# Nielsen Heuristics and Human Computer Interaction Key Words

Make note for each of the relevant keywords or heuristics as you look through the video, slides, or CS Field Guide.

| **Keyword** | **Relevant Notes** | **Heuristic** | **Relevant Notes** |
| --- | --- | --- | --- |
| Capture Errors |  | Visibility of system status |  |
| Spatial Memory |  | Match between system and the real world |  |
| Internal Consistency |  | User control and freedom |  |
| External Consistency |  | Consistency and standards |  |
| Response Time |  | Error prevention |  |
| Usability |  | Recognition rather than recall |  |
| Short Term Memory |  | Flexibility and efficiency of use |  |
| Users and Tasks |  | Aesthetic and minimalist design |  |
| Commensurate effort |  | Help users recognize, diagnose, and recover from errors |  |
| Fitt’s Law |  | Help and documentation |  |
| Kanohi ki te kanohi |  |  |  |
| Whanaungatanga |  |  |  |
| Wairuatanga |  |  |  |

Additional Comments: