

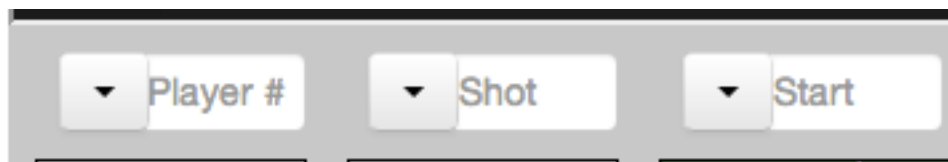
Rachael Naphtal

## HW2: Heuristic Evaluation for SETistics

Collaboration: I did not collaborate with any students or materials.

Overall, I really liked your interface and its design. The comments are sectioned into the main left section and the right sidebar. Note that screenshots are shown directly above the applicable comment.

### Main left interface



**1. Severity: Good**

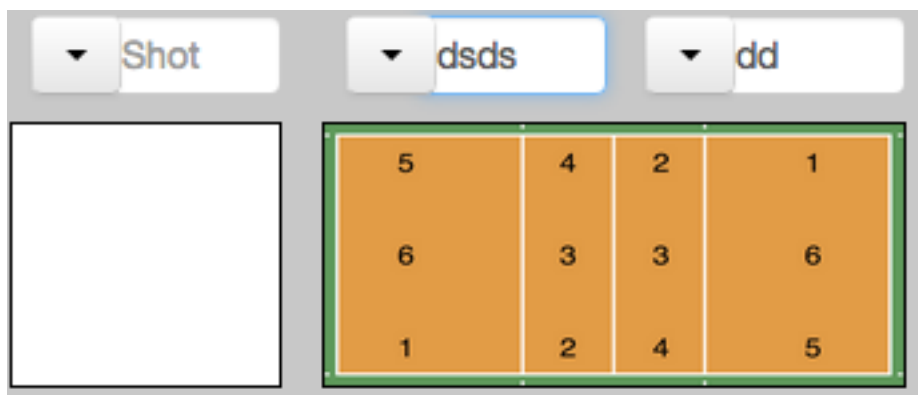
Description: The boxes very clearly have the name of what part of the statistic they require in them and the affordance of typing in them is very clear.

Heuristic:

**2. Severity: Good**

Description: Colors are nicely contrasted and you avoid major colors/ color combinations that are bad for color blindness. You could try enhancing this by adding a very subtle background texture to make it look more polished.

Heuristic: Graphic Design, Color Blindness, Readability



**3. Severity: Major**

Description: When users start typing in the boxes, there is no autocomplete and it is unclear what they should type. This could result in inconsistency and also inefficiency if they have to look up what to type each time.

Suggestion: Add autocomplete and remove the drop down.

Heuristic: Efficiency, Consistency



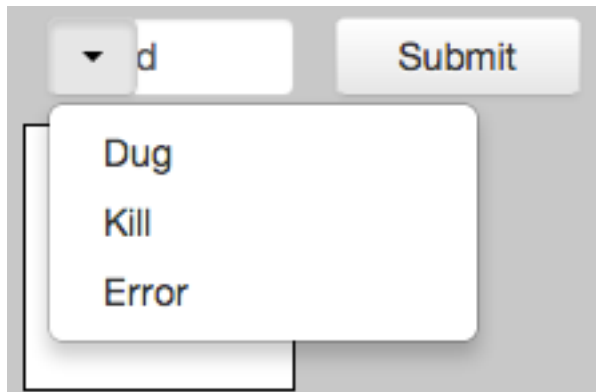
A screenshot of a form with two dropdown menus. The first dropdown is labeled "Player #" and the second is labeled "Shot". The "Shot" dropdown is highlighted with a blue box. Below each dropdown is an empty text input box.

4. **Severity: Critical**

Description: If users are typing in the boxes and press tab, it goes to the next drop down arrow as opposed to the next box (see picture above). This majorly slows down the time it takes to enter a statistic.

Suggestion: Perhaps just the drop down arrows all together and make the boxes autocomplete as said above.

Heuristic: Efficiency

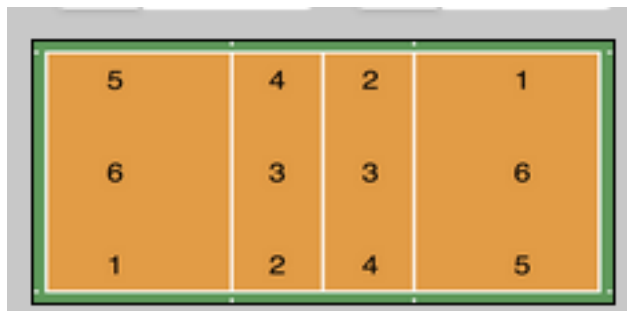


A screenshot of a form with a dropdown menu. The dropdown is open, showing three options: "Dug", "Kill", and "Error". The text "d" is visible in the input box. A "Submit" button is located to the right of the dropdown.

5. **Severity: Major**

Description: The drop-down menus have different values in them than the values displayed in the text boxes when they are selected. (For example "dug" versus "d"). Also, why are the options for start and end "h3", etc? Why are they not just numbers?

Heuristic: Consistency



A screenshot of a 3x4 grid of numbers. The numbers are arranged as follows:

5	4	2	1
6	3	3	6
1	2	4	5

6. **Severity: Minor**

Description: I am not knowledgeable about volleyball, but I find the court confusing. It was not immediately obvious to me that it was a court and the

difference between Start/ End and Player # were confusing. (This could be due to my lack of volleyball knowledge).

Suggestion: Add some documentation or help function to explain what is meant by each of the options and perhaps label the court.

Heuristic: Learnability

7. **Severity: Minor**

Description: The white boxes do not appear to do anything and take up space/ add complexity. It is not clear why they are there.

Suggestion: Remove them or use them in some way.

Heuristic: Simplicity



8. **Severity: Cosmetic**

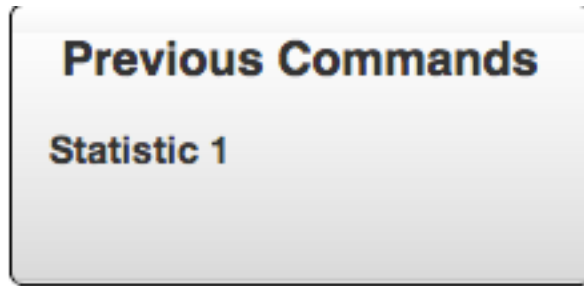
Description: I like your color contrast in most places (as mentioned before), but the grey/maroon on your logo is slightly hard to see. It might be on purpose but you could make it stand out more by lightening the gray.

Heuristic: Graphic Design

9. **Severity: Minor**

Description: I don't know that much about volleyball, but it might be hard for player numbers to be seen in videos. Is there another option if they cannot see the back of their jersey for what to enter? It might take a while for people to go back and watch video waiting to see the person's number.

Heuristic: Efficiency



**10. Severity: Major**

Description: Statistics are submitted whenever enter is pressed in a box and do not require all fields to be filled in (i.e. I can submit blank statistics as shown above). This is especially bad because I cannot delete statistics.

Suggestion: Require users to fill all of the boxes?

Heuristic: Safety

**11. Severity: Good**

Description: In general, the interface is simple and uncluttered. Space is used well to separate sections.

Heuristic: Graphic Design

## Sidebar



**12. Severity: Major**

Description: Although users can edit previous statistics, they cannot delete them. This could be bad if the game is moving fast and they enter mistakes again by accident

Suggestion: Enable some way for users to delete statistics.

Heuristic: Explorable Interfaces

**13. Severity: Minor**

Description: The term “Previous Commands” is inconsistent as the word command is never used anywhere else.

Suggestion: Perhaps call it previous statistics?

Heuristic: Consistency

**14. Severity: Minor**

Description: The statistics are shown on the side but never have a way to be exported or saved between sessions.

Suggestion: Enable some option that would allow these statistics to be either saved or exported.

Heuristic: Protect Users’ Work



**15. Severity: Critical**

Description: When a blank statistic is entered, only one field is available for editing and it never says which field it is. This is especially bad because statistics cannot be deleted.

Suggestion: When user edits a statistic, put the labels of fields back and enable all fields, regardless of which were entered before.

Heuristic: Explorable Interfaces

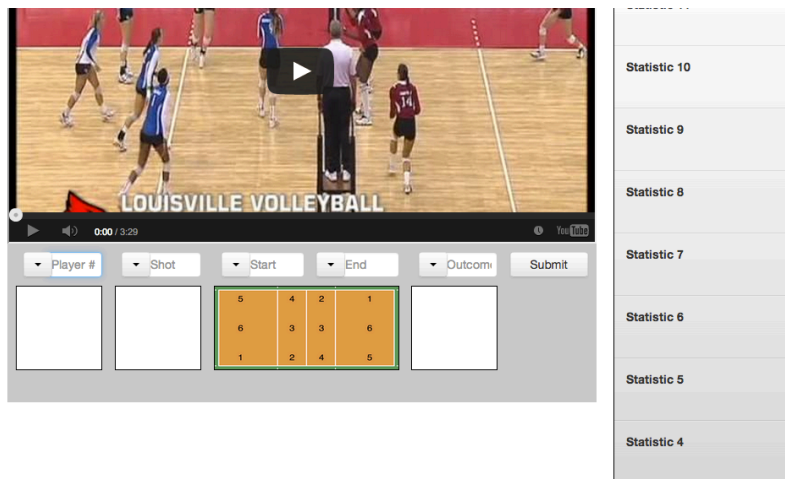


**16. Severity: Cosmetic**

Description: The statistics are labeled in order but have no way to be sorted or analyzed. They also don't show when they occurred so it is hard to double check which error may need to be corrected.

Suggestion: Allow users to sort or filter statistics and provide time stamps on when they occurred.

Heuristic: Explorable Interfaces, Autonomy



**17. Severity: Cosmetic**

Description: If there are a lot of statistics, the whole page scrolls with the sidebar. This means that the user cannot see old statistics and still see the video and controls.

Suggestion: Add separate scroll bars to the side panel.

Heuristic: Efficiency, Autonomy