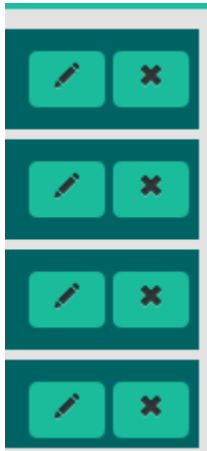


HW2: Heuristic Evaluation of *Pack Planner*

Collaboration Statement: I collaborated with nobody on this assignment.

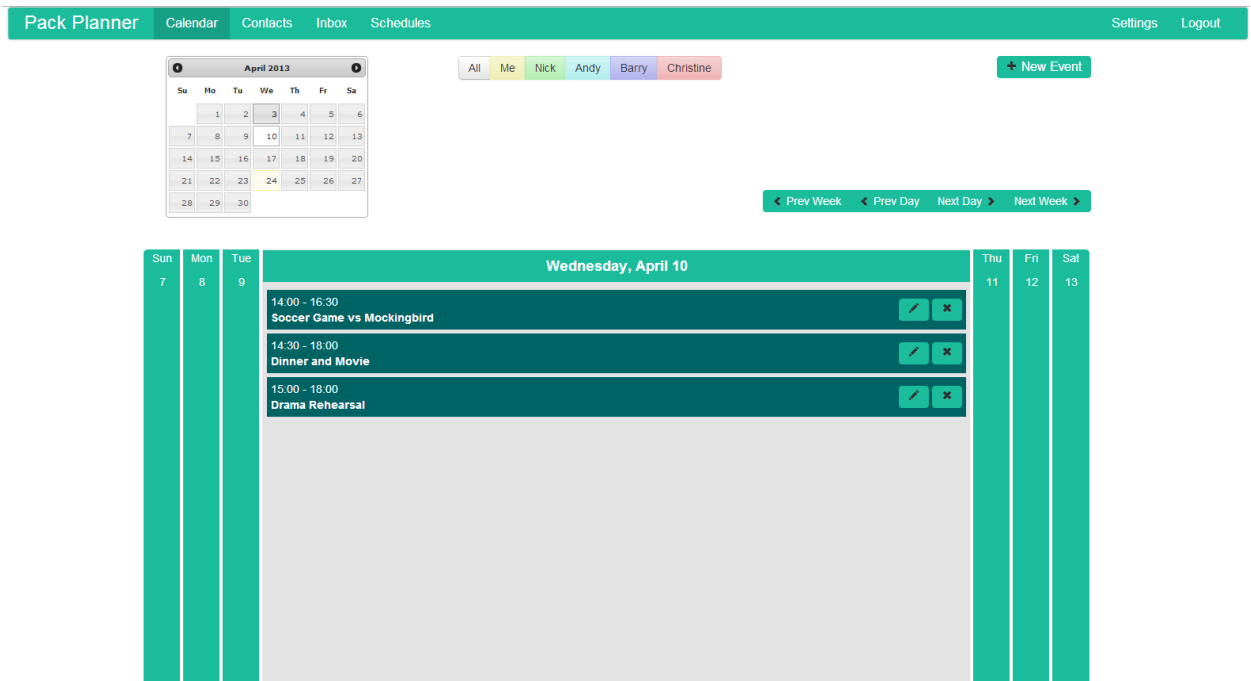
Usability Problems and Successes

1.



Recognition, not recall. I was able to immediately figure out what these buttons did without having had to learn them in your interface before. I knew what the context was immediately. Severity: Good.

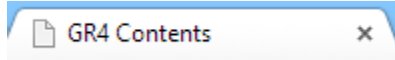
2.



Help & documentation. The system seems to have nowhere to go to get an explanation of what is going on in the interface or how to use it. This exists outside of the interface, so I know what's going on, but a confused first-timer might have trouble.

Severity: Minor.

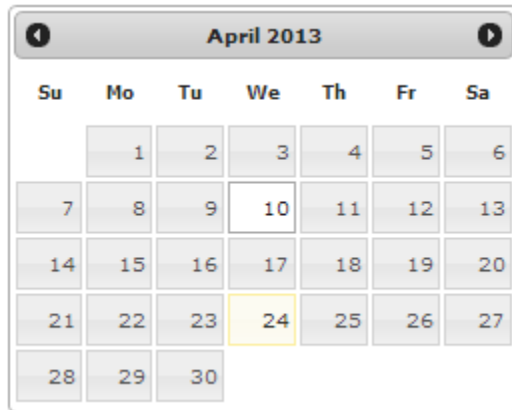
3.



Visible navigation. The page doesn't have a title that corresponds with the interface (like "Pack Planner"), so users might have trouble getting back to your page.

Severity: Minor.

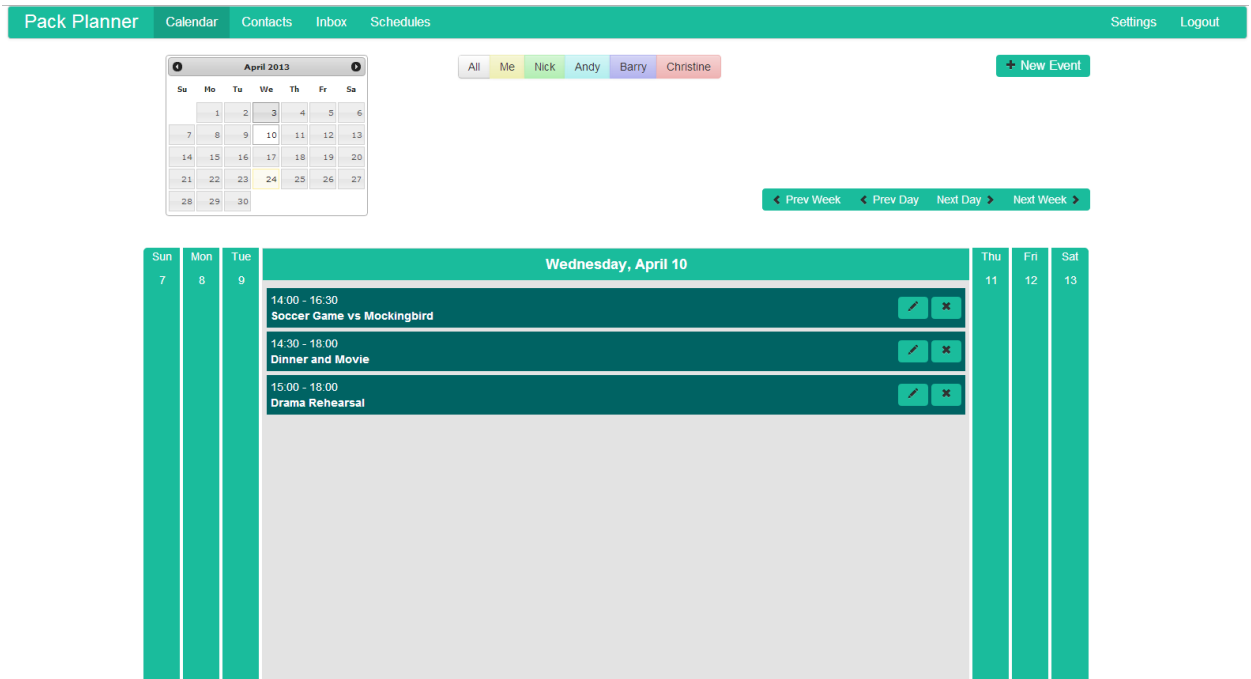
4.



Consistency. Because the datepicker is a widget, it looks out of place with the rest of the interface, which seems to be mostly custom built and themed.

Severity: Minor.

5.

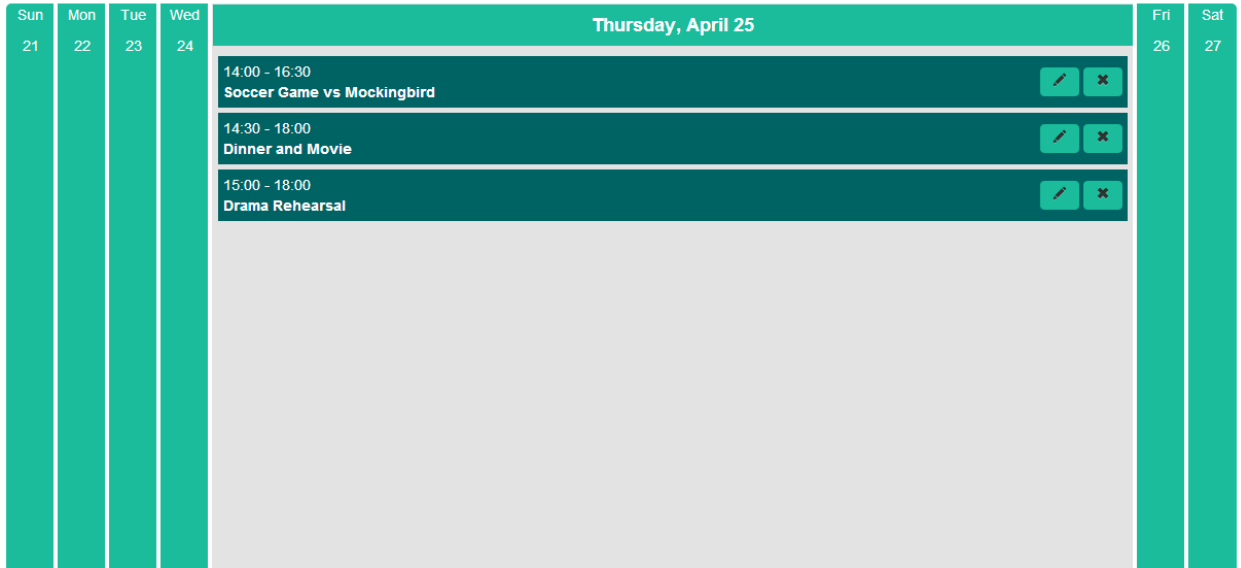


Aesthetic & minimalist design. The design is pretty minimalist, in a good way, and has a nice

simple color scheme. It makes me feel good about what I'll be able to accomplish in the application.

Severity: good.

6.



Match the real world. I think there is some real world metaphor going on here, but I can't quite place what it is. Perhaps tabbing through pages of a book, with labels on the sides. It's a bit difficult to understand immediately that the things on the sides are buttons that let you navigate through the week.

Severity: Minor.

7.



Consistency & standards. While the rest of the interface is pretty colorless, these buttons break that consistency, and I'm not sure why. There don't seem to be event items below that have corresponding colors.

Severity: Major.

8.



Feedback. Clicking on one of these buttons depresses the button and darkens it, but nothing in the interface ever changes as a result, so it's hard to tell what the depressed vs. not depressed states actually mean. Which is the activated mode and which isn't? Am I ruling people out or including them by pressing the button?

Severity: Minor.

9.

The image shows a modal dialog titled "New Event" with a close button (X) in the top right corner. The form contains several input fields:

- Event Name:** A text input field containing the placeholder text "Event Name".
- Event Date:** A date picker input field showing "11-28-2013" with a calendar icon on the right.
- Start Time:** A time picker input field showing "15:30:00" with a clock icon on the right.
- End Time:** A time picker input field showing "17:30:00" with a clock icon on the right.
- Location:** A text input field containing the placeholder text "location".
- Driving To (optional):** A text input field.
- Driving From (optional):** A text input field.

At the bottom right of the dialog, there are two buttons: a grey "Close" button and a green "Save changes" button.

Latency reduction. Animating this modal dialog really takes a while. I'm not really sure why I need to wait so long to be able to pick something.

Severity: Minor.

10.

The screenshot shows a 'New Event' form with the following fields and controls:

- Event Name:** A text input field containing the placeholder text 'Event Name'.
- Event Date:** A date picker field showing '11-28-2013' with a calendar icon on the right.
- Start Time:** A time picker field showing '15:30:00' with a clock icon on the right.
- End Time:** A time picker field showing '17:30:00' with a clock icon on the right.
- Location:** A text input field containing the placeholder text 'location'.
- Driving To (optional):** A text input field.
- Driving From (optional):** A text input field.

At the bottom right of the form, there are two buttons: a grey 'Close' button and a green 'Save changes' button.

Anticipation. People are presumably using this application to track their multiple children, as stated in the project goals. But this screen doesn't anticipate the need of the user to identify which child this event is for, as far as I can tell.

Severity: Major.

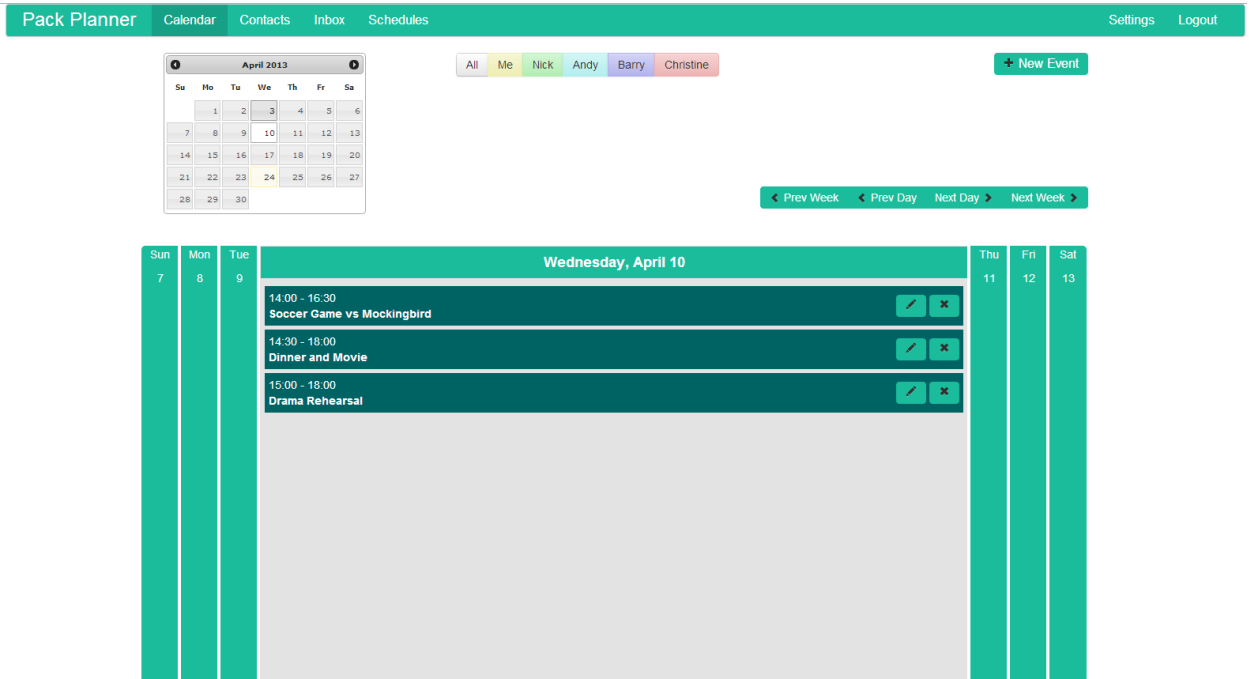
11.

This is a close-up of the 'Event Date' field from the previous form. It shows a text input field with the value '11-28-2013' and a calendar icon on the right.

Defaults. This default value doesn't really make any sense. It's several months from now, but I don't know what (if any) significance the offset from today has. Wouldn't today be a better default?

Severity: Minor.

12.



Explorable interfaces. This interface is pretty great to explore, because there's a lot of things to click on and few of the buttons, if any, will break something permanently.
Severity: Good.

13.



Readability. One of these events has no title, so I'm not sure what to make of it. Was this a conscious choice on "my" part, or is it some system feature that blocks off time? It seems like some explanatory text for blank events would help.
Severity: Minor.

14.



User control & freedom. A lot of these buttons don't do anything right now, which makes me think that there are more parts of your interface to be seen somewhere. But right now, I feel like I don't have a lot of control over the whole process as a user.
Severity: Major.

15.

17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Sun	Mon	Tue	Wed	Thu	Fri
28	29	30	1	2	3

Consistency. Some months make the datepicker taller or shorter (but only sometimes), which causes all of the lower parts of the interfaces to move up or down. It seems like this either should never happen, or always happen, rather than just being a luck of the draw depending on the month.

Severity: Minor.