question

Amathi gamta naam pasand karo \*

- ☐ Khyan
- ☐ Jashn
- ☐ Jaivik
- ☐ Jarnav
- ☐ Khwaish
- ☐

- Description of the Usability Heuristics in minimum 50 words in two parts.

**General description:**

Colour codes play very important role in catching the attention of users. Some colors define some actions. Red color in any UI is for showing some danger, missing thing or error. Whereas green indicates the successful action performed by user.

**Description of website:**

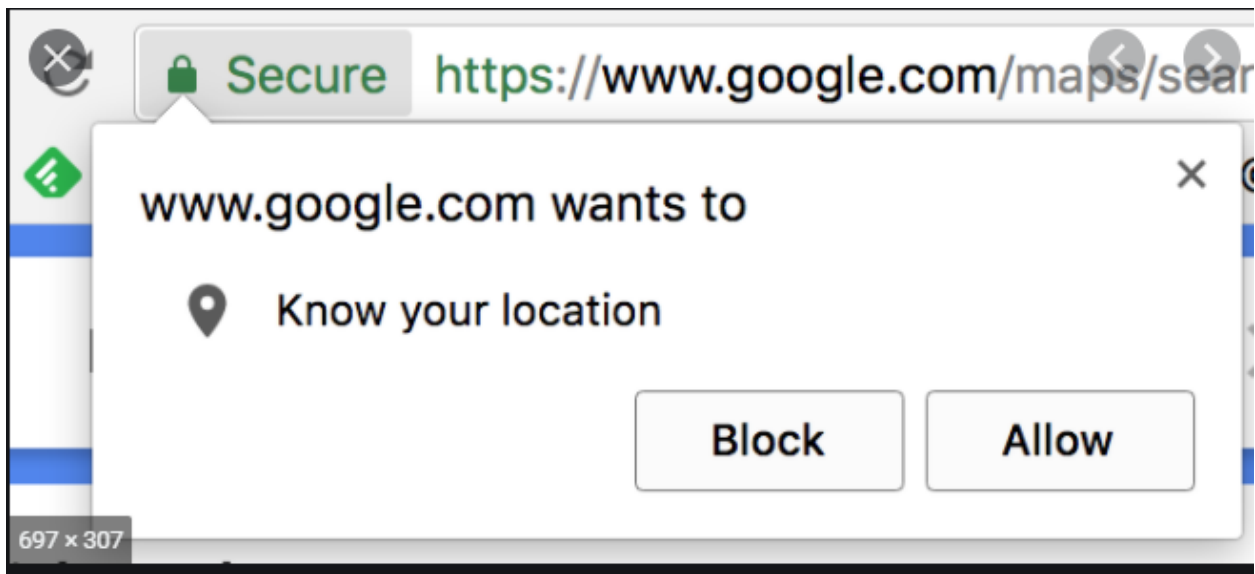
This is a google form to decide baby's name. As this was used by layman, the name of their must be mentioned and in case if the submit the form without their name red color will be surround which will catch the users' attention and convey them the motive.

- **Question 3**

**Name : Animated graphics or Popups**

**Name of website: Google maps**

**Photo of website:**



**Description:**

**General** - The attention of users must be grabbed used various methods so that they could use the software with ease. This cognitive process helps users to complete their goal.

In the above example, the google maps provide a pop up whenever user wants to use the map. This draw users attention to turn on their location. By providing a pop up they are able to easily put the attention to that settings

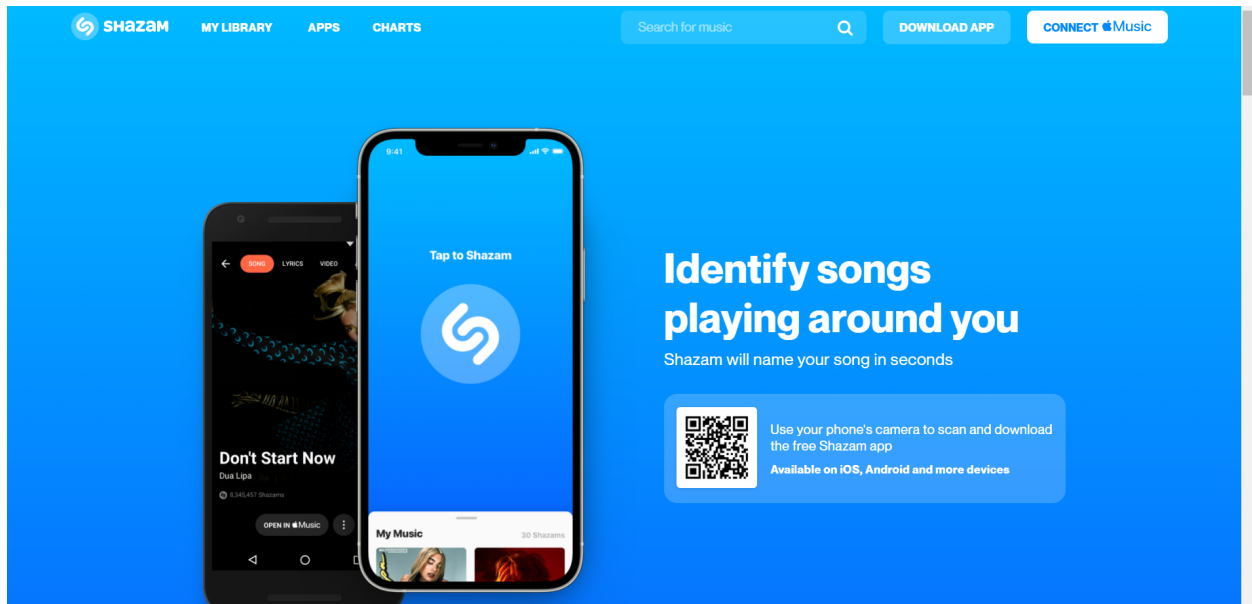


- **Question 4**

**Name: Provide the feature so that load of user memory decreases**

**Name of website: Shazam**

**Photo of website:**



## **Description**

General - Memory is a cognitive process where users sometimes tend to fail recognising the items. They have it in their memory but they are unable to remember it thorough.

Example Description - Shazam is a software which identifies the music playing arround the person. And thus it helps the user to reduce memory burden. The user

sometime feels the song has been listened before but  
might not remember.