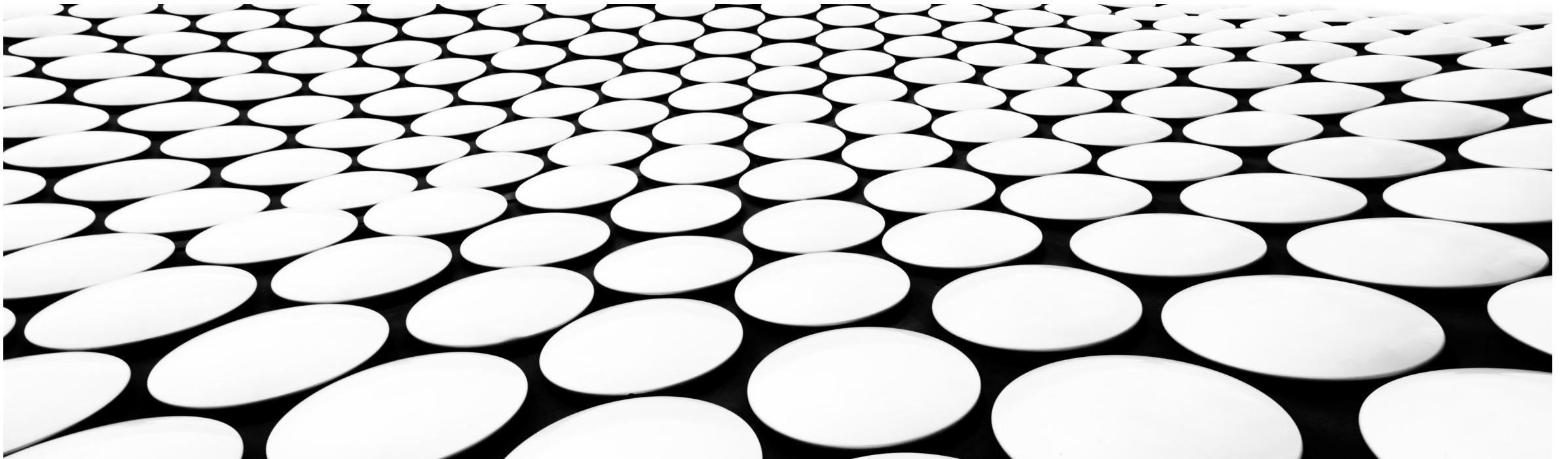

AN HEURISTIC EVALUATION

WWW.SPORT-TIEDJE.AT





WHO ARE WE?



DAVID BOM

Lots of programming &
(de-)bugging experience

- 35
- NixOS
- PC (x86-64)
- FireFox
- uBlock Origin

RAPHAEL HUTTEN

Completed 4y Media-Design
school

- 19
- Android
- Samsung Galaxy S20+
- Samsung Internet Browser
- Adblock

DAVID KNILL

Has an artistic vein

- 21
- iOS
- iPhone SE (2020)
- Safari
- No Adblock

ALEXANDER NIEDERREITER

Very good at relating to the Users
experience

- 22
- Windows
- Lenovo Ideapad3 Gen7
- Google Chrome
- No Adblock



THE GOAL



THE GOAL – FINDING POSITIVE ASPECTS

- Good design choices
 - Easy navigation
 - Minimalistic Design
 - Understandable Design
 - More
- Safes some user data
- Optimized for all devices



THE GOAL – FINDING NEGATIVE ASPECTS

- **Bad design** choices
 - Bad navigation
 - Cluttered website
 - Not trustworthy looking
 - More
- **Slow** website
- **Bugs**
- **No Memory** (Session Cookies)



THE METHODS



THE METHODS - GENERAL

- Different HE-Methods exist
- „[Andrews General Usability Heuristics](#)“
by Keith Andrews
 - 10 point Method
 - Covers [everything](#)

THE METHODS - „ANDREWS GENERAL USABILITY HEURISTICS“

- Feedback
- Users' Language
- Reversible Actions
- Consistency
- Error Prevention
- Recognition Rather Than Recall
- Flexibility and Efficiency of Use
- Aesthetic and Minimalist Design
- Good Error Messages
- Help and Documentation

THE METHODS - TESTING

- Try to [navigate](#) first try
- Try to [order](#), [cancel](#), [refresh](#)...
- Try to reopen [categories](#)
- Grade the [design](#)
- Check [translation](#)
- [Many](#) more...



THE DOCUMENTATION



THE DOCUMENTATION

- Video Evidence
 - 30s
- Log Files
- Grading by us **Four**
 - How big is the problem?
 - How good is this feature?
- Report writing
- Presentation of Results



REFERENCES

THESE SLIDES ARE BASED ON THE [HEPLAN.HTML](#) THAT WE PROVIDED.

MISSING SOURCES AND REFERENCES WE USE ARE LISTED ON THERE.