

I discussed this with nobody

To describe my descriptions below –

Each comment has 2 sections under that: first is the heuristic and severity of the issue second is the description. Descriptions sometimes have details (which describes the comment more. This is sometimes rephrasing). Suggestions are within details. Also, if it's a positive comment, it will be shown where the severity normally is. Also for severity, I used the following scale (cosmetic – doesn't need to be changed, minor – more important than cosmetic but doesn't necessarily need to be changed especially in the face of time constraints, major – should be changed. I didn't seem to need critical.)

1. (safety, [cosmetic, low frequency, low impact, middling persistence])

On the main page "Choose level" is prominent but not what you expect users to click once they get here. Because choose level is only used when the user makes a mistake it may be good to differentiate it from first lesson.

Details: Perhaps you could add it somewhere slightly farther away or give it smaller text? (not make it just as clickable as what I thought of as what they came for - a lesson. as far as I understand they've already selected a level and would click on choose level if they've made a mistake)



2. (anticipation, [cosmetic, low frequency, low impact, low persistence])

On choose level page people may try to click the cool icons that aren't meant to be clickable as far as I understand.

Details: I'm not sure if it's a significant thing, and I really like the icons (and there are already things that differentiate the logos from the portraits like drawing style and empty space). The only fear I have is that people may think "oh flashy" click on the figures and realize they are not clickable.



3. (consistency, [major, high frequency, middle impact, high persistence])

Popular requests and search results feel like they are being grouped horizontally while the rest of the site seems like it is grouped vertically

4. (efficiency, I liked the main page popular requests section, skips the need to go to a search page)

5. (fitt's law, [minor, high frequency, low impact, high persistence])

Google plus facebook and sign in could be clicked faster if they were in the corner

6. (metaphors, I liked the fact that paintings were shown in "frames" (thick stylized border))

7. (visible navigation, [major, high frequency, high impact, high persistence])

This will probably change, but I don't think I saw it under incomplete parts. A navigation bar would help with efficiency. Otherwise, traversing the site may be difficult.

8. (put user in control, [minor, medium frequency, medium impact, high persistence])

As far as I can tell even if a user has already started lessons, or doesn't want to do the first couple, he cannot easily skip lessons (maybe he would have to go to first then second etc).

Details: Perhaps a "jump to lesson" button would be useful (perhaps in place of choose level).

9. (aesthetic and minimalist design, major, high frequency, medium impact, high persistence))

The popular requests grow horizontally and increase the size of the page (having a lot of space above wasted)

Details: you could make it so that the popular requests increase vertically or that there are only 2 or 3 popular requests on the front page? I think it isn't very aesthetically pleasing (and not simple) to have to scroll horizontally to view popular requests. Perhaps you can also have a sort option on the search page (sort by popularity (most popular first, least popular first, etc))

10. (aesthetic and minimalist design, I like the main page icon and the logo text, though I needed to look at the select level page to understand that its tail was a paintbrush)

11. (explorable interfaces, [minor, high frequency, medium impact, high persistence])

On the search page and on the main page you have search bars that display “type here”. Perhaps more description about what typing would do like “type here to search” may make the interface more explorable.

Details: I was unsure about what typing there would do upon my first visit to the site. The popular requests feature helps but text would also help.



12. (aesthetic and minimalist design, [cosmetic, high frequency, low impact, high persistence])

When you click on the search bar (either on the main page or the search page), you get a yellow border. The square borders seem to be at conflict with the rounded text box. It would be cool if there were a way to round the corners of the highlight box



13. (fitt's law, [minor, low frequency, low impact, high persistence])

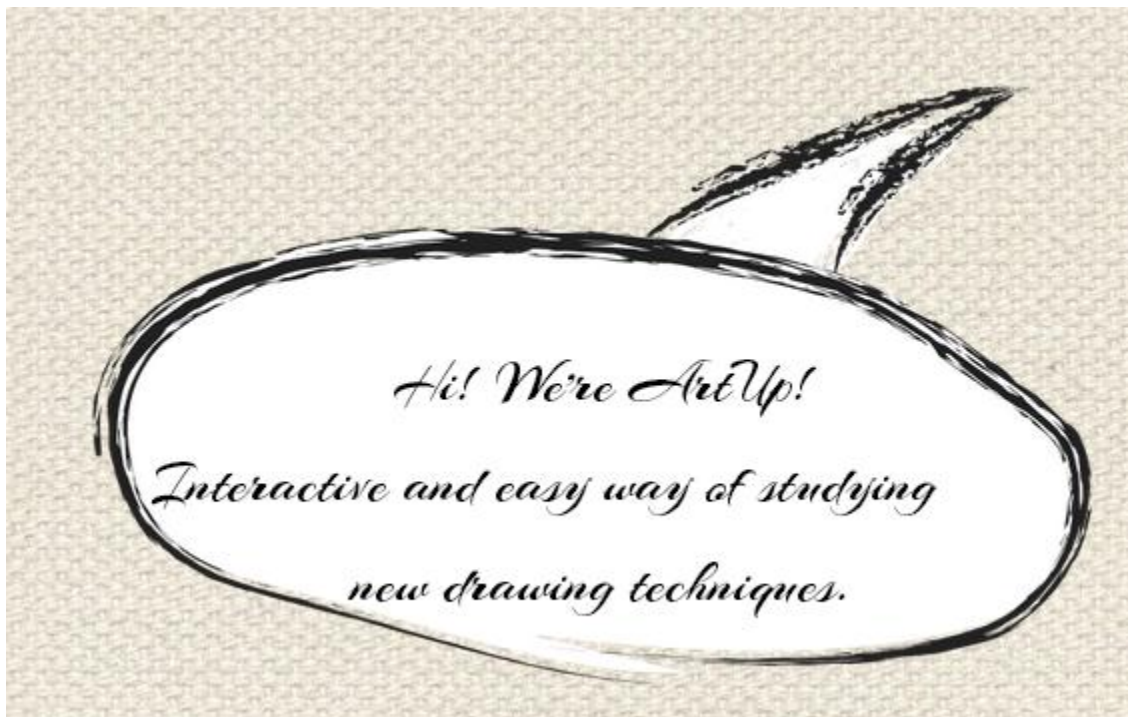
The art up logo may be more quickly clickable if the region all the way to the edge of the screen were clickable (it is close to the edge anyways). You could also put it in the corner if you want, but the aesthetic importance may override the click-ability gains from fitt's law (picture below is my attempt to copy region up to edge of screen)



14. (readability, [major, high frequency, high impact, high persistence])

The instructions have what I think is a difficult to read font. I can read it but it took a bit of effort.

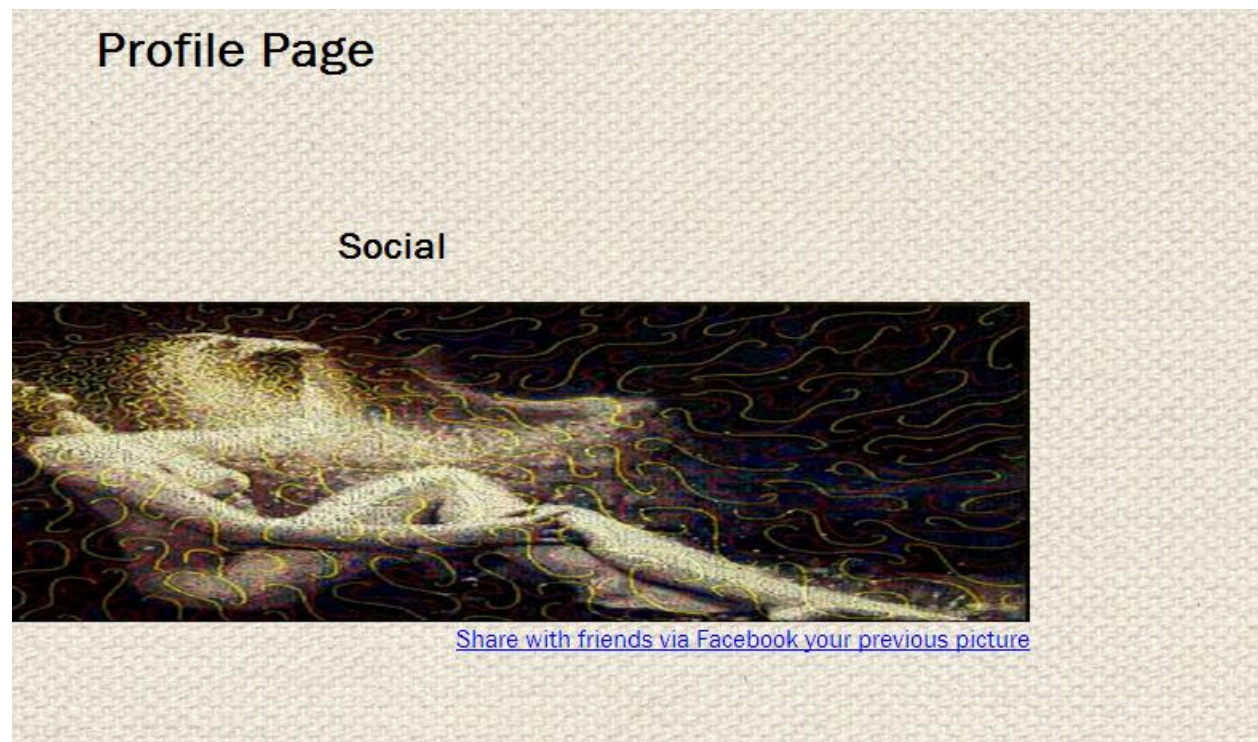
Details: a more readable font may be better. (the word studying took me the longest amount of time to read)



15. (aesthetic and minimalist design, [minor, low frequency, medium impact, high persistence])

On the profile page you have the option to share your previous picture with your friends which may be able to be condensed.

Details: Perhaps having an fb icon would be more minimalistic (though you have one of the front page and I understand that you may not want to confuse users).



16. (learnability, [minor, low frequency, low-medium impact, high persistence])

On the profile page you have the option to share your previous picture with your friends which may be able to be worded differently.

Details: The wording was slightly confusing to me. Perhaps it could be worded as “Share your previous picture with friends via facebook”.

17. (aesthetic and minimalist design/efficiency, [cosmetic, low frequency, low impact, high persistence])

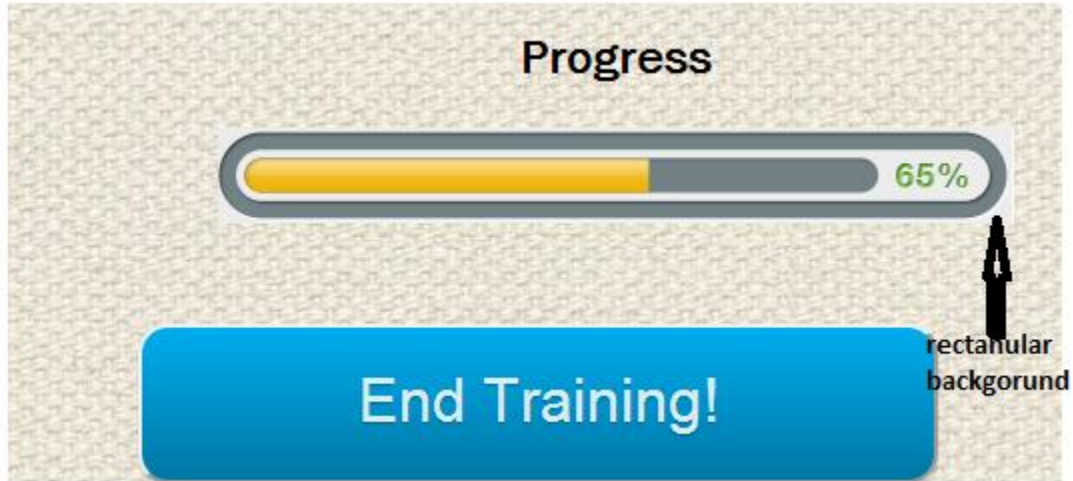
On the finish page “Go” and “to:” being on different lines feels awkward and it may also be inefficient to read because I believe scanning a line horizontally takes less time than scanning it vertically.



18. (aesthetic and minimalist design, [cosmetic, low frequency, medium impact, high persistence])

1. On the drawing_page the “end training” button may look better if it had some separation from the bottom of the page (it is good for fitt’s law but may look better with a border).

2. The progress bar has a rectangular background around the curved one. It may look better if the rectangular background was not there or had the same texture as the website’s background (though it does already have low visibility).



19. (aesthetic and minimalist design, in addition to liking the icons I liked the background and the gradient in the buttons and the light blue borders around the search bars)