



UX Heuristic Evaluation Worksheet

Heuristics listed are the “classic” 10 Usability Heuristics developed by the Nielsen Norman Group.

URL: <https://www.nngroup.com/articles/ten-usability-heuristics/>

Heuristic	Difficulties	Opportunities
Visibility of system status <i>The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.</i>	prompt set中无法得知改动是否成功	增加确认保存按钮
Match between system and the real world <i>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.</i>	缺少直接删除或禁用已设置的app restrict的功能, 只能通过点入详情设置手动更改限制app和限制时间	添加删除/禁用功能
User control and freedom <i>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.</i>	prompt set和 voice notification set 和share plan等界面缺少撤销、重做功能, 且 voice notification set 只能录音不能选择音频	后续添加相关功能
Consistency and standards <i>Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.</i>	App restrict 总界面ABCD后面的×是进入对应设置界面按钮而非删除按钮 点左上角圆形Eplan不会回到主页, 但点右上角圆形EP Zone才能进入社区	修改相关按钮, 如通过点按/长按进入对应设置界面 修改Eplan和EP Zone的图标、按钮外观, 避免混淆
Error prevention <i>Even better than good error messages is 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.</i>	缺少相关功能	在设置time limit等功能时添加错误检查功能, 如结束时间不能早于开始时间等



Recognition rather than recall <i>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.</i>	缺少instruction	在初次使用时会弹出instruction, 且后续可重复查看
Flexibility and efficiency of use <i>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.</i>	paper prototype暂时无法体现	
Aesthetic and minimalist design <i>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.</i>	暂无	
Help users recognize, diagnose, and recover from errors <i>Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.</i>	未制作相关功能, 当前paper prtotype难以发现需要提示的错误	后续制作中添加
Help and documentation <i>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.</i>	缺少help功能	在需要的界面加入help功能

Notes: