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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** | 3 | The system should always keep users informed about what is going on, through appropriate feedback within reasonable time. | The log in info at the bottom feels weird. We expect the info to be at eye level.  All other tasks felt natural |
| 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:** The map is a great system for normal users as it operates close to real-world functionality, but for the creators it is unnecessary as they know where they will be hosting the location. |
| 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. | **Recipe task:** fine  **Find mealshare:** fine  **Create mealshare:** The map was great but to zoom in and zoom out would add more control. Other than this it felt natural to use. |
| 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:** The creating the meal lacks consistency with the rest of the app. It shows pop ups with no guiding direction as to where or what it is meaning to indicate. The details(proofread) screen after the creation, it is unclear whether it has been created or not. There needs to be direct visual feedback that it has been created. A creator view only screen could be helpful. |
| 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. | There is an error that the creator can still see user information on the event. The error should have the creator view display info only the creator sees on the published meal share. |
| 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. | **All:** Repeated recipe and pop up design made interaction easy to flow |
| 1. **Flexibility and efficiency of use** | 4 | 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. | **All:** Really similar to other kinds of apps so it relies on recognizing already existing patterns which helped in the usability process.  Had an easy flow and navigation because of the nav screen. As well as very obvious screen differences between the different categories of functionality of the app |
| 1. **Aesthetic and minimalist design** | 2 | 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:** Design clearly communicates ideas, but the download button needs more context  **All:** Small pop up to indicate small actions  **Create mealshare:**Too much information, unnecessary, creator page (map) |
| 1. **Help users recognize, diagnose, and recover from errors** | 3 | Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution. | **No issues orated** |
| 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. | **Recipe tasks:**Download button was good, what does she do after she downloads the recipe. What is the purpose of downloaded the recipe if we can see it? Also plays into the creator screen dilemma  **Find mealshare:**n/a  **Create mealshare:** N/a |
| 1. **Promotes communal interaction** | 2 | Specific to this application, users should be led to actions which promote communal interaction and collective support | **Recipe tasks:** Default screen should be mealshare if we are wanting to promote the community.  **Find mealshare:** Adding functionality to be able to click on the group on their meal share map listing will help increase communal interaction. As you now have a direct line into a community.  **Create mealshare:** n/a |
| 1. **Provides consummation to each act** | 3 | 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:** n/a  **Find mealshare:** Circling the location is meh, it is not as visually grabbing. Adding more color or a different icon entirely.  **Create mealshare:** n/a |
| **Overall Average** | 3 | | |

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| **Recommendation** | **Level of Impact** |
| 1. Previous page button | low |
| 1. Add a creator specific view that doesn’t have the map | high |
| 1. Change default page to mealshare to promote more communal interaction | 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