

# HAAG: Heuristic Evaluation

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## General

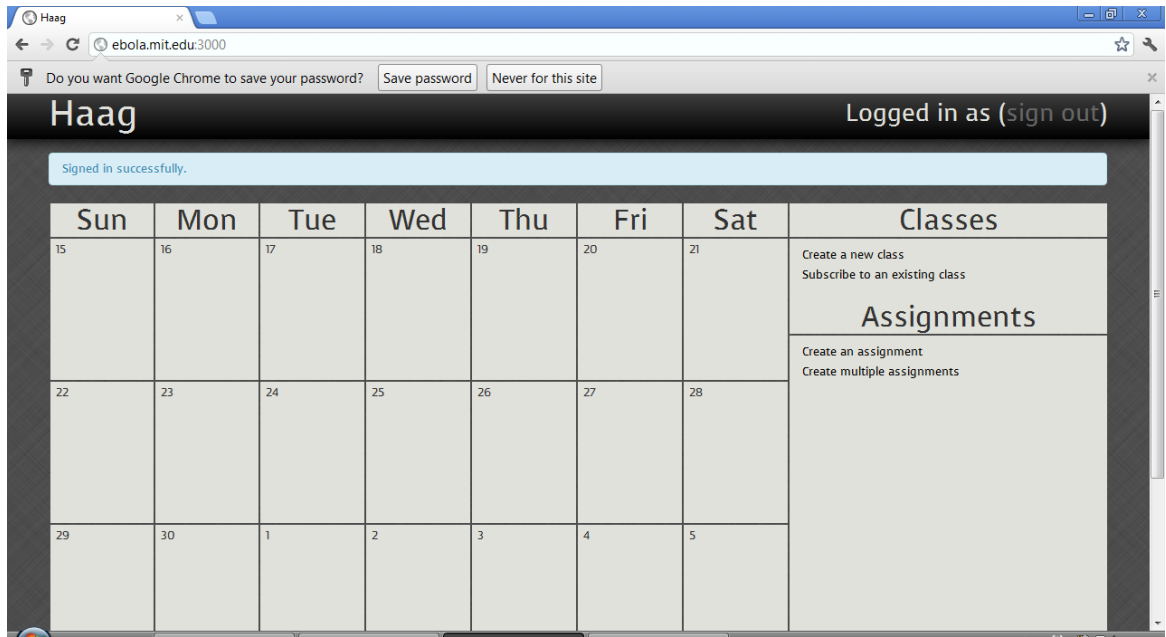
1. Minor: **Users have to click on the text field before typing** (efficiency)



By automatically putting keyboard focus on the text field (e.g. email field on the sign-in page and other dialog boxes), users can start typing immediately which improves efficiency.

2. Cosmetics: **Users without experience with similar web apps will probably appreciate more documentation/help tips** (help & documentation)

Without reading your introduction page on the wiki, new users will likely get lost, not sure what this app is for. For example, in the page below it is not apparent how users can deduce that this is an app for organizing one's assignments.



### Sign in/Sign up

The form is titled "Sign in to Haag!". It contains the following fields and elements:

- Email input field
- Password input field
- Remember me checkbox
- Sign in button
- Sign up link
- Forgot your password? link

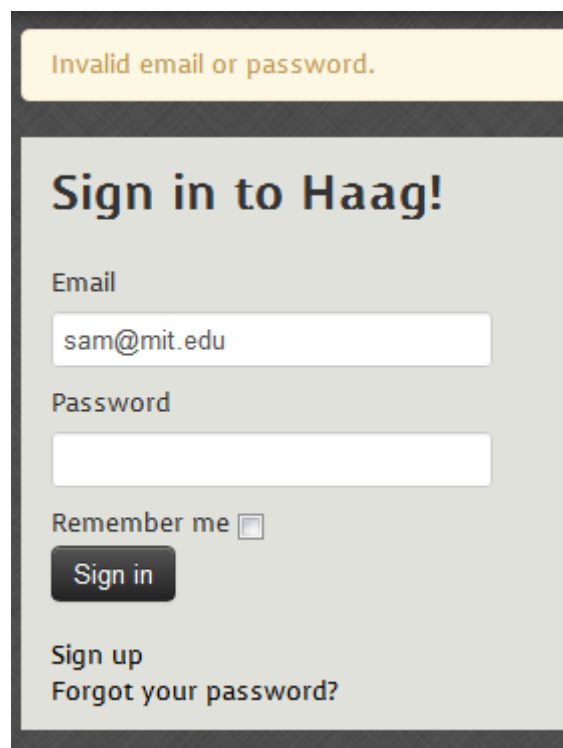
- Major: New users may be unaware of what Haag stands for (help & documentation)

It is possible that some users may arrive at your site without knowing what Haag means. Some description of what your project allows them to do will improve

learnability and avoid confusion.

4. Minor: **New users have to click on “Sign up” first** (efficiency)

With ample space in your sign-in page, you may consider putting the fields for sign-up on the same page. Moreover, consider increasing the font size for “Sign up” to make it more noticeable.



5. Good: **Users receive error feedback and need not retype the emails after submitting a wrong password** (error reporting & efficiency)

Users do not need to enter the email address again. A somewhat better solution is to highlight the email address entered since it may actually be that the email is invalid. By doing this, users can start typing right away.

6. Good: **Auto-complete is implemented for the email field** (efficiency, recognition)

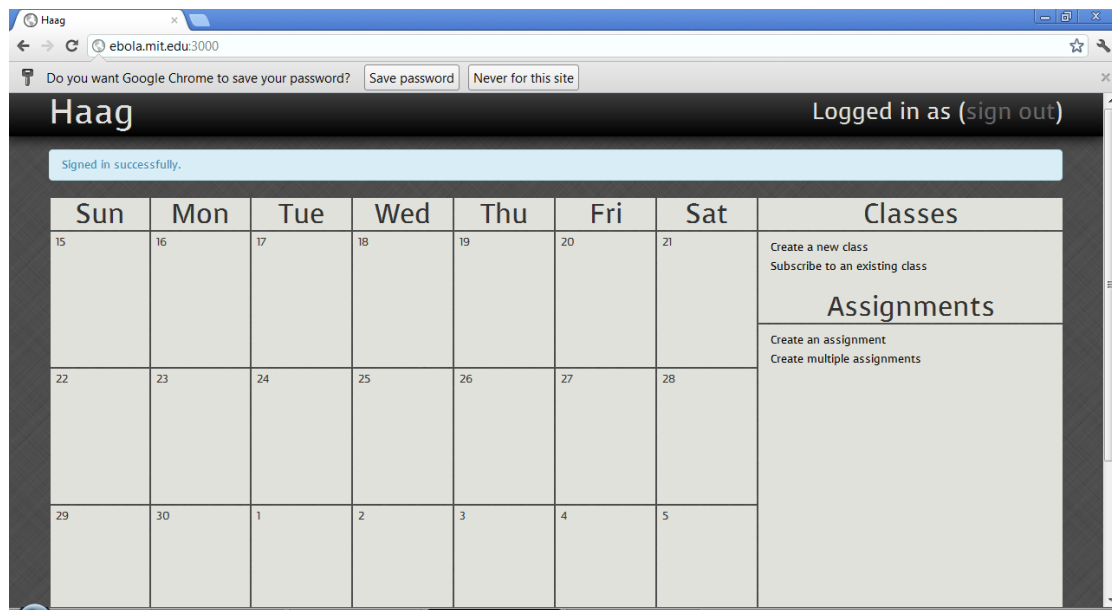
Email

s

sam@mit.edu

Users need not enter their email every time. They also need not remember which email address they used to sign up for the site.

## Main Page



7. Major: **User email address not displayed properly** (visibility of system status, aesthetics)

Logged in as (sign out)

If a user has multiple accounts, there is no easy way to tell which one he/she is using. The above also has aesthetics issues (sing out in parenthesis?).

8. Cosmetics: **The alternate term “logged in” is used in the main page** (consistency)

Although most users can infer that it simply means “signed in”, using the same terminology, in my opinion, is still better as users need not guess if they mean the

same thing.

9. Cosmetics: **The calendar and “action bar” belong to the same table**  
(consistency, aesthetics)

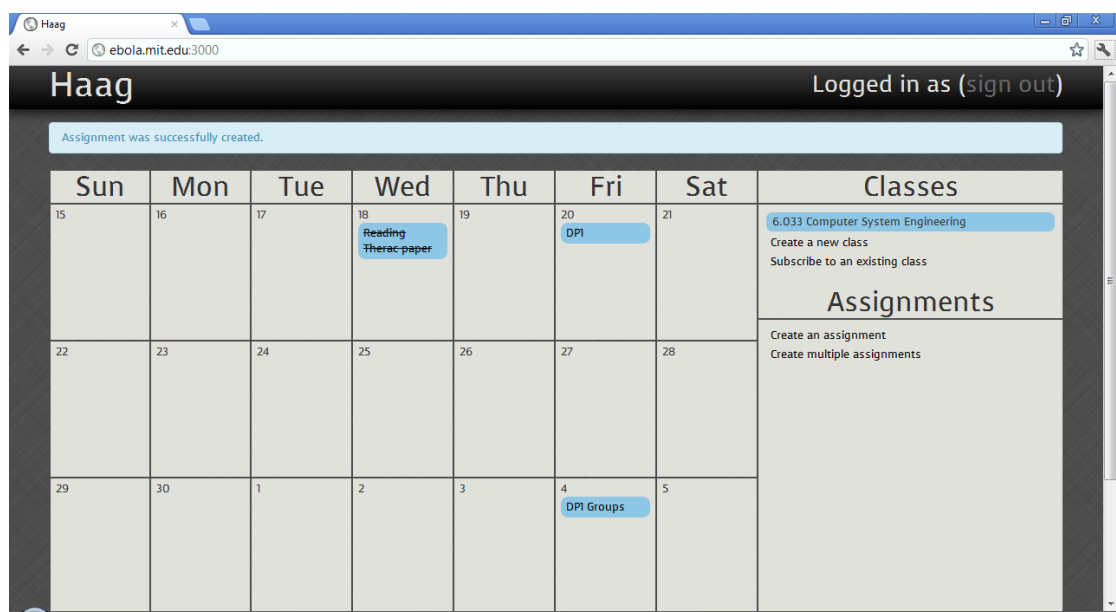
Most other similar websites separate action hyperlinks or buttons from the calendar. Doing it this way also looks nicer aesthetically as they are two different entities.

10. Major: **Both year and month are not displayed on the calendar** (visibility)

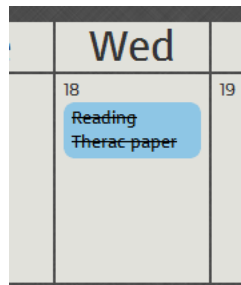
While most users, of course, know which month it is now, it is still nice to actually see this in the calendar.

11. Catastrophic: **From the calendar, users can only add assignments due at most four weeks from now** (user freedom, efficiency)

The calendar seems to display a four-week window into the future. The interface does not seem to provide any way to change the month or week. Thus, it is impossible to add an assignment that is due more than 4 weeks from now from the calendar.



12. Catastrophic: **Users cannot un-cross an already crossed-out assignment or modify existing assignments** (user freedom, recovery)



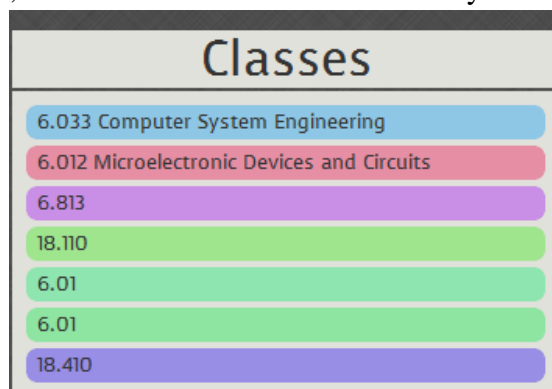
Once an assignment has been crossed out, it seems impossible to un-cross it. Some users may accidentally click on an unfinished assignment but the interface is unable to let them recover from this error.

Likewise, it seems impossible to modify an existing assignment, which may be inconvenient. For instance, a user may simply write “pset 2” for 6.033 pset 2. But later there can be another pset 2 assigned for 6.813. The user may want to modify the name “pset 2” for 6.033 to distinguish between them.

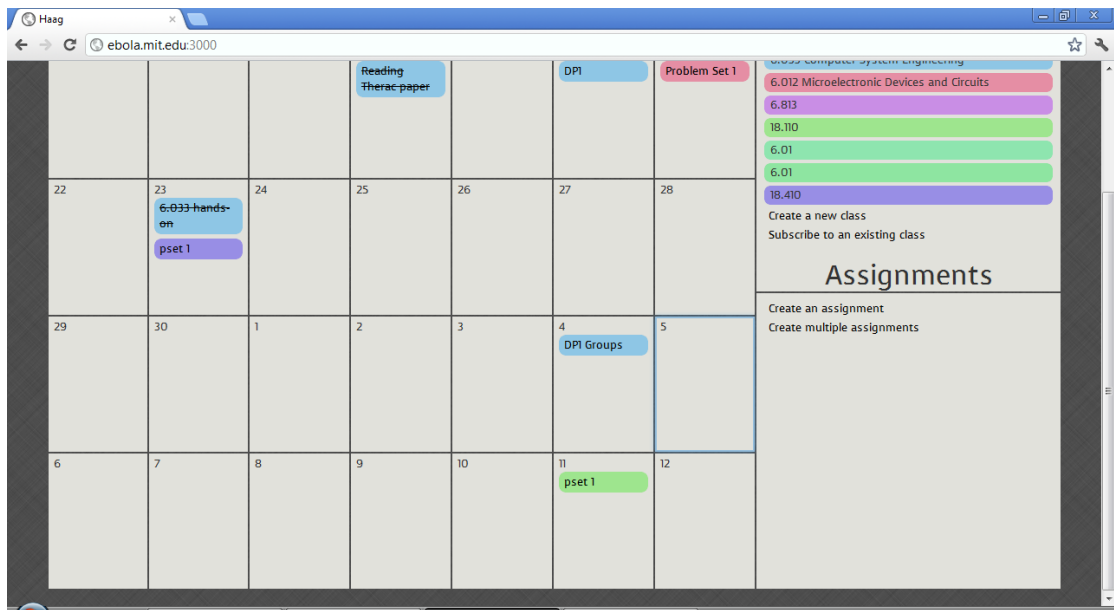
13. Major: **There is no “class” attribute for the assignments on the calendar** (recognition, not recall)

It would be nice if users can quickly tell which course this assignment is for. Using the example from (12) again, this can be a good way to differentiate generic names like “pset 2”.

Edit: I realized that the interface is using color as the class attribute in the calendar. This is a good way doing it if the user is not taking that many classes. But with five classes or more, it is difficult to track down so many colors. See below:

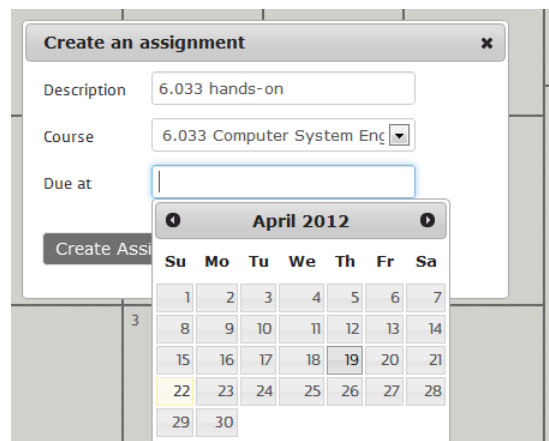


14. Minor: Users with color blindness may experience difficulty since classes are color-coded on the calendar.



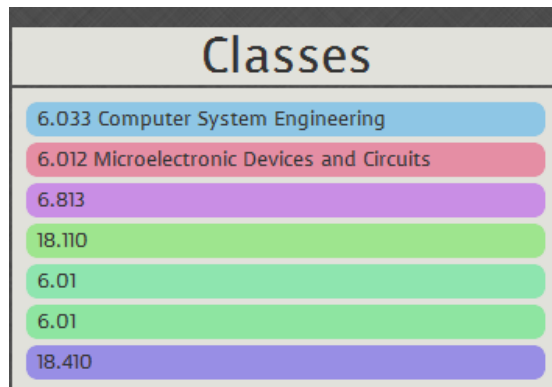
So far the only way to tell which class an assignment is for is by the color. Color-blindness users may hence fail to distinguish between, say, red and green (6.012 and 6.01 above)

15. Good: Users can quickly select the due date from the calendar (efficiency)



With the aid of the calendar, users can easily select the due date without typing. Sometimes they may just remember an assignment is due on Friday without knowing the exact date. This is a great way to allow them to set the due date rapidly and conveniently.

16. Major: **Users may accidentally create a class more than once** (error prevention, recovery)



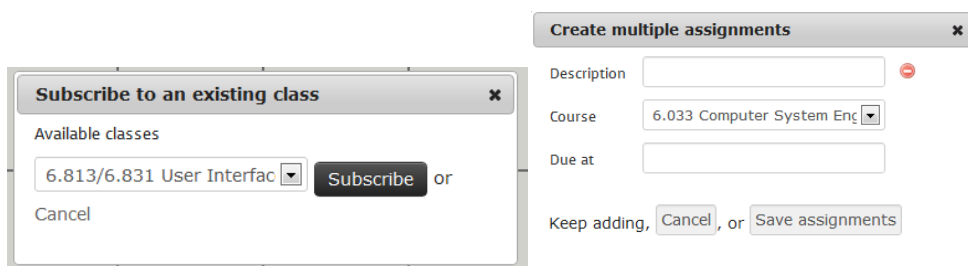
In above, I was able to create 6.01 more than once. Ideally the interface shouldn't allow this. Even if it does, it should allow users to delete existing classes to correct the error.

17. Major: **Users cannot delete an existing class** (user freedom, error recovery)

Users may make typo when they create a class. The interface should provide mechanism so that this can be corrected. See also (16).

18. Cosmetic: **Redundant words in dialog boxes** (minimalistic design)

In all of below, the word “or” can be omitted.

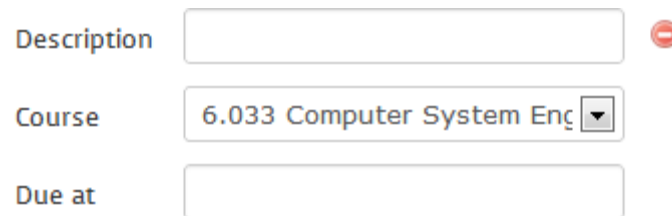


19. Minor: **Buttons and hyperlinks are used together** (consistency)

In the dialog boxes above, even though “subscribe” & “cancel” and “keep adding” & “cancel” belong to the same category, they provide different affordances.



20. Minor: **The symbol for “delete” is externally inconsistent** (consistency)



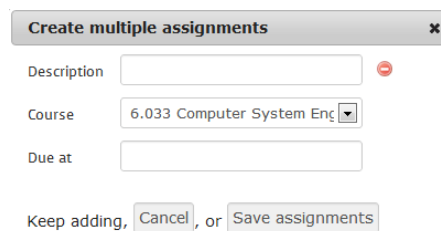
A snippet of a form with three rows. The first row is labeled 'Description' and has a text input field followed by a red circle with a minus sign inside. The second row is labeled 'Course' and has a dropdown menu showing '6.033 Computer System Eng'. The third row is labeled 'Due at' and has a text input field.

From my experience, the icon for delete above usually means “don’t go further”. You probably want the similar icon with a cross inside the circle instead.

21. Minor: **The functionality provided by “create an assignment” is covered by “create multiple assignments”** (minimalistic design)

You may consider removing “create an assignment” since the user can simply use “create multiple assignments” without sacrificing speed. But see (22).

22. Minor: **The dialog box for “create multiple assignments” should provide at least two assignment entries** (consistency, efficiency)



A screenshot of a dialog box titled 'Create multiple assignments' with a close button (x). Inside the dialog, there are three rows: 'Description' with a text input field and a red minus icon, 'Course' with a dropdown menu showing '6.033 Computer System Eng', and 'Due at' with a text input field. At the bottom, there is a label 'Keep adding,' followed by a 'Cancel' button, the word 'or', and a 'Save assignments' button.

If it’s assignments, the user probably wants to enter more than one anyway. By providing at least two entries, the user can finish this task more quickly.

23. Good: **Users can simply click on the class label to add assignments** (efficiency)

This gives them yet another way to add assignments and may improve their efficiency as, unlike using “create an assignment”, they need not choose the course.

**Create a new assignment** [X]

Description

Course  [v]

Due at

**Create Assignment**

Recommendation: consider allowing them to add more than one assignment in the dialog box above to further improve efficiency.

24. Minor: **Users should not be able to remove if there is only one assignment** (error prevention)

**Create multiple assignments** [X]

Description  -

Course  [v]

Due at

Keep adding, **Cancel**, or **Save assignments**

**Create multiple assignments** [X]

Keep adding, **Cancel**, or **Save assignments**

By hiding the remove icon when there is only assignment, the interface can prevent users from accidentally removing the only assignment entry.

25. Minor: **Autocomplete should be disabled below** (error prevention)

**Create a new class** [X]

Name

6.01

18.110

18.410

By disabling autocomplete in the dialog box above, users are less likely to (incorrectly) create the same class more than once.