

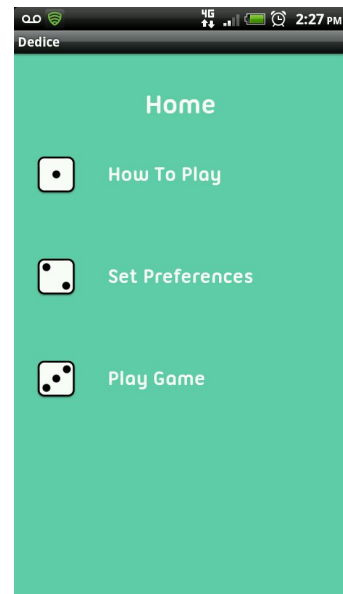
Homework 2

My analysis of the Android application “Dedice” was conducted using an HTC Sensation 4G with a 540 x 960 px Super LCD screen running Android version 2.3.4. I used the Nielson Heuristics for my evaluation, from here on referred to as N# for efficiency:

1. Match the real world
2. Consistency & standards
3. Help & documentation
4. User control & freedom
5. Visibility of system status
6. Flexibility & efficiency
7. Error prevention
8. Recognition, not recall
9. Error reporting, diagnosis, and recovery
10. Aesthetic & minimalist design

I. Home Page

- 1) (N10 – good) I like how much space there is in the home screen, it’s easy to select each page and the pages are labeled clearly.



II. How To Play



- 1) (N3 – major) "Begin the game by clicking Set Preferences in Home" in the instructions implies that gameplay begins when in the preferences screen, which is untrue.
- 2) (N2 – minor) For consistency put 'Dedice is a game to help you and your friends...' under a title. People have the natural tendency to skim by just reading titles and may skip learning the actual purpose of the game.

III. Set Preferences

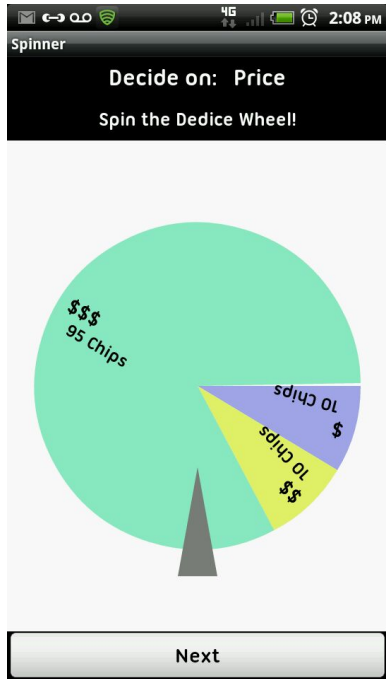
- 1) (N6 – major) Select a location/cuisine only works when the user clicks on the text itself, not on the rest of the button.
- 2) (N7 – minor) Clearing the entire list of locations/cuisine selections is too easy to do by accidentally pressing ‘clear’.
- 3) (N5, N2 – major) – The only way to leave the “Set Preferences” screen is to hit the default device back button. It is unclear that preferences are saved when going back a screen, and this behavior is inconsistent with what happens when the back button is pressed during gameplay.
- 4) (N1 – major) “Set Preferences” screens in most applications are typically set to defaults that users choose not to change. In Dedice, the “Set Preferences” screen is intrinsic to the gameplay. Naming it something else, or combining the page with “Play Game” would help make the user realize that this page is imperative to playing the game.
- 5) (N1 – minor) The application requires that a user choose 3 locations and 3 cuisines. In the real world, a user might only care about one or two types of food/locations. The token system in gameplay allows the user to put 0 weight on whatever location/cuisine they choose, but the user should be able to just not choose that item as an option to begin with.

IV. Play Game – Board Setup

- 1) (N5 - good) The Player 1, 2, etc. label for each screen during gameplay is clear and consistent.
- 2) (N3 – good) Help is easily accessible by clicking a ‘?’ icon on the corner of the screen.
- 3) (N8 – major) When adding tokens, it is clear that tokens are color coded by dollar amount, however it would be nice to see how many tokens are placed on each item instead of having to figure out what color goes to what amount and then adding them.
- 4) (N5 – minor) The chips displayed on the bottom of the screen do not correspond to the number of chips the user has left.
- 5) (N7 – major) CRUD. No way to undo putting a token down when it is placed. The user has to clear the entire board in order to redistribute placed tokens.



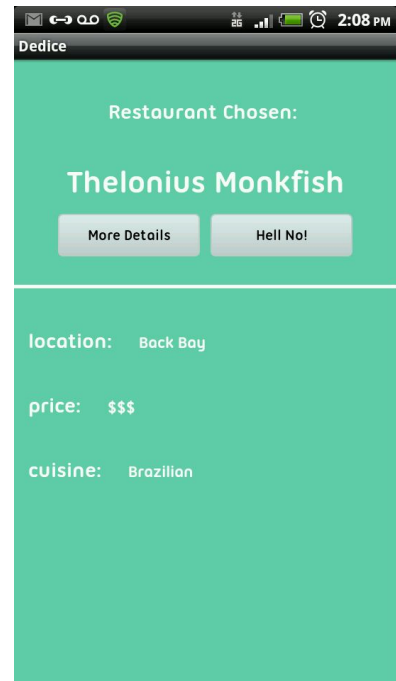
V. Play Game – Decide On



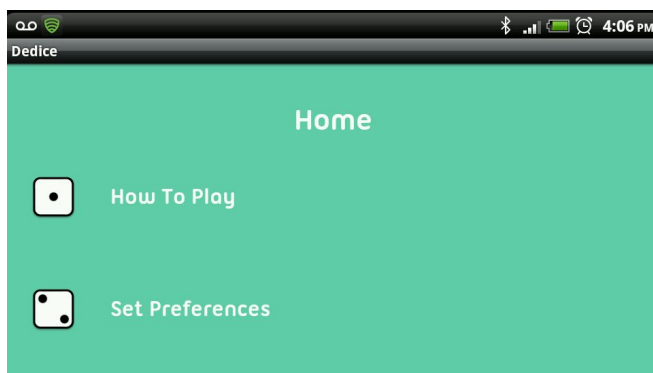
- 1) (N4 - minor) Either 'Next' should be unhighlighted when the user has to spin, or 'Next' should automatically spin the wheel. It is not immediately clear that the user actually has to 'flick the wheel' in order to spin it.
- 2) (N4 - major) When the user scrolls through the list of restaurants by selecting 'Hell No!' there is no way for the user to look back and see the restaurants that they turned down. Once the end of the list is reached the options do not cycle back.
- 3) (N10 - minor) Sometimes there is a white sliver between pie pieces. For example, when there are 35 chips on \$\$\$, 10 chips on \$, and 10 chips on \$\$, there is a white sliver between \$ and \$\$\$\$. When there are 25 chips on Bakery, 80 chips on Brazilian, 10 chips on Barbecue, there is a white sliver between Barbecue and Brazilian.
- 4) (N1 - good) The spinwheel imagery makes Dedice seem like a real 'chance' game.
- 5) (N2 - cosmetic) The name/dice imagery makes sense with respect to the idea that it is a probability game. However it isn't consistent with the actual spinwheel imagery.

VI. Play Game – Restaurant Chosen

- 1) (N2 - major) Hitting the 'back' button from the last page goes to the last spinner, then 'back' from there goes to 'Player N' page. Back from there goes to 'Player N-1'. When going forward again, the 'Player N' board is cleared.
- 2) (N10 - cosmetic) No need for 'more details' button, there is enough space such that all info can/should be on initial 'Restaurant Chosen' page.



VII. All Pages



- 1) (N7 - catastrophic) When the phone goes to landscape view the orientation changes but the user can only see parts of the screen. Either resize or allow scrolling.