# Jakob Neilsen’s Heuristics for HCI - Gathering Examples

In your own words and experience, please think of an example of each of the heuristics and explain why that is the case

| **Mnemonic** | **Heuristic** | **Example of a good/bad interface relating to it AND explain** |
| --- | --- | --- |
| **U** | **User control and freedom** |  |
|  |  |  |
| **H** | **Help users recognize, diagnose, and recover from errors** |  |
| **A** | **Aesthetic and minimalist design** |  |
| **V** | **Visibility of system status** |  |
| **E** | **Error prevention** |  |
|  |  |  |
| **C** | **Consistency and standards** |  |
| **H** | **Help and documentation** |  |
| **A** | **Accelerators, Flexibility and efficiency of use** |  |
| **R** | **Recognition rather than recall** |  |
| **M** | **Match between system and the real world** |  |