

Liz Simon
6.813 HW2: review of dBABIES from Puzzles
No Collaboration

1. Good Usability: Font selection in Headline



The font chosen for the headline has a very childlike feel to it, and seems very appropriate for the project.

2. Poor Usability (cosmetic): Color Contrast in Headline



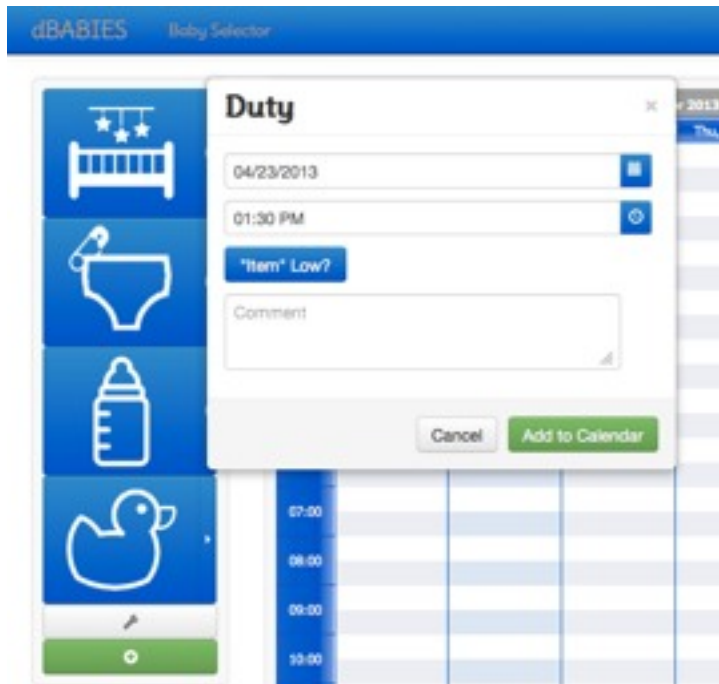
The color chosen for the text here is too dark against the background, making it hard to read.

3. Good Usability: Button Feedback



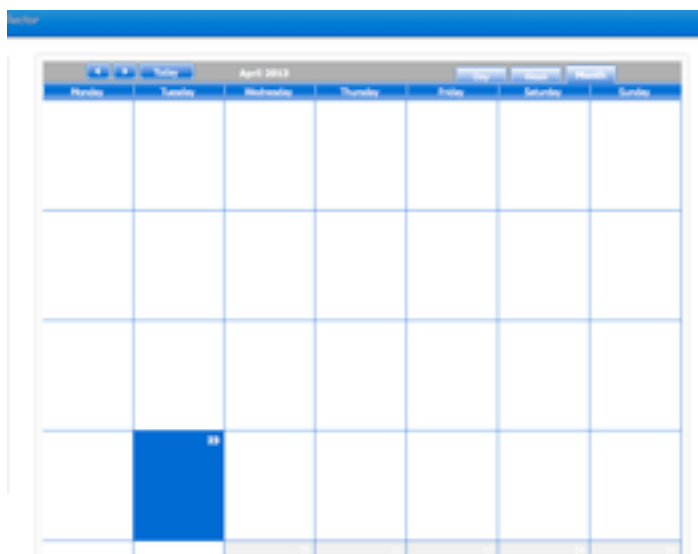
Scrolling over or pressing down on buttons causes a visual feedback with the shadowing of the button, which is helpful.

4. Poor Usability (minor): Confusing Button Label



It's unclear to a new user what "Item" Low means, I had to think about it for a while but I guess it means that you're running low on whatever supply you need to perform this task. This will negatively effect learnability. Maybe you could think of a more descriptive label name.

5. Poor Usability (minor): No Border on Month View Calendar



There isn't much of a visible border around this calendar view, which makes it hard to focus in on the calendar portion. There is a line on the right but not the left so this is also uneven.

6. Poor Usability (major): Confusing Menu Items



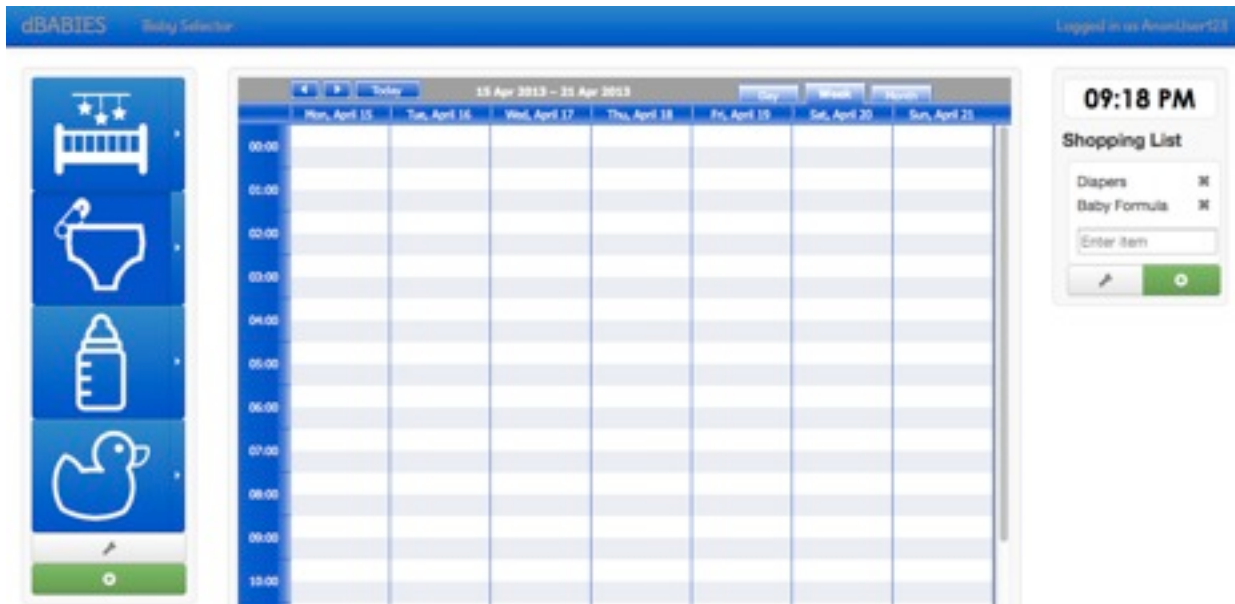
The menu items are slightly confusing. Without reading the wiki, I wouldn't be totally sure what the crib is supposed to mean. Is the duck supposed to be any other event that doesn't fit the first three? That's pretty unclear. Also, what is the "item" corresponding to the crib?

7. Poor Usability (minor): Quick Add vs Add Confusion



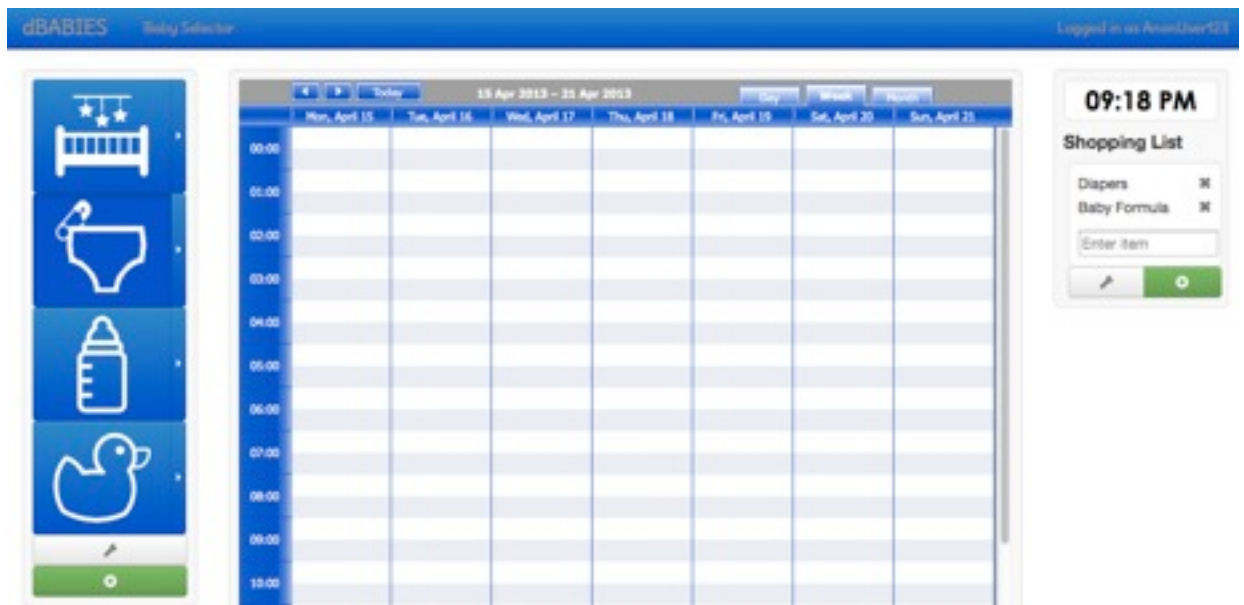
It looks like the arrows on the right of each large button is supposed to be the "Quick Add" - this might only be confusing for now since regular add doesn't work, but I wasn't sure the arrow is the best indicator for a quick add. I would expect some kind of menu to come out.

8. Good Usability: Use of Color



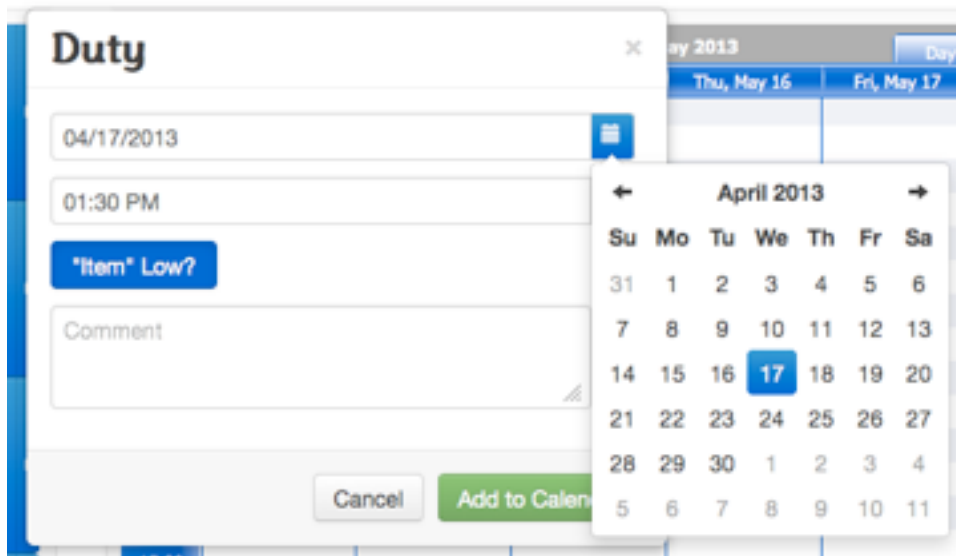
The use of color in this interface is in most cases really good. The blue contrasts with the white really well, and the green stands out without being too saturated.

9. Good Usability: Layout



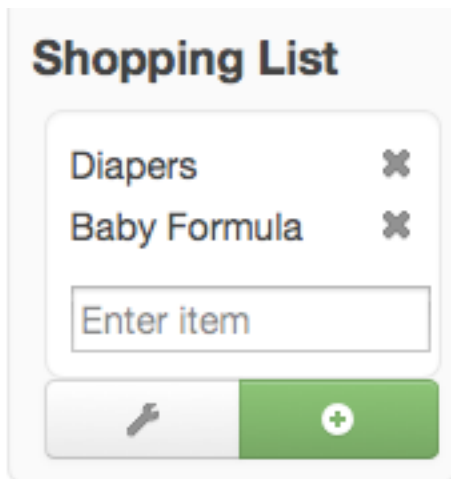
This design has a good sense of layout, and the prominent header bar helps reinforce that.

10. Good Usability: Options for Date/Time Selection



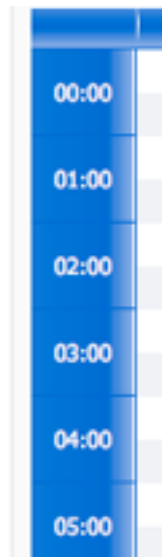
Having an extra way to enter the date other than using a calendar improves efficiency.

11. Poor Usability (minor): No Option to Edit Items on Shopping List



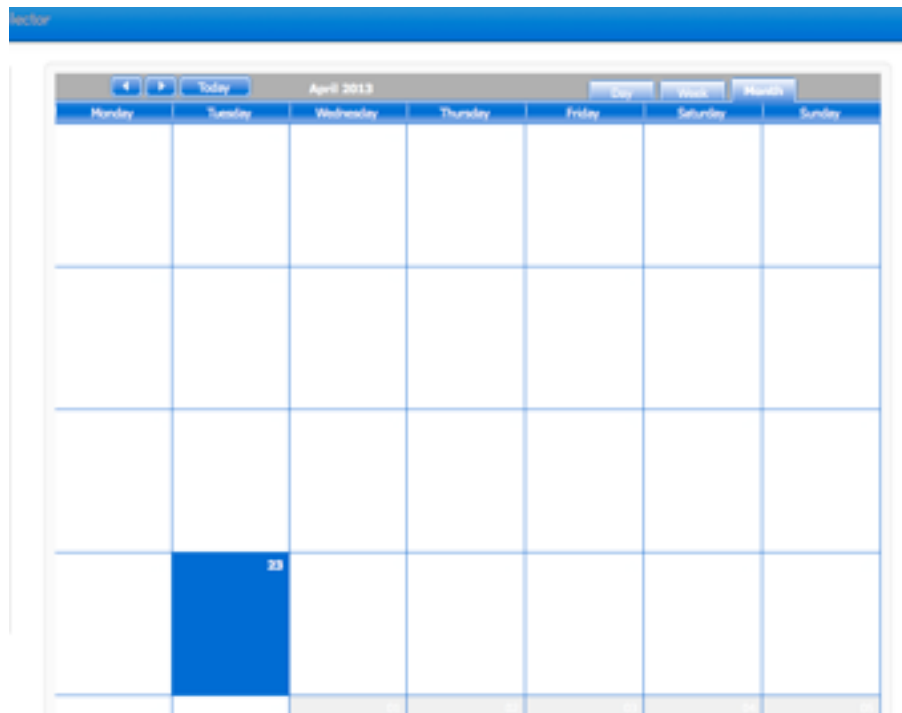
There is no way of editing an item on the shopping list which might be useful if the user makes a typo, so if someone wants to change something they have to delete it and re-enter it. This negatively impacts the safety of the interface.

12. Poor Usability (minor): Cluttered Time Labels



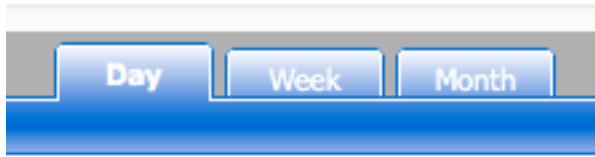
The time labels on the left of the calendar have a lot of extra numbers that are unnecessary. They could just say 1 or 1am, etc.

13. Poor Usability (cosmetic): Month View Externally Inconsistent



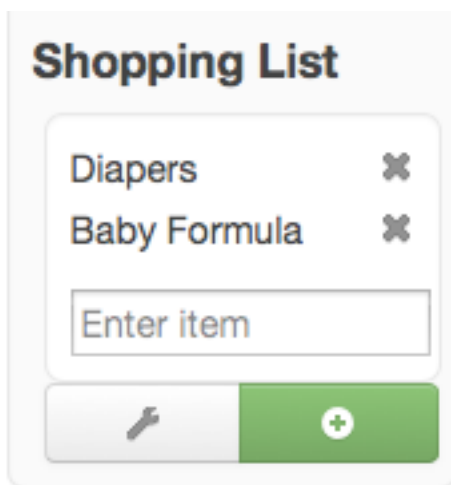
This view looks like it is supposed to look like a standard printed calendar, but the boxes are taller than they would be in a standard calendar so this could be confusing. I think this is also not as aesthetically pleasing and easy to process as if it resembled a calendar more.

14. Good Usability: Can Easily Switch Between Views



The interface has tabs which allows the user to easily switch between three different views of the calendar. This increases efficiency because it allows the user to choose how they want to view their data.

15. Poor Usability (minor): Confusing Buttons on Shopping List



It might make more sense if the plus sign came right next to the text box so it was obvious that they two are related. Also, I'm not really sure what the settings icon is supposed to do.