

Heuristics severity ratings used:

<https://www.nngroup.com/articles/how-to-rate-the-severity-of-usability-problems/>

- 0 = I don't agree that this is a usability problem at all
- 1 = Cosmetic problem only: need not be fixed unless extra time is available on project
- 2 = Minor usability problem: fixing this should be given low priority
- 3 = Major usability problem: important to fix, so should be given high priority
- 4 = Usability catastrophe: imperative to fix this before product can be released

Heuristics evaluation of my own prototypes

Storyboard and prototype used for evaluation:

Link:

https://drive.google.com/open?id=1Ns5QMs_2-Xn0a1UionvuAY891N5mbylvJoix5FoVFZw

Heuristic evaluation:

#	Heuristic	Description	Severity	Prototype
1	Visibility of system status	On dashboard screen, one cannot see where we are	2 Minor	1
2	User control and freedom	On dashboard one cannot see where to go, or if it's possible to go anywhere and how. Some signifiers are missing.	3 Major	1
3	Flexibility and efficiency of use	The click, double click actions are not very clear, although they are fast shortcuts	2 Minor	1
4	User control and freedom	Allow different views of layout for dashboard. Present a filter to allow that selection	2 Minor	1
5	Error prevention + Match between system and the real world	When searching for a new board to add to dashboard, show a preview of the board to allow the user to have a clear view of what he is adding	3 Major	1
6	Flexibility and efficiency of use	Present some form of deleting a board, directly on the dashboard, and not only on settings.	2 Minor	1
7	Visibility of system status	When the dashboard is on full screen mode, show it explicitly that it is on that mode.	3 Major	1
8	Consistency and standards	The dashboard shows stories and social media information. Maybe it's a little bit confusing to mix two different types. Categorize the info and maybe use, in this case, two boards: Stories and Social media, and inside those have the several items.	3 Major	2

9	Flexibility and efficiency of use	Hold tap for 3 seconds is a very hard way to see the settings. Provide a better solution like a signifier to show that.	3 Major	2
10	Visibility of system status + Error prevention	Show the user how long the selected story is. This will give complete status to the user and prevent an error - that could be select a long story	2 Minor	2
11	Recognition rather than recall	On the story screen, before playing, show how many times this story have been chosen, either by the current user, or by someone else	2 Minor	2
12	Flexibility and efficiency of use	Swipe up to project the screen is not a very intuitive action. Use some signifier to help the user understand that projection is available. Maybe a bottom bar button, like "speaker on" example	3 Major	2
13	Visibility of system status	When in projection mode, show on screen, somehow, that the app is on that mode. Currently one can see this only by the bottom action "cancel projection".	2 Minor	2
14	Visibility of system status	Show alarms to represent new boards updates, since the dashboard is not currently on screen	1 Cosmetic	2
15	Aesthetic and minimalist design	Settings screen could be re-designed to have less information, maybe have more categories.	2 Minor	2

Overall appreciation:

There are really good ideas on these prototypes, nevertheless the interface is not user friendly, since it requires some intuition to discover some actions. Maybe resolving some of these issues the prototypes improve a little. In summary the interface is simple and short, but some actions should be added, like signifiers.

Heuristics evaluation of other peer's prototypes

Storyboard and prototype used for evaluation:

Link: <https://drive.google.com/file/d/0B5OFjqN2zmPZaERiT09ZMzRsX3c/view>

Heuristic evaluation:

#	Heuristic	Description	Severity	Prototype
1	Flexibility and efficiency of use	Why wait until reaching destination to know if there are free parking lots? Why don't we give the user that information as soon as he selects destination address?	3 Major	1

2	Flexibility and efficiency of use	Make it possible to use current location when filling addresses. This means use the phone location system GPS.	3 Major	1
3	Error prevention + user control and freedom	When asking for addresses, there should be a way to verify that they really exist. Either by using a map to find the address, or by using last used addresses, with a dropdown	2 Minor	1
4	User control and freedom	When showing the map of the route, there is no need for the "x" to close the screen. A "back" button would be more intuitive, I think, to return to definition of start/end points.	2 Minor	1
5	Error prevention	When selecting destination, inform about the free and paying parking lots on that address.	3 Major	1
6	Visibility of system status	While traveling and seeing the route map screen, show in the map updates of the current nearby parking lots. This could influence the user route.	3 Major	1
7	Help users recover from error	When arrived, if no parking is available, offer other places near with parking, instead of only presenting the message: "No parking lots available".	2 Major	1
8	Visibility of system status	After arriving and presenting the message: "parking for 2hrs...", show on map places nearby. Even if those places are more expensive, maybe the user prefers to change to them.	2 Minor	1
9	Consistency and standards	My settings and My profile placed near support, and routes near location, would be a better organization of content.	3 Major	2
10	Consistency and standards	Icons without labels, on the bottom menu, could confuse the user about what does what. Combine icons with copy, it's an excellent solution that unites both worlds.	2 Minor	2
11	Visibility of system status	After selecting the pay parking option, the next screen doesn't show the place where the application is. Maybe the top area should show "Pay parking", for instance.	2 Minor	2
12	Error prevention + Recognition rather than recall	When asking "are you sure you want 2 more hours", present the overall plan the user is about to commit with, instead of presenting only the added 2hrs. This allows the user to commit to something explicit on the screen (the complete hours plan), not having to remember what was on some other screen.	3 Major	2
13	Error prevention	Yes/No buttons on the above situation should use contrast and put default action on No button. This will avoid committing to something that was not intended (click on yes). Clicking on No will not produce undesired results.	1 Cosmetic	2
14	Recognition rather than recall + Error prevention	When presenting the "Total sum is now 15EUR" screen, maybe should be better idea to present the all plan that the user is committing to if pressing "pay". Instead of showing only the final price, without explaining how did we get to that	3 Major	2

		value, making the user having to remember what's on other panels.		
15	Flexibility and efficiency of use	When showing "Select Plan# screen, show signifiers to indicate that scrolling down is available and there is more content.	2 Minor	2
16	Visibility of system status	On the last screen, the congratulations, explain the complete time schedule that compose the 4hrs parking. For instance, start time: 0900, end time: 13:00, total time: 4 hrs.	2 Minor	2

Consolidation/overall appreciation:

Both prototypes are well designed, presenting minor situations that needed attention.

There are some error prevention issues that can be fixed and in the first prototype some vision of the future could help the user making decisions, like showing where is parking near the desired destination. Both prototypes could have more access to user past commitments and selections. That would improve the experience by letting the user to select most common options. This would be addresses, routes, payment plans, etc... Second prototype has one question that makes me think and read about it: Icons with labels vs only Icons. I feel that in the first prototype one could use more maps, to improve the experience, but I don't know how yet.

Wireframe of first page

