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6.813
Heuristic Evaluation of Collector's Catalogue

Major Problems

1. It is unclear what the "Recent Items" button on the home screen is supposed to do because the button affords tapping, but tapping it doesn't do anything

Heuristic: This is a learnability and consistency problem because users would expect something to happen when the button is tapped.
Severity: major
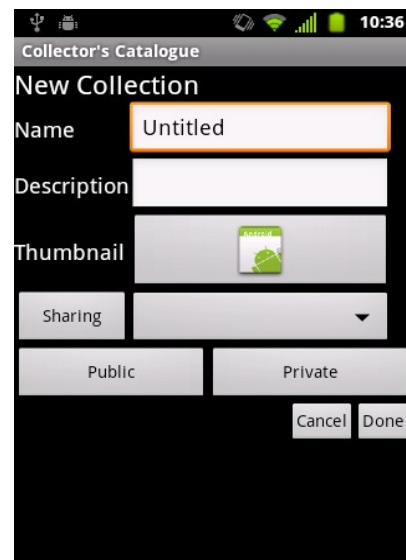**Screenshot:** see right

2. In the New Collection screen, it is unclear whether or not pressing the "Public" or "Private" buttons is effective because there is no feedback after the button taps.

Heuristic: This is a learnability problem due to the lack of feedback. This is also a safety problem because users could easily accidentally make their collection public and not know.
Severity: major
Suggestion: Perhaps make "public" and "private" options checkboxes instead of buttons
Screenshot: see right

3. In the Collections Browsing screen, it is unclear what adding a filter does. Does that filter appear in a drop down that I can select from later? It is also unclear how to remove filters after adding them

Heuristic: This is a learnability problem users have trouble figuring out what filters do. This is also a safety problem if it is hard for users to remove unwanted filters.
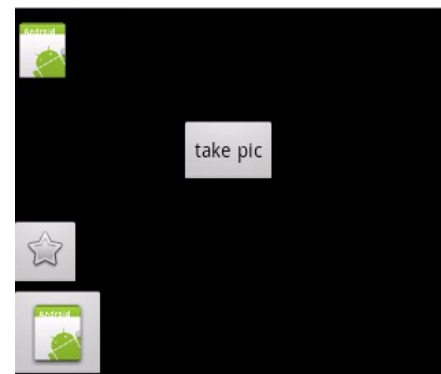**Severity:** major
Screenshot: see right

4. In the New Item screen, it is unclear what the two android icons are for. I assume icon on the lower left is a thumbnail of the picture, but it is unclear what the upper left icon is for.

Heuristic: This is a learnability problem.
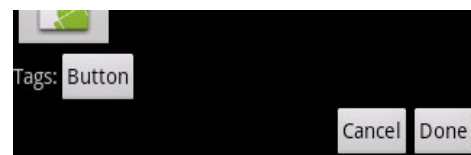**Severity:** major
Screenshot: see right

5. In the New Item screen, it is unclear how to add and remove tags for a new item. There is no visible icon to add a tag, and each of the tags don't have visible icons for deleting them.

Heuristic: This is a learnability problem as well as a safety problem. It is hard to figure out how to work the tag system due to the lack of visible cues and the lack of clear affordances(x marks to delete) decreases the safety of the feature.
Severity: major
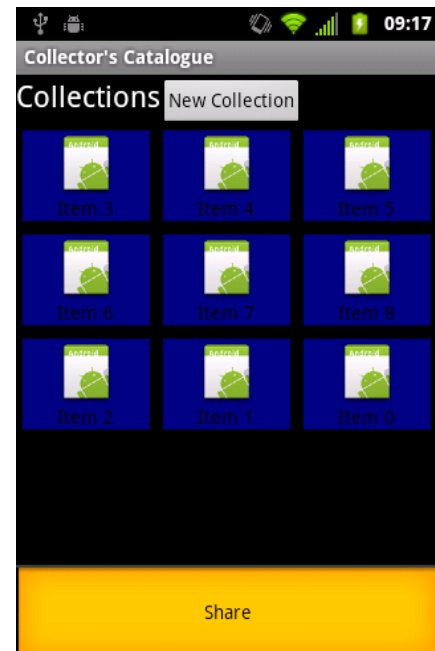**Screenshot:** see right

Minor Problems

6. In the Browsing Collections screen, the share button is hidden away in the menu icons. Users would not be able to see it unless they click on the menu button.

Heuristic: Since this share button could be hard to find for some users who do not usually press the menu button (like me), this causes a learnability problem, especially for first time users.
Severity: minor
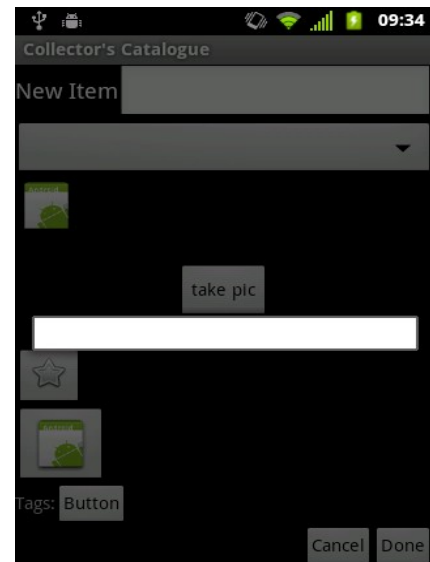**Suggestion:** Add a share button directly to the screen so that the feature is more visible
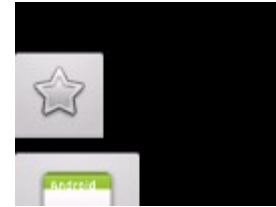**Screenshot:** see right

7. In the New Item screen, there is no label for the drop down spinner where the user selects the collection that the new item belongs to.

Heuristic: This is a learnability problem for first time users because it is hard to tell what the spinner is for at first glance.
Severity: minor

8. In the New Item screen, the star icon is a good choice for favoriting because it has external consistency. However, there is lack of feedback after the user clicks on the star icon, so it is unclear whether or not a user actually favorited the item

Heuristic: The icon choice makes the feature more learnable. The lack of feedback makes the feature unsafe because the user could accidentally favorite an item they did not intend to favorite.
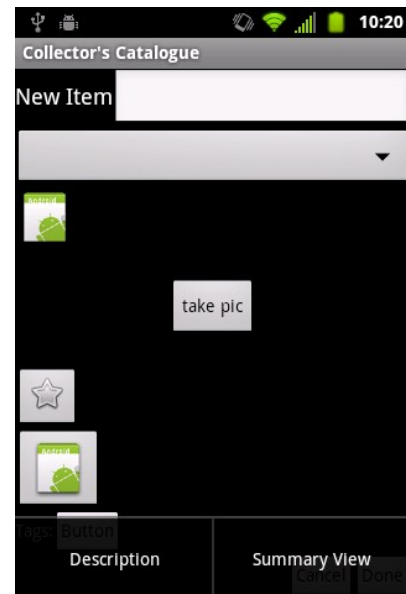**Severity:** minor
Screenshot: see right

9. In the New Item screen, the description and summary buttons are hidden away in the menu bar. This could be hard for users to find and also makes those buttons harder to access.

Heuristic: The button locations decrease learnability and efficiency.
Severity: minor
Screenshot: see right

10. In the Sharing Manager screen, it is impossible to add multiple contacts at once. It seems like a user must save one contact, then click on share again from the previous screen to fill out the form again for another contact.

Heuristic: This is an efficiency problem when users want to share a collection with multiple contacts at once.
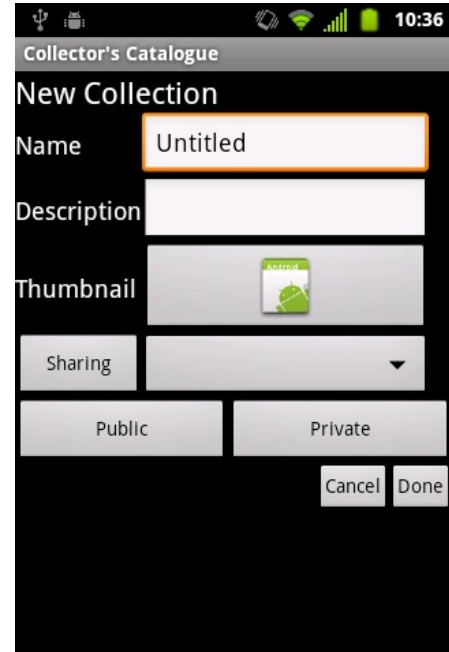**Severity:** minor
Screenshot: none

11. In the New Collection Screen, the name textfield is always pre-populated with "untitled". This is inefficient because the user must delete that word first and then type in their desired word.

Heuristic: This is an efficiency problem
Severity: minor
Suggestion: use the "hint" attribute in the xml instead of setting text
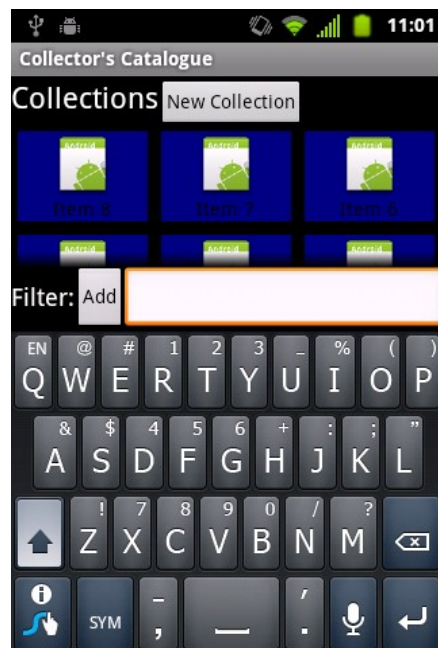**Screenshot:** see right

12. When entering the Browsing Collection Screen from the home screen, the focus is always on the edit filter textfield, so the keyboard always pops up, which creates a hassle for the user.

Heuristic: This is an efficiency problem because the user must always close the keyboard before browsing the categories since the keyboard blocks the view.
Severity: minor
Suggestion: change the focus of the screen
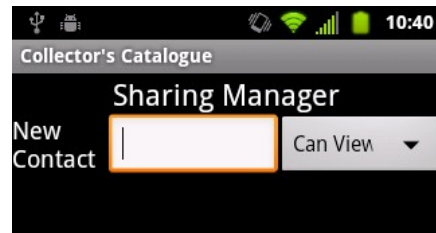**Screenshot:** see right

Cosmetic Problems

13. In the Sharing Manager screen, the text on the drop down spinner is cut off slightly for some labels such as "can view".

Heuristic: This decreases the aesthetics and could decrease learnability if users cannot see the complete text.
Severity: cosmetic
Screenshot: see right

Good Aspects

14. The cancel and done buttons in all screens that have them have internal consistency.

Heuristic: This internal consistency makes the interface more learnable.
Severity: good
Screenshot: none

15. The layout of the New Item screen is good. The design maximizes the camera view, which is a crucial functionality and also has buttons and textboxes for describing the sorting the new picture.

Heuristic: Once the overlay is implemented, this will be a highly learnable and efficient interface because everything the user needs to take and categorize a picture is on one screen.
Severity: good
Screenshot: none

Major Bugs

- The app crashes when pressing cancel or back from the camera view.
- Remove debug messages for final implementation.