# 6.813 HW2 Heuristic Analysis

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# Side Menu

# The contrast that you used for the undo, redo, cut, copy and paste buttons is great

• **Heuristic:** (contrast, graphic design)

• Severity: good

#### The "new" buttons use blue on white and small sans serif font

• **Heuristic:** (contrast)

• **Severity:** catastrophic

 Problem: The combination of the blue text on a white background and the small, sans serif font, don't give nearly enough contrast and it puts a lot of stain on the eyes

# There are too many different button styles on the left menu

Heuristic: (graphic design)

• **Severity:** minor

 Problem: There's white on purple, white on blue, white on grey, and blue on white

# PUBLISH Save Preview UNDO REDO CUT COPY PASTE + New Image + New Header + New Section Title + New Text Section + More...

# Save and preview not written in all caps like surrounding buttons

• **Heuristic:** (contrast, internal consistency)

• **Severity:** minor

- **Problem:** The text on these buttons is dwarfed by the buttons above and below it that use all capital letters.
- Recommendation: capitalize those buttons as well, the capital letters cause the buttons to stand out

# White text on a light blue background is a bit difficult to read

• **Heuristic:** (contrast)

• **Severity:** minor

• **Problem:** The text on the save and preview buttons don't provide quite enough contrast, it's a little bit difficult to read.

# <u>Undo/Redo buttons too close to cut/copy/paste buttons</u>

• **Heuristic:** (efficiency, error prevention)

• Severity: major

 Problem: The undo/redo button group is too close to the cut/copy/paste button group and, within each group, there isn't much space between the buttons which could make the pointing task fairly difficult

# **Top Menu**

# Top menu disappears when user is not editing text

• **Heuristic:** (internal consistency, learnability)

• **Severity:** minor

• **Problem:** The text editing menu only appears when one of the text inputs has the focus. I wasn't aware when I opened the interface that Bold and Italics were options.

В

Alignment

This is a section title

• **Recommendation:** Leave the menu there even when it isn't in use.

#### B and I buttons don't look like buttons

• **Heuristic:** (affordability, internal consistency)

• **Severity:** catastrophic

Problem: The B and I buttons don't pop out like
the alignment button right next to them, even
though they're in their pushed out state. In addition, the buttons are grey and the menu
background is light blue with no border to indicate that they're buttons.

Recommendation: Make the B and I buttons "pop out" so that they look like buttons
and put a border of some kind around them so that there's contrast with the
background

# B and I button functionality not evident from appearance

• **Heuristic:** (affordability, consistency & standards)

• **Severity:** minor

• **Problem:** In most text editors, the B button is written in bold and the I button is written in italics, in this case, the B isn't written in bold and the I is italicized but it's written in a sans serif font. When I initially saw the buttons, I thought it said "B slash."

Recommendation: Make the B button bold and make the I italicized in a serif font

В

### Highlighting bold/italicized text doesn't cause the button to depress in the menu

• Heuristic: major

• **Severity:** (feedback, consistency & standards)

Problem: In text editors, when you highlight
 the bold/italicized texts, the buttons normally
 depress to indicate that the text is bold or
 italicized. Currently, the menu doesn't change when the text is highlighted.

This is a section title

• Recommendation: Depress the buttons appropriately

# Pushing the bold/italicized button doesn't have consistent behavior

• **Heuristic:** (consistency, consistency & standards)

• **Severity:** catastrophic

• **Problem:** Pushing the button to the "pushed in" position doesn't impose bold/italics on the text, it just flips the status of the text from normal to bold/italicized or from bold/italicized to normal based on the previous status of the text.

# Bold/italic button pops out again if you click anywhere else in the text box

• **Heuristic:** (consistency & standards, feedback)

• Severity: major

 Problem: If you push the bold/italic button to change text then click anywhere else, even on the same section of text, the button goes back to the "popped out" state without changing the text.

#### Inconsistent button design on the text menu

• **Heuristic:** (internal consistency)

• **Severity:** minor

• **Problem:** The B, I, and Alignment buttons aren't consistent with each other in neither their font nor color scheme

# **Document Editing**

# User must click "new text section" then click on that section before typing

• **Heuristic:** (efficiency )

• **Severity:** catastrophic

- **Problem:** The user has to click on the button then on the newly created section before the user can start typing in the section that they just created. If a user creates a section, it's safe to assume that they want to immediately interact with the section that they just created.
- **Recommendation:** A) clicking a blank space on the screen should start a new text section. B) once you click "new text section" set the focus to that element.

# <u>Dragging on the borders of the image</u> <u>doesn't stretch out the image</u>

- Heuristic: (consistency & standards)
- **Severity:** catastrophic
- Problem: Dragging the border just changes the bounding box of the image and the image scales to fit in the box instead of stretching out as expected.
- Recommendation: stretch the image when one of the borders is pulled instead of scaling the image

# There's a lack of feedback when selecting images

- **Heuristic:** (feedback, contrast)
- **Severity:** minor
- Problem: The text boxes change
   when you scroll over to show the
   dimensions and the outline changes color when it's selected. The images don't give either of
   those in feedback.
- **Recommendation:** Make the images give the same feedback when they're selected that the texts boxes give

#### <u>Images can only be resized by hovering over the bottom or the right edges</u>

- **Heuristic:** (consistency & standards)
- **Severity:** minor
- **Problem:** Most software that supports images allows you to resize from any side, not just the bottom or the right; since this software is designed to make adding multimedia easier, it would make sense to support a feature that your user base is familiar with.
- **Recommendation:** allow the image to be resized from any side.

