

# James Fox

## Heuristic Evaluation: **Discover.Me**

*Apologies for no screenshots – my version of Android (2.1) does not seem to support taking screenshots without rooting my phone.*

**Overall:** I really like the concept of this application! Integration with the map looks really nice, and the system looks pretty comprehensive. I've pointed out a few major and minor issues below, as well as the things I really liked about your application.

If you have any questions for me, please feel free to contact me at [jcfox@mit.edu](mailto:jcfox@mit.edu)

### **Good**

#### **1. Simplicity of Design**

The homescreen has only 3 buttons centered at the top of the screen. The rest of the screen is comprised of the heart of the application – the map. Overall, design is uncluttered and minimalistic, leading to a clean user interface.

#### **2. Presentation of User Data**

The designers did a great job in presenting all the data that is contained in their system. The map shows the user dots to present other users' locations, while the tabs logically and efficiently present information about the user's friend, events, and notifications.

#### **3. Confirmation of deleting an event**

The user is prompted to make sure they wish to delete an event before they actually have the ability to do so. This provides a crucial level of error prevention to the user. See below for the need to add the same functionality to the handling of deleting users.

### **Major**

#### **1. Back button behavior (consistency and standards)**

When the friends, events, or notifications tab is opened, the back button closes the application, when it should simply close that tab and bring the application back to the homepage.

**Recommendation:** add consistent back button behavior.

## 2. No welcome screen (help/documentation, learnability)

When the application opens, the user is immediately presented with the aforementioned minimalistic display. For new users, this could be confusing, especially since the main functionality of the app only appears once the user has added in data (e.g. friends and events).

**Recommendation:** add informational welcome popup to be displayed, which users can manually turn off.

## 3. Use of textfields to display data (consistency)

When the user clicks on a friend in the friendlist, all of the friend's data is presented to the user in the form of textfields (EditTexts), which afford editing. Other UI elements would be more consistent with the data being shown to the user.

**Recommendation:** change the UI element to a TextViews.

## 4. Deleting a friend has no confirmation window (error prevention)

When the user is on a friend's profile page, this is a single big button at the bottom of the page labeled "Delete Friend". If this button is pressed (accidentally or purposefully), that friend is deleted forever, which could be contrary to the user's wishes.

**Recommendation:** add some sort of confirmation window to make sure the user does want to delete the friend.

## Minor

### 1. Text in tabs not contrasted with background (visibility, readability)

In the friends, events, and notifications tabs, the text is a light gray and the background is white. White and gray does not provide much contrast, which makes the labels difficult to read.

**Recommendation:** Change the color of the text to black.

### 2. Reloading map after closing tab (efficiency)

After the user opens and closes one of the three top tabs, the application must reload the entire map. This slows the user down when they are trying to quickly look through items in the tabbed windows and the map.

**Recommendation:** This problem is really implementation-specific, so I can't be of too much help here. If you're restarting your Activity when the user closes a tab, try to find a way to not restart the Activity.

**3. Cosmetic: Popup for map points not centered (aesthetics)**

When a user presses on one of the dots on the map view, the popup seems to come from the bottom of the dot, which may be confusing when many users are close together.

**Recommendation:** Move the origin of the popup to the center of the corresponding dot.

**4. Cosmetic: Application icon default Android (aesthetics, help and documentation)**

When the user goes to open the application in their list of installed apps, they see the default Android app logo. This does not present the user with any clues or hints about what the app does.

**Recommendation:** Change the icon to be something relevant to the app.

**5. Cosmetic: Displayed application name does not correspond to app's name (consistency)**

Again, when trying to open up the Discover.Me app, the user is presented with the app name "GDDiscoverMe", which is not the name of the app. This could be confusing to the user.

**Recommendation:** Change the label to read something like "Discover.Me" or "DiscoverMe".

**6. Cosmetic: back button in page headers appears out of place (aesthetics)**

For each of the tabs located at the top of the page, pressing on any of the items in the list brings the user to a new page with additional information. On this new page, the back button is located at the left of the banner, with the title of the banner centered. This looks awkward and unbalanced.

**Recommendation:** Place a button on the right of the banner title to balance the feel of the banner, or find a new place to place to back button that doesn't feel unbalanced.

**7. Cosmetic: Checkboxes in creating an event inconsistent with rest of design (consistency)**

After the user hits the plus box to create a new event, they are presented with several fields to fill out for the event. Under the label "Suggested locations must have", the three checkboxes for "Food", "Silence", and "WiFi" appear to look quite different than standard

Android checkboxes. Additionally, the text associated with each checkbox is not of the same weight and font as the rest of the application's text.

**Recommendation:** Either change the images associated with each textbox to reflect the applications text, or try using the standard Android checkbox widgets with creative layouts.