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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. | There are clear updates about status on mealshare create/join portions of the application. Though, these only occur at the end of the form not throughout the entire interaction sequence. |
| 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. | Icons and communication were clear and understood |
| 1. **User control and freedom** | 4 | 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. | Clicking out of the pop up window is clear as an exit after user plays around for a bit with the user interface |
| 1. **Consistency and standards** | 5 | Users should not have to wonder whether different words, situations, or actions mean the same thing. | I don’t recall this being an issue but would have to play with the system more in order to tell. Only clicked on the mealshare tab so idk if this would be an issue on the other tabs of the application in regards to their prospective tasks. |
| 1. **Error prevention** | 4 | 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. | What is the groups tab for? I almost clicked it to start a mealshare event. |
| 1. **Recognition rather than recall** | 3 | 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. | Having someone walk me through the task definitely eliminated some time in completing the task. I definitely started the second task on more recall rather than recognition. |
| 1. **Flexibility and efficiency of use** | 1 | 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. | I have no clue if accelerators were used and truly feel I cannot comment on this as I was walked through the task and only know of the applications efficiency of use when being guided. |
| 1. **Aesthetic and minimalist design** | 3 | 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. | Design looks great so far! The greyscale needs to go as it’s hard to read BUT other than that I think your visuals are clear and compelling. |
| 1. **Help users recognize, diagnose, and recover from errors** | 1 | Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution. | Did not experience this and have no clue. |
| 1. **Help and documentation** | 1 | 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. | Did not experience this and have no clue. |
| 1. **Promotes communal interaction** | 4 | Specific to this application, users should be led to actions which promote communal interaction and collective support | This goal is achieved through the tasks I completed. I cannot speak to other tasks on the application under different tabs. |
| 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. | I felt content. |
| **Overall Average** | 3.25 | | |

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| **Recommendation** | **Level of Impact** |
| 1. Home page or default page be your account OR mealshare events in the area | medium |
| 1. Have a “can application use your location” pop up as soon as you log in | high |
| 1. Icon or button to share your mealshare experience or mealshare event to social media, messenger, etc | high |

**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