**Heuristics Evaluation of Barkipedia**

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**1. Visibility of system status** Always keep users informed about what is going on.Provide appropriate feedback within reasonable time. ***Evaluation***

Its pretty clear to the user where they are in the system. It would make it more clear if the icons on the bottom could be highlighted based on which section the user is under.

**2. Match between system and the real world** 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. ***Evaluation***overall flow of the application is good and logical.

**3. User control and freedom** Users often choose system functions by mistake.Provide a clearly marked "out" to leave an unwanted state without having to go through an extended dialogue. Support undo and redo. ***Evaluation***When you are under the profile section and click on my events, the user cannot cancel out of the screen, and they have to press the profile button again.

**4. Consistency and standards** Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions. ***Evaluation***

When you select an event that you are interested in or attending from the my events button on the profile page, there are two back buttons, one of which is not functional. Also, under the services and overflow sections,

**5. Error prevention** Even better than good error messages is a careful design which prevents a problem from occurring in the first place. ***Evaluation*** **6. Recognition rather than recall** Make objects, actions, and options visible. 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. ***Evaluation***

No issues in this section. **7. Flexibility and efficiency of use** Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user so that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions. ***Evaluation***

Application is pretty efficient to uses and figure out. **8. Aesthetic and minimalist design** 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. ***Evaluation***The white text on the light blue background on the home screen is difficult to read. The background (while very cute) is a bit overwhelming when initially looking at the screen. It would be nice if the background consisted of a more simple design or a solid colour.

**9. Help users recognize, diagnose, and recover from errors** Expressed in plain language (no codes)Precisely indicate the problemConstructively suggest a solution. ***Evaluation***All application icons are intuitive and related headings are logical.

**10. Help and documentation** Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Help information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large. ***Evaluation***

There is not help/information in the application. It would be useful for new users to be able to read and understand the purpose of all the little features in the application. **Overall Comments.**