

# Heuristic Evaluation Feedback

## Self-assessment

### Prototype 1

- Help: no indicator of what to do next when a user is shown their account page - severity 2
- User control and freedom: can't remove or edit a task - severity 3
- Show system status: There's no indicator of how many tasks make up each goal - severity 2

### Prototype 2

- Help: no indicator of what to do next when a user is shown their account page - severity 2
- User control and freedom: can't remove or edit a task - severity 3

My preference is for prototype 1, although there's more pages, it felt that important information was being better called out in prototype 1 than in prototype 2.

## Student 1

You had to focus more in implementation screens rather than login/forgot password/edit and other trivia. The prototypes are very similar and don't represent different implementations but a little different graphical representations

### Usability issues:

- judging by the storyboards, the app would require actions from the user to be logged many many times during the day which might get annoying - important
- the alarm suggested might be disruptive at a workplace

## Student 2

very clear in showing system status, and provides assurance/reminder to user which last steps were completed

generally no big heuristics issues

prototype 1 gives more emphasis on progress, which feels more motivating/rewarding than prototype 2, where "start work" button is more emphasized.

aesthetic & minimalist design issue for prototype 2: severity 1

## Student 3

- Issue: Cancel link next to Delete button (Interface 1 screen 9)
- Severity: 2
- Heuristics violated: Error prevention
- Description: It is easy to slip and click Delete instead of cancel. By contrast, in the other prototype, "Close" is placed in a distinct place far away from the Delete button
- Issue: Delete button doesn't ask for confirmation
- Severity: 3
- Heuristics violated: Error prevention
- Description: Delete is a destructive action, if the user accidentally clicks the button he will lose the task.

- Issue: Floating dialogs of variable size displace buttons (Interface 2 screen 6)
- Severity: 1
- Heuristics violated: Consistency
- Description: As you add steps to a task, the dialog will have to resize to accommodate the steps.
- Issue: No way to remove a step from a task
- Severity: 3
- Heuristics violated: Control & freedom
- Description: An interface to add steps to a task is provided, but no way to remove a step when editing a task.

## **Student 4**

- good visibility could be improved though
- Similar to the real world, easy to use. Could be larger text.
- User control should allow users to take steps backward and forward
- Consistent and creative user interface, easy to follow along for the user
- Error messages were lacking, yet still a great application
- Aesthetically pleasing and minimalist design is appreciated