

Paste all the heuristic evaluation feedback that you obtained for Assignment 3. Include feedback from all sources, including friends not doing this course, etc. Group similar feedback together.

If you didn't get any feedback at all, either (a) go through the list of heuristics yourself and find any that are violated, or (b) ask a friend for help (we recommend (b): it is easy to overlook your own mistakes).

Visibility of system status

[1] There is no way to know which page the user is currently on while going through the interactions/pages. Severity = 3

[2] Going back to the home page is difficult. Though it is present in the title of the application but it is not obvious to the user. Severity = 3

Recognition rather than recall

[1] Plain text base buttons and feedback is not very intuitive and requires lot of learning to recall things. Severity = 2

Consistency and standards

[1] The baggage size info has a “no-go” mouse pointer, but the weight does not, although both pages seem unimplemented. Severity = 2

[2]

Help and documentation

[1] Different pages have blocked mouse pointer on different user interface items without any details of why it is so. Severity = 4

[2] There is no explanation what the user should do next. Severity = 4

This app seems like a lot of work for the user to collect all the information. What is the real benefit that makes the time worth it?

Prototype 1: (1) It is difficult for the user to know that he/she needs to fill in the complete information present via input fields on different tabs. Severity = 3

(2) User can directly go to the last summary page but it should not be allowed till all the relevant/expected information is filled in. Severity = 2

Prototype 2: (1) Minimize button action on the top of the wizard is not required. Severity = 1

(2) There is no option to edit/delete the items from the baggage. Severity = 4

I didnt like the tabs in mock #1 as they did not imply sequence of actions. Why would I go through all the trouble of measuring my bag and selecting its contents when I could just read a list of restriction up front

You should include a print or email option for the first prototype as well.

Heuristic: Help and documentation Issue: Prototype 1 – p1 Description: There is no explanation what the user should do next. Severity Rating: 3 Heuristic: Visibility of system status Issue: Prototype 1 – p6 Description: The app is not showing how much more you can put in a bag. Users wont know if they have put too much when then add items. Severity Rating: 3 Heuristic: Error prevention Issue: Prototype 1 – p5 Description: The delete is next to add, and no warning before delete. Severity Rating: 2 Heuristic: User control and freedom Issue: Prototype 1 – p6 Description: Can't delete or move the items. Severity Rating: 3 Heuristic: Flexibility and efficiency of use Issue: Prototype 1 & 2 Description: prototype 1 cant share or print like 2 does. Both cant save to computer. Severity Rating: 3

List the changes you are making to your prototype, based on the heuristic evaluation(s) you received. Your goal is not necessarily to address each feedback item in a separate change, but to make meaningful changes that address feedback. You can ignore some feedback, but say why.

Start by taking a look at the feedback you got last week from the Heuristic Evaluations of your prototypes. If you didn't get any feedback at all, either (a) go through the list of heuristics yourself and find any that are violated, or (b) ask a friend for help (we recommend (b): it is easy to overlook your own mistakes). Distill the HE results into a list of concrete changes you want to make to your prototype. Use what worked, and improve what didn't.