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| **Ratings** | 5=excellent | 4=good | 3=acceptable | 2=poor | 1=bad |

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| **Heuristics** | **Rating** | **Description** | **Notes** |
| 1. **Visibility of system status** | 4 | The system should always keep users informed about what is going on, through appropriate feedback within reasonable time. | **Recipe task:** good feedback, how to get off detail popup (clicked off – should have an x button or say to click off to close)  **Find mealshare:** info changed after click, so knew what was going on  **Create mealshare:** likes buttons for browse/create and how that clearly defines/limits functionality - to keep in line with that, partition cancel and confirm buttons the same way (with 2 different colors), button to cancel hosted event |
| 1. **Match between system and the real world** | 5 | The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order. | **Recipe task:** n/a, matches recipe card  **Find mealshare:** n/a  **Create mealshare:** straightforward |
| 1. **User control and freedom** | 2 | Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo. | **Recipe task:** clear way to close detail popup, way to cancel/remove download?  **Find mealshare:** not a clear way to close event/go back to search after clicking on pin, choosing event was straightforward  **Create mealshare:** add close button for detail popup. Not clear how to get back to detail popup after initially creating it (just shows a different card with more details) |
| 1. **Consistency and standards** | 3 | Users should not have to wonder whether different words, situations, or actions mean the same thing. | **Recipe task:** fine  **Find mealshare:** fine  **Create mealshare:** make detail popup/card consistent |
| 1. **Error prevention** | 3 | Even better than good error messages are a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action. | **Recipe task:** no error-prone conditions  **Find mealshare:** no error-prone conditions  **Create mealshare:** n/a...how to deal with data entry (like maybe blocking profanity), maybe limiting what host can edit after creating initial event, maybe have detail popup be the data confirmation screen (add cancel/confirm buttons) |
| 1. **Recognition rather than recall** | 4 | Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate. | **Recipe task:** easy to recognize – download button may be confusing for people not tech-savvy (verbal supplement?)  **Find mealshare:** highlight pin for selected event (instead of circle – makes it seem like an area)  **Create mealshare:** fine |
| 1. **Flexibility and efficiency of use** | 3 | Accelerators—unseen by the novice user—may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions. | **Recipe task:** n/a  **Find mealshare:** fine – can go through list or click pin so different ways to do this  **Create mealshare:** only 1 way to do it, so n/a |
| 1. **Aesthetic and minimalist design** | 4 | Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility. | **Recipe task:** have pictures in the final prototype, maybe align the cards for 2 columns (but this does break up the page) - how to deal with blank space at very top due to this offset?  **Find mealshare:** likes design – consider colors of map to determine if street map or satellite map is better  **Create mealshare:** likes large buttons that are easily distinguishable |
| 1. **Help users recognize, diagnose, and recover from errors** | 2 | Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution. | **Recipe tasks**: n/a  **Find mealshare:** no way to tell how to get out of clicking wrong event  **Create mealshare:** add ways to cancel events, data entry validation |
| 1. **Help and documentation** | 3 | Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large. | Could do first-time walkthrough – greyed-out screen with tips/instructions  **Recipe tasks:** n/a  **Find mealshare:** instructions at top of map (like “click pin to see event”)  **Create mealshare:** each field in event creation screen can have description or info/help button that explains what to put there |
| 1. **Promotes communal interaction** | 5 | Specific to this application, users should be led to actions which promote communal interaction and collective support | **Recipe tasks:** downloadable recipes show they are uploaded, adding to community feel  **Find mealshare:** profile pic next to event pic promotes that, change pins to be more like SnapMap (include pic of food or host – clicking on it expands to show pfp of everyone attending in outward, circular orbit around pin)  **Create mealshare:** creating an event for people to join so clearly communal |
| 1. **Provides consummation to each act** | 4 | Users should feel satisfaction with each macro and micro interaction. From pressing a button, navigating through menus, or completing a specific task, the application should communicate a sense of finality and feedback for each step. | **Recipe tasks:** instant response to confirm download is good, should have a button to close popup  **Find mealshare:** n/a  **Create mealshare:** after creating event and going back to mealshare page – highlight event for a second or have some animation that highlights the new event being successfully added |
| **Overall Average** | 3.5 | | |

**Other Notes**

* Flow and interactions make sense
* Nothing was unexpected
  + Did want to try tapping on different things, but they were not coded into the prototype (so not a design problem)

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| **Recommendation** | **Level of Impact** |
| 1. Make navigation clearer - add clear ways to go back, add “x”/close button to close detail popups | medium |
| 1. Incorporate mealshare event screen layout (2 large square buttons of different colors) - this format should be used for confirmation/cancel button in the create mealshare event screen | low |
| 1. Add a way to remove (undownload) a recipe | low |
| 1. Reduce errors when creating a mealshare - add sample text or “?” buttons to view description of each form entry, allow host to edit some info after creating the event, maybe add a data confirmation screen with an options to cancel, edit, and confirm before adding the new event | high |
| 1. Clarify mealshare map - add instructional text (“click pin to see event”), highlight selected pins instead of circling them | medium |

**Impacts**

High = may prevent the user from completing a task or accessing information

Medium = might cause the user difficulty but the task could be completed

Low = minor problems that would not significantly affect task completion