UI TENETS + TRAPS WORKSHEET

TASK: _____

TENETS	SUB-TENETS	TRAPS
UNDERSTOOD OR UNDERSTANDABLE	Perceptible	☐ Unfamiliar Invisible Element
	Noticeable	☐ Effectively Invisible Element ☐ Distraction
	Comprehensible	☐ Bad Icon, Label, or Affordance ☐ Inviting Dead End ☐ Unanswerable Question ☐ Poor Grouping ☐ Ambiguous Feedback
PHYSICALLY EFFORTLESS		☐ Physical Impediment ☐ Accidental Activation
RESPONSIVE		☐ Slow or Non-Response
EFFICIENT	Reduced	☐ Unnecessary Work
	Predictive When Certain	☐ Bad Prediction
FORGIVING		☐ Irreversible Action
DISCREET		☐ Embarrassing Event
PROTECTIVE		☐ Data Loss
HABITUATING	Single Home	☐ Homelessness
	Non-Redundant	☐ Gratuitous Redundancy
	Consistent With Expectations	☐ Variable Outcome ☐ Inconsistent Appearance ☐ Wandering Element
BEAUTIFUL		☐ Unattractive or Off-Design Language

ISSUE DESCRIPTIONS