Heuristic Evaluation

Team 3

Nielsen's Heuristics

1. Visibility of system status **(feedback)**
2. Match between system and the real world **(metaphor)**
3. User control and freedom **(navigation)**
4. Consistency and standards **(consistency)**
5. Error prevention **(prevention)**
6. Recognition rather than recall **(memory)**
7. Flexibility and efficiency of use **(efficiency)**
8. Aesthetic and minimalist design **(design)**
9. Help users recognize, diagnose, and recover from errors **(recovery)**
10. Help and documentation **(help)**

Heuristic No.	How is the heuristic violated?	**Severity** How severe is this issue? (**Cosmetic** means: need not be fixed until all other issues are fixed, **critical** means: imperative to fix before product can be released)
		1 2 3 4 5 Cosmetic ○ ○ ○ ○ ○ Critical
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