

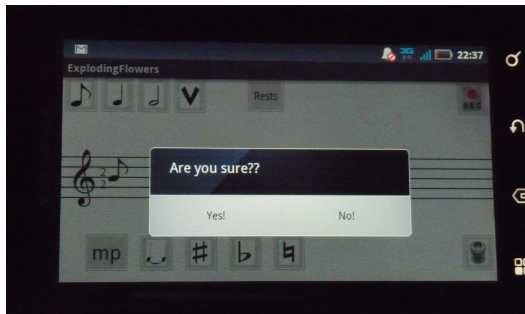
Evaluation of Exploding Flowers

Good:

1. I like how you get a chance to say “no” after clicking on “Delete All” on the library page. That helps with safety.

Usability Heuristics: Safety, Error Prevention, Recovery

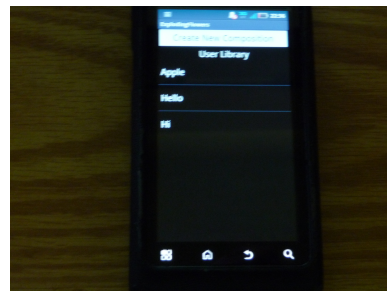
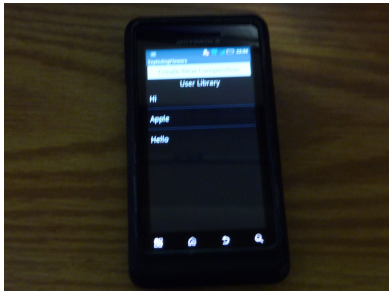
Severity: Good



2. The sorting feature is nice so that it's easier to find a piece in a long list.

Usability Heuristics: Help and documentation

Severity: Good



3. I like how the notes are clustered together on the left, and the other musical symbols are clustered together on the bottom. This makes it easier to find things. Also, the ordering of the notes (from eighth note to half note) is very logical.

Usability Heuristics: Match the real world, help and documentation

Severity: Good

4. I like the menu for setting keys and time signature. They are ordered in a logical way. One suggestion is to make major and minor a separate menu item (but I actually kind of like the way it is now since there aren't that many and all the minors are clustered together at the bottom).

Usability Heuristics: Aesthetic, Match the real world

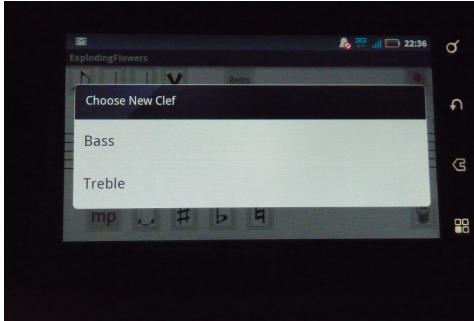
Severity: Good

Problems:

1. The interface didn't allow for me to change tempo, key signature, or name after being created. I had to start over from scratch if I wanted to change one of those parameters. I didn't realize that you could tap on the clef on the staff to change the clef. I thought that for consistency, you could also change the time signature in the same way, but was unable to do so.

Usability Heuristics: Consistency

Severity: Minor



2. The positions on the staff are really close together, and I can't zoom into the screen, so it's difficult to place the note where I want it to go.

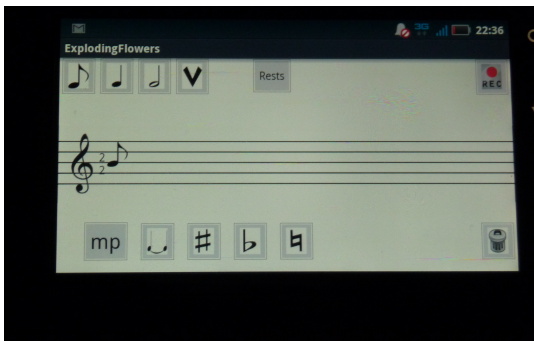
Usability Heuristics: Error prevention, Error Recovery, Safety, User control, Flexibility and Efficiency

Severity: Catastrophic

3. I couldn't tell what the upside-down carat symbol stood for. After reading your documentation, I'm guess it's a pull down menu? I think the button looks too much like something you can place on the staff, so it doesn't look like a pull down.

Usability Heuristics: Match the real world, Recognition

Severity: Major



4. I couldn't figure out how to get dynamics under the staff. Since the other buttons work in a way where you click on the button and put it on the staff, I thought I had to do the same thing for the dynamic markings.

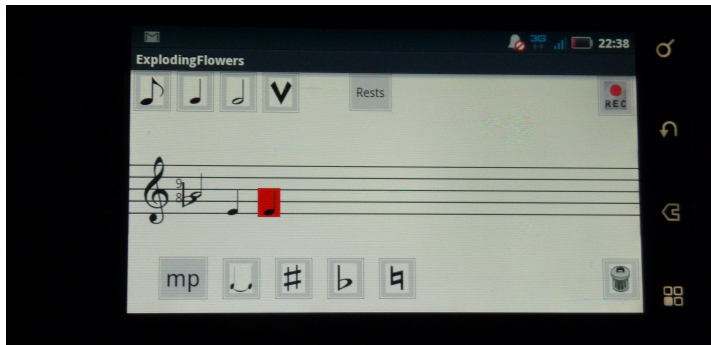
Usability Heuristics: Match the real world

Severity: Minor

5. The red that indicates that a note has been selected is a bit jarring and a little too large. When I try to move the note up a pitch, I have to tap to the side of the red selecting rectangle (otherwise the note unselects), which can be difficult to do especially since the area is pretty small.

Usability Heuristics: Flexibility and efficiency

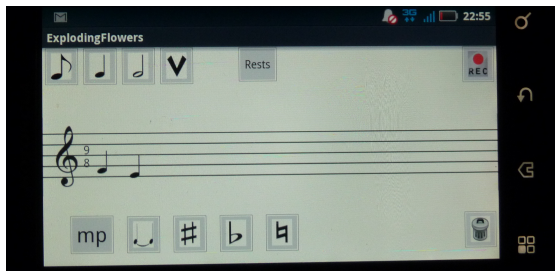
Severity: Major



6. Some of the notes are too vertically similar (for example, an F4 and E4 look pretty similar — there aren't really any lines going through E4). When they are put next to each other, it's pretty obvious, but when they are a few notes apart, it's not obvious which note the E4 is.

Usability Heuristics: Match the real world, error prevention

Severity: Major



7. From the playback window, there isn't a difference in action between edit and close. I thought the close option would close the piece and that the edit option would bring you back to the editor.

Usability Heuristics: Match the real world, consistency

Severity: Minor

8. The record button on the editor page is a little confusing. I feel like recording should happen upon playing the piece (in the playback window).

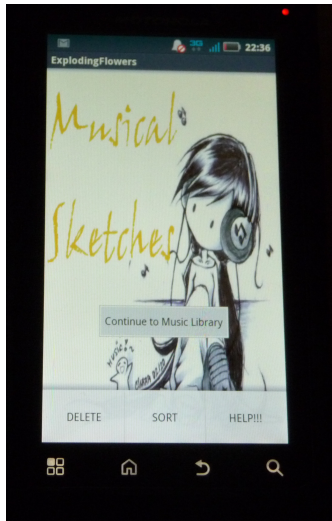
Usability Heuristics: Match the real world, user control

Severity: Minor

9. When you click on the menu button in the splash screen, you get the option to “DELETE,” “SORT,” AND “HELP!!!” but none of these buttons actually trigger any action.

Usability Heuristics: Help and documentation

Severity: Cosmetic



10. The key signature isn't indicated on the staff in the editor or playback windows. It is easy for a user to forget what key signature was indicated on the first screen (especially when you can't go back to it).

Usability Heuristics: Visibility of system status

Severity: Minor

11. There isn't any error handling for when you try to set a new piece with no blanks filled out. The application just stops and you're forced to close.

Usability Heuristics: Safety

Severity: Major

