

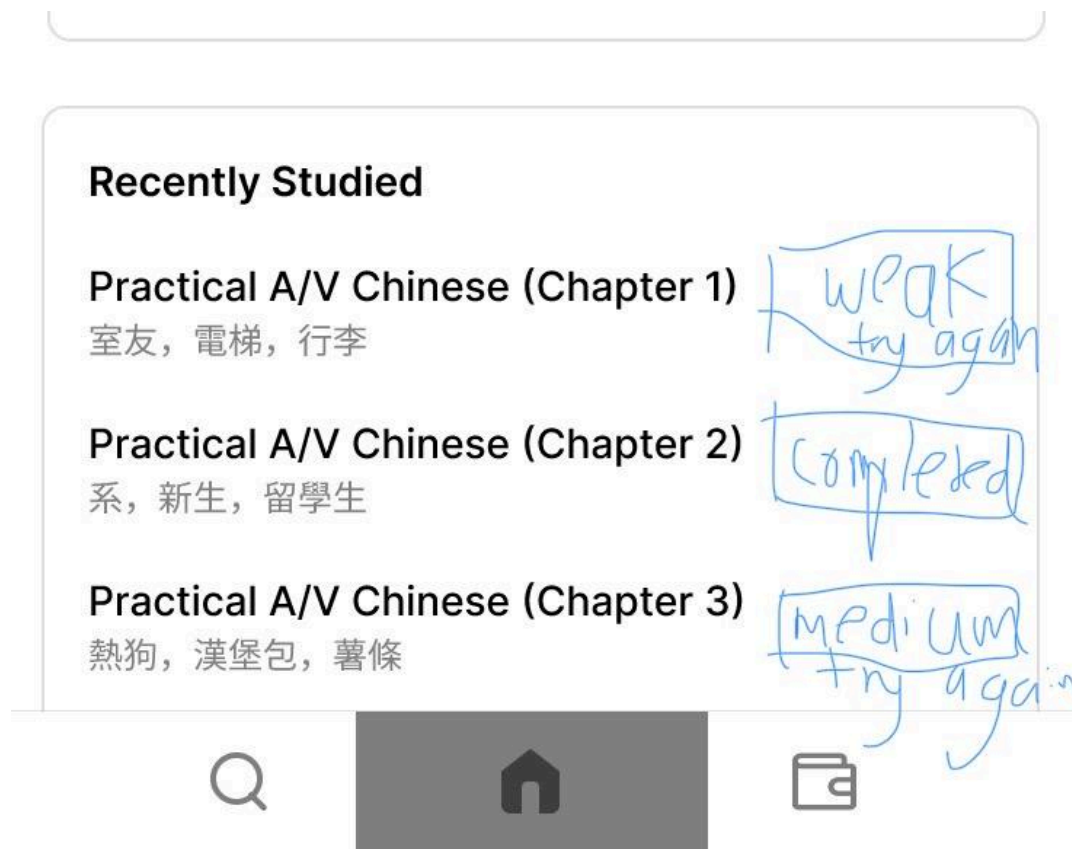
Heuristic Evaluation Report for: Mandarin Trainer Group 7

1. Problem Statement

Team 7 prototype called “Mandarin Trainer” is a language app that uses multiple choice and flashcards with lots of word categories and learning options to help users to learn the complexity of Chinese grammar & vocabulary.

2. Violations Found

H1. Visibility of System Status (severity 3)



Description : This heuristic is about keeping users informed about what is happening in the system. When users finish a test or activity, they need clear feedback—such as whether they need to try again or if they have already completed it successfully on the “recently studied” page. This helps users

understand their progress and what action (if any) is needed next. Without this, users may feel confused or unsure about their status in the learning process.

Fix : add a category like : weak, medium, completed on each recently studied.

H6. Recognition Rather Than Recall (severity 3)



Vocab Set Name

30/30 words learned

Testing Character Given Definition

You Finished!

Learning Rate

100%

80%

60%

40%

20%

#Tries

1

2

3

4

5

6

7

Words to Practice:

熱狗, 漢堡包, 巧克力, 牛奶

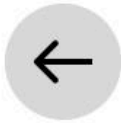
Learn Again!

Description : This heuristic emphasizes making actions and options visible, so users don't have to remember what to do next or where to go. If a recommended word is shown after users completed their study, users should be able to simply click the next recommendation words to study and be taken directly to the new relevant test page again. This reduces the user's memory load and makes navigation more intuitive and efficient. Instead of recalling where to find the test for that word and setting all over again to "add words", users recognize the option and act immediately.

Fix : add the tap option in each word and direct to the practice page based on the words chosen / add the chosen words and automatically add to "add new words" without having to input it manually.

H6. Recognition Rather Than Recall (severity 3)

9:41



Vocab Set Name

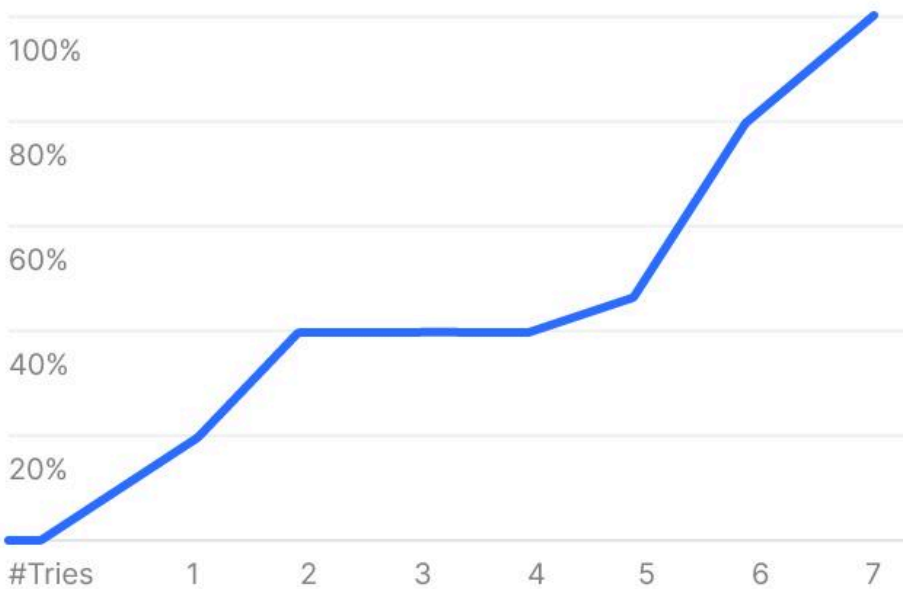
30/30 words learned



Testing Character Given Definition

You Finished!

Learning Rate



Words to Practice:

熱狗，漢堡包，巧克力，牛奶

SAVE

Description : This heuristic focuses on reducing the user's memory load by making important information and options visible and easily accessible.

Allowing users to save words or progress (instead of only showing recently studied) helps them recognize and access their main learning materials without having to remember or search for them again. It supports easier navigation and continuity in learning by keeping relevant data visible and organized.

Fix : add "save" button after completed a practice on the last page.

H5. Error prevention: [Severity 3]

The image shows a mobile app interface for configuring a vocabulary set. At the top, there is a back arrow icon and the text "Vocab Set Name". Below this, the section "Given:" is followed by three stacked buttons: "Character" (dark grey), "Pinyin" (medium grey), and "Definition" (medium grey). Below the "Given:" section is the section "Test For:", followed by three stacked buttons: "Character" (dark grey), "Pinyin" (medium grey), and "Definition" (medium grey). The interface is framed by a thick black border on the left and right sides.

Description: It is possible to click the same option for both the "Given" and "Test for" sections. This would result in the question being the same thing as the answer.

Fix: Add functionality to grey out the item already selected or redesign UI so that its more like a dropdown selection

H2. Match between system and the real world: [Severity 1]

Input Set Name

character: 意思

PINYIN: yi4 si5

definition: interest

Add Word

热狗	re4 gou3	hotdog	⊖
热狗	re4 gou3	hotdog	⊖
热狗	re4 gou3	hotdog	⊖
热狗	re4 gou3	hotdog	⊖
热狗	re4 gou3	hotdog	⊖
Finish Vocab Set			

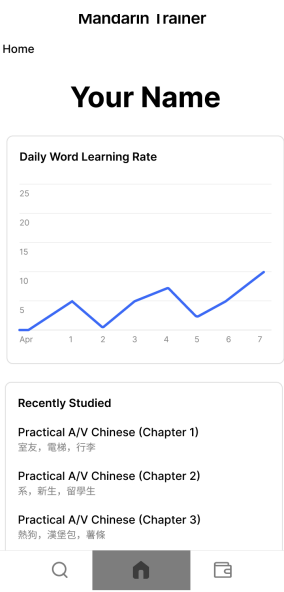
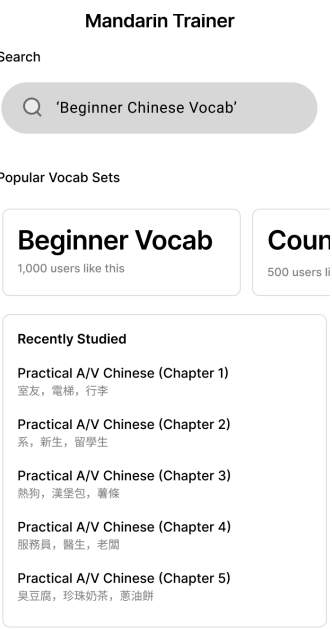
Finish Vocab Set

Description: In my opinion phrase “Finish vocab set” is not the optimal choice of words that fully encapsulates the functionality of the button.

Fix:

Use more concise language such as “Done”.

H8. Aesthetic and minimalist design: [Severity 2]



Description: The recently studied shows up in two different places, and I think that is not necessary.
Fix: Replace the one in the search area with an expanded list of popular vocab sets.

H3. User control and freedom: [Severity 3]

Input Set Name

character:

PINYIN:

definition:

Add Word

意思	yi4 si5	interest	
熱狗	re4 gou3	hotdog	
熱狗	re4 gou3	hotdog	
熱狗	re4 gou3	hotdog	
熱狗	re4 gou3	hotdog	

Finish Vocab Set

Description: Not fully fleshed out yet, but the vocab set editing section of the app doesn't seem to support an undo feature or a confirmation popup when removing vocab words.

Fix: When fully implementing the vocab set editing, include an option to confirm the deletion of a word/definition pair.

Example:

1. H4 Consistency & Standards / Severity 3 / Found by: A, C

Description: The interface used the string "Save" on the first screen for saving the user's profile, but used the string "Update" on the second screen. Users may be confused by this different terminology for the same function.

Screenshots: [...]

Fix: Use the same string on each screen.

[...list violations here with a blank line between each -- number from 1 to n, where n is total # of violations]

3. Summary of Violations

Category	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of Status				1		1
H2: Match Sys & World		1				1
H3: User Control				1		1
H4: Consistency						0
H5: Error Prevention				1		1
H6: Recognition not Recall				2		2
H7: Efficiency of Use						0
H8: Minimalist Design			1			1
H9: Help Users with Errors						0
H10: Documentation						0
Total Violations by Severity		1	1	5		7

Note: check your answer for the green box by making sure the sum of the last column is equal to the sum of the last row (not including the green box)

4. Evaluation Statistics

Severity / Evaluator	Evaluator A	Evaluator B	Evaluator C	Evaluator D	Evaluator E
Severity 0					
Severity 1	1				
Severity 2	1				
Severity 3	2	3			
Severity 4					
% identified (Severity 3 & 4)	40%	60%			
% identified (All severity levels)	57%	43%			

**Note: that the bottom 2 rows are not calculated by adding the numbers above it. They are calculated by the [# of such violations identified by each evaluator] divided by the [total # of violations in the corresponding severity levels].*

5. Summary Recommendations

[merge the general recommendations you made here]

To make the prototype more engaging and easier to use, consider enhancing the physical appearance with a more vibrant color palette that highlights important elements and guides user attention. Experimenting with different fonts can improve readability and create a more modern, appealing look. Introducing smooth scrolling options or pagination for long lists will help users navigate content more comfortably. Adding new sections, such as a dedicated “Words Recommendation” category, can organize content better and provide quick access to suggested learning materials. However, more could be done to prevent the user from accidentally performing unintended actions. For example, adding a confirmation feature when deleting flashcards. Overall, the medium-fi prototype was well-made and easy to use. It accomplishes the core functionalities in an efficient and intuitive manner. The UI feels familiar and similar to other apps that I have used.