

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>	<i>UI is too simple to contain many functions.</i>	<i>Easy to hands on, notice what's happening and the contents are obvious.</i>
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>	<i>Not found.</i>	<i>Information are conveyed naturally: simple buttons and signs</i>
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>		<i>Users can easily and fluently use the app with few mistakes.</i>
Consistency and standards <i>Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.</i>	<i>Some signs or buttons don't have clear or direct meanings. Users may have to guess the meaning and discover by themselves.</i>	<i>Generally the things shown up in the app are well conveyed to users and have great consistency,they can get to know what and how to do at the very first time.</i>
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>	<i>Not found.</i>	<i>The user interfaces use a style of easy and clear way to conduct its all functions,at the same time the way to present signs and buttons is basically the same as the way we know them in everyday using process so it's much error-preventing.</i>
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>	<i>There might be some signs and buttons that are too simple to catch their meanings directly at first sight.</i>	<i>The user interfaces are very recognizable and easy to use,and information can be pretty naturally conveyed,which eliminates the load for memorizing a lot much.</i>

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>	<i>Not found generally.</i>	<i>It has to be mentioned particularly that the app is very flexible,easy and efficient when used.For both experienced and inexperienced users it should be catchy.</i>
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>	<i>Should be well praised and no much criticizing</i>	<i>The very first thing and seeable thing that rushes into our mind is the excellent job of great and simple design,we can see information provided well and functions easily accomplished at the same time.</i>
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>	<i>Not found generally.</i>	<i>This has always been the advantage of this app,well-designed signs and buttons make users make fewer mistakes,which is done by plain and clear design.And even when mistakes are made,it seems easy to be undone.</i>
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>	<i>Help and documentation should be more and more seeable provided,and information of this kind should always be listed.</i>	<i>Have large space to get better at this point and can be much better.</i>
<i>Notes: We have not much to note, but the very first thing that rushes into our mind and that we want to talk about especially is the great and simple designs which convey fruitful meanings and make the interfaces more user-friendly. But meanwhile this comes with some shortcomings which have been declared above, but we all agreed that the good always weigh more than the short.</i>		