

FACULTY OF INFORMATION TECHNOLOGY AND SCIENCES

Heuristic Evaluation

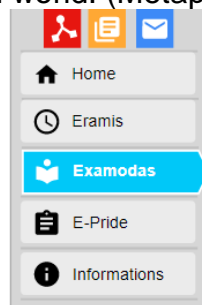
1. Visibility of system status. (Feedback)

Project / Proposal Submission

✘ You didn't enrol for Final Year Project. Only students who enrolled to FYP was able to submit proposal/ project.

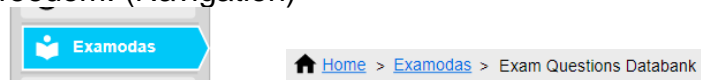
According to this Usability Heuristic, the system should always keep the users informed about what is going on. For example, once the user press E-Pride. It will show an error message if the user has no access to it so that the user able to identify whether he/she has access to the particular system or not.

2. Match between system and the real world. (Metaphor)



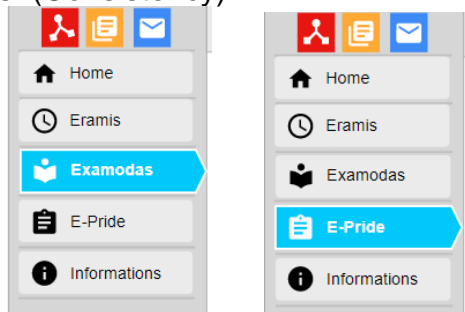
Using metaphor to have the links compatible with the real world concepts. Eramis is a scheduling system. Therefore I use time icon to represent scheduling. As a student, before the examination, we might be reading the book(s), as in the picture attached the Examodas's image is represented by a person reading a book.

3. User control and freedom. (Navigation)



In this system, the users see the navigation clearly because when you are on the page, the colour and shape of the current page button will be different from others. And if the user wanted an emergency exit, they can directly click to the page they want.

4. Consistency and standards. (Consistency)



The system had provided the user with the same platform, is just when at the different page the link of that page will be different. As you can see that both pages have the same icon and word, but the only difference is that when moving from one page to another page the tag is different. So in this case, the users don't need to wonder whether it is the same.

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5. Error prevention. (Prevention)

Submission

Category : Computing and IT

Types of Document : Proposal

Title : Enter Document Title

Attach File(s) : Browse from my computer

Submit Cancel

As in the diagram attached, all the selection(s) and button(s) were being greyed out as a constraint for the user who didn't have access to submit the proposal or project. I considered the possibilities might happen. Therefore, I make this decision to prevent this occurring at first place.

6. Recognition rather than recall. (Memory)

Programme Code

Subject Code

The prototype system provides the user with drop-down lists so that user can select the thing wanted to search. This function able to reduce users' memory load.

7. Flexibility and efficiency of use. (Efficiency)

Session	Download	
Cell 13	↓	<input type="checkbox"/>
Cell 13	↓	<input type="checkbox"/>
Cell 13	↓	<input type="checkbox"/>
Cell 13	↓	<input type="checkbox"/>
Cell 13	↓	<input type="checkbox"/>

Download All Download Selected

The prototype provides options to download. The users can choose either to download single file or download all or download selected (ticked) items.

8. Aesthetic and minimalist design. (Design)

Enter keyword(s) here

Enter programme code here

Enter subject code here

In term of design, I make use of colour contrast to allow the users to differentiate text field or buttons or background. For alignment, I tried my best to keep the same type of input in the same size, so that users doesn't need to consider what kind of data types to fill in.

9. Help users recognise, diagnose, recover from errors. (Recovery)


Search Clear

With a clear button, the user was able to remove those non-intended selections (human-made error).

10. Help and documentation.(Help)



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 Informations

The system provided placeholders to the users as a help. If any errors happened, the user could still use this assist them to fill up form(s). In the Information tab, frequently asked questions.