Interacção Pessoa-Máquina

2020/2021



5th Stage: Heuristic Evaluation

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Resources

Group 17's Website

https://weetupapp.github.io/

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Heuristics

- 1. Visibility of system status
- 2. Match the real world
- 3. User control & Freedom
- 4. Consistency & Standards
- 5. Error prevention
- 6. Recognition, Not Recall
- 7. Flexibility & Efficiency of use
- 8. Aesthetic and Minimalist Design
- 9. Error reporting, diagnosis, and Recovery
- 10. Help & Documentation

Severity

- 1. Cosmetic: correction is not mandatory
- 2. Minor: correct, low priority
- 3. Major: correct, high priority
- 4. Catastrophic: correction is essential

Heuristic Evaluation

N°	Problem	Heuristic	Description	Severity	Solution	Screenshot
1	Back button closes the app everywhere	4	Tapping the back button closes the app, when it should go back in the "call stack"	4	Implement a "call stack" for the interface interactions and make the user go back a step when tapping the back button. Done by Android Studio by default!	Total Control
2	Some pop up windows could be more appealing	8	The pop up dialogs for event infos, creation, etc could be more appealing (colors, fonts or design)	1	Add some"oomph" to the dialogs	Server Banks Gent
3	Could have more confirmation dialogs	5	When creating or deleting an event there is no confirmation dialog, making it easy to create or delete an event by mistake	2	Add confirmation dialogs	
4	Limited tag options	3	There is a limited number of tags for an event	1	Add an "other" or "custom" tag	Fine control of the c
5	Friends tab hidden behind too many "clicks"	7	To access the friends tab one must tap to profile, then, friends.	1	Make the friends tab a standalone tab, or even a home tab interface component	Control of the contro
6	Cannot remove friends	3	Can't remove friends. We tried the basic interactions.	2	Make it so that when you tap a friend, a profile dialog pops up and you can remove him from there. Or just tap to remove	Princeto — — — — — — — — — — — — — — — — — — —
7	Cancelling the creation of an event is not intuitive	3	When creating the event and prompted to tap a location for it, there is no way to cancel that action, unless you proceed with the creation and go back	3	Add a cancel button to the interaction, or make it so that when you switch tabs it automatically exits the "select the area" state	Section 1

Link

https://docs.google.com/spreadsheets/d/1G10U6cELWjYF08ksgUjPHxDngOHMP_rspRrGS Dzgc4c/edit?usp=sharing