Xingyi Li – HW2 Heuristic Evaluation

Collaboration Statement: I did not discuss this assignment with anybody.

Group: SETistics

Overall:

1. Layout/Simplicity – Major – There are no margins in the areas pointed out by the green arrows above. I think that the lack of margins at the top in particular makes things look a bit cramped.

2. Accessibility – Good – According to Vischeck, your layout is quite red-green colorblind friendly, except for the title bar, which is largely cosmetic

3. Efficiency – Good – Ensuring that all of the content is visible on the screen at one time without scrolling helps with efficiency, which is important in an app like this one.

4. Simplicity – Good – Colors and fonts used are nice and simple.

Entering things into the fields

5. Learnability – Good – Drop down menus and text boxes are very easy to understand how to use. Drop down menus also help with efficiency.
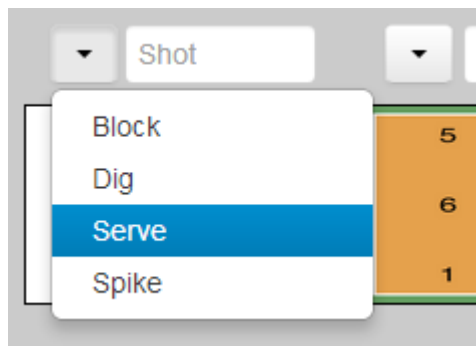
6. Consistency – Major -- When you use the dropdown menu to select a player or a shot, you are given options such as "Home Player 3" or "Serve". However, when one of the options is selected, the abbreviated form, such as "h3" and "sr", appears instead in the text box. While "Home Player 3" → "h3" and "Serve" → "sr" are useful for learnability purposes, the intended audience of this UI is probably already familiar with such abbreviations, so perhaps it would be helpful to use the abbreviations to preserve internal consistency.
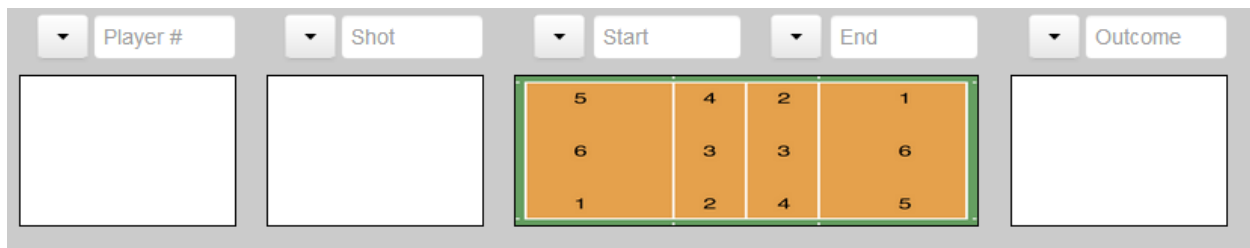

7. Graphic Design – Minor – Perhaps it will become more apparent once the visual icons are fully implemented, but because the spaces for the icons do not align with the edge of the down arrow button, it is not immediately obvious that the icons are grouped with the field right above them.

8. Efficiency – Minor – It's a bit more apparent in this prototype, where the video does not automatically pause, but I feel that it is a bit inefficient to have to click between the text fields after typing in every entry. While it is true that one can tab through them, this also goes through each of the down arrows for the drop down menus, which is less efficient and makes it harder to track where the focus is. If it is possible to tab (or press left/right) directly between the text boxes, I think that it would be more efficient.

9. Efficiency/Safety – Minor – Autocomplete would make typing into the text fields more efficient and safer (since it would be more difficult to make slips and helps the user rely more on efficiency rather than recall). However, the dropdown menu serves the same purpose, so it is not as essential.

10. Learnability – Minor – Perhaps it is because I am not familiar with volleyball terminology, but it was a bit difficult to figure out exactly what each field was supposed to correspond to. More descriptive labels could be helpful – "Start position" and "End position" instead of simply "Start" and "End", for example.

Previous Commands

11. Learnability – Major – I feel that "Previous Commands" is a bit of a misleading label for this section, since what eventually fills it are previously recorded statistics, not commands at all. Consider labeling something like "Recorded Statistics" instead?

12. Visibility – Good – Nice use of headings in setting off the various parts of text; it passes the squint test well!

13. Safety – Good – The ability to go back and edit any of the previously recorded statistics is good for safety, since errors are easily correctable.

14. Simplicity – Minor – Though the names "Statistic 1", "Statistic 2", "Statistic 3" are helpful headings and help set off various entries, they really provide no new information. It could simplify your user interface if you simply numbered the entries off instead of labeling each of them "Statistic" as well.
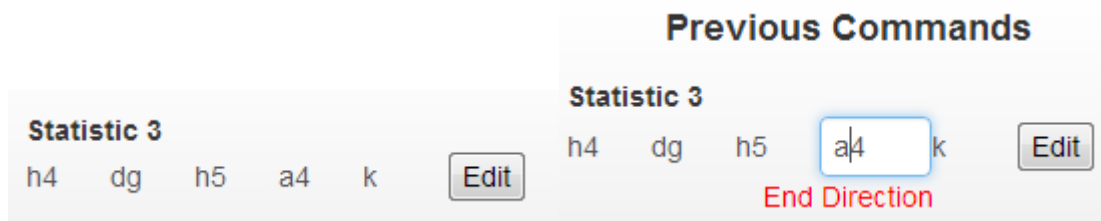
15. Learnability/Affordances – Major – When the mouse hovers over one of the old statistics, an edit button appears. But clicking on edit changes only the Outcome of the statistic. In fact, if you click on any of the statistics themselves, you can click on them to edit them. However, when the mouse cursor hovers over them, the text cursor appears, which does not provide any affordances that these entries are clickable and editable.

16. Simplicity/Consistency – Minor – When you click on a stat to edit, text pops up to explain exactly which stat you are editing. However, the names of these are not the same as the names in the text boxes where you entered the stat to begin with ("Player Number" vs "Player #", "Start" vs "Start Direction", etc)

17. Safety/User Control – Major(?) – Once you have reached a certain number of previous statistics entries, you lose the older ones. I am not sure if the user is meant to save them or be able to scroll down to see them—perhaps it is not yet implemented?