HW2: Heuristic Evaluation - BioMate

I discussed this assignment with nobody

- 1. Anticipation
 - a. Main logo



- i. (-) Minor Since clickable, would expect it to link to the hope page
- b. Use a script

Use a Script

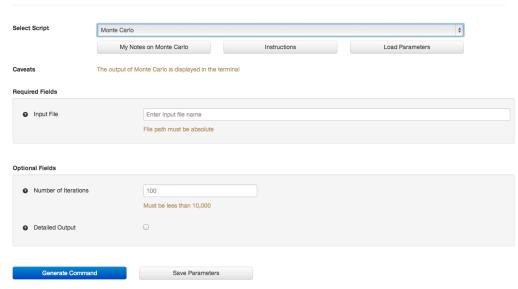


Figure 2 - Use a script

i. (-) **Minor -** Anticipated that the script would be actually used rather than created for use for later.

2. Autonomy

a. Edit Script

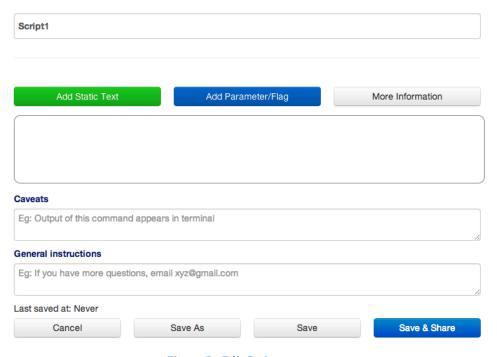


Figure 3 - Edit Script

- i. (+) User has the ability to edit a variety of aspects of the script
- 3. Color Blindness
 - a. All Figures
 - i. (+) No issues with color blindness
- 4. Consistency
 - a. Edit Script (Figure 3) and Use a script (Figure 2)
 - i. (-) **Moderate** Information is located in different places. I think it would be best to put these two features together in one page. At the very least, navigation from create a way to navigate immediate from the edit script page to the use script page and back.
- Defaults
 - a. All pages
 - i. (-) **Major -** No clarity with defaults. (This is understandable for a prototype but could be improved for the implementation. There are a few libraries for first time users (they walk through use cases with the users and are especially helpful for sites where use cases are not immediately obvious)
- 6. Efficiency
 - a. Create a script/use a script
 - i. (-) **Major -** Uses multiple pages to handle a lot of the same actions which could be achieved with one. Results in having to know which features/actions can be used on each page.

- 7. Explorable interfaces
 - a. All pages
 - i. (+/-) **Minor -** Easy to explore and test out features. On the downside, certain aspects are duplicated and unclear.
- 8. Fitts's Law
 - a. Main Page



Figure 4 - Main page

- i. (-) **Moderate -** You might want to make your buttons HUGE if there are just 4 on the main page so people can't miss them. It the interface is made to mobile then its understandable that its different.
- 9. Human interface objects
 - a. All pages
 - i. (-) **Moderate** The main 4 items are not continuously perceivable. Since there are only 4 items on the main page, it makes sense to have them in the nav or at least accessible from every page.
- 10. Latency reduction
 - a. All pages
 - i. (+) Did not experience latency. If this were an issue, just add a gif for the functions that are loading.

11. Learnability

a. Adding a parameter flag

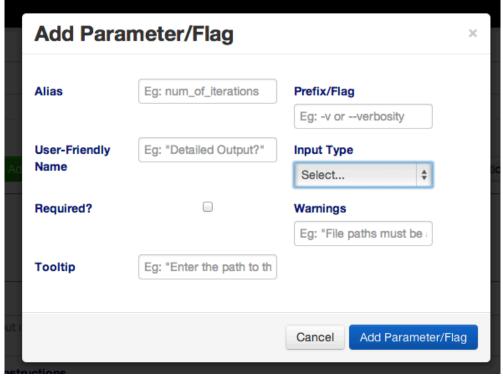


Figure 5 - Adding parameter to a script

- i. (-) Minor It's not clear what these form items affect.
- ii. (-) **Minor** It would be helpful if this was a vertical form instead or at the very least it (I noticed this was just a bootstrap issue with small screens)

12. Metaphors

- a. All pages
 - i. (-) **Minor –** Did not see any metaphors.

13. Protect users' work

- a. All pages
 - i. (+) Everything seems to be saved! This is awesome!

14. Readability

- a. Create/Edit pages
 - i. (-) **Moderate** The information is not immediately obvious. Should be immediately helpful. Maybe add it on the page?

15. Track state

- a. Figure 5
- i. (+/-) **Minor -** Upon closing the form, previously inputted data is not cleared 16. Visible navigation

a. All pages

i. (+/-) **Moderate -** A lot of the navigation is visible, but key features are missing (changing to edit, create, etc.)