Heuristic Evaluation of dBabies   by: Louis Lamia

Collaborators: None

Menu Bar

Problem: Poor Menu Bar Readability

Heuristics: Readability (Efficiency)

Severity: Minor

Description: Gray text does not contrast enough with blue (especially darker blue on the bottom) background. Slows down how quickly the interface can be scanned.
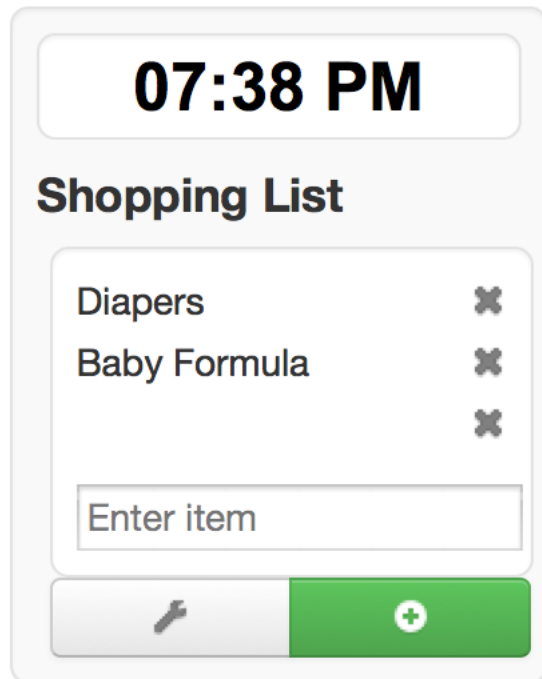
Comment: Clicking Affordances

Heuristics: Affordances (Learnability)

Severity: Good

Description: Clickable words in bar on top turn white and change mouse pointer when the mouse hovers over it, making it obvious that it can be clicked on where that wasn't necessarily obvious from a glance.

Clock and Shopping List

Problem: Time Display

Heuristics: Simplicity & Minimalist Design

Severity: Cosmetic

Description: What is the justification for having a time display on a web app? Devices with access to the internet typically have independent time displays. If this isn't useful it should be removed.

Problem: Green Add Button

Heuristics: Simplicity: Regularity

Severity: Cosmetic

Description: The green add buttons really jump out against everything else in the interface, which is blue and white. The function they perform isn't really special enough to warrant them standing out that much against an otherwise monochrome interface.

Comment: Shopping List Title

Heuristics: Help and Documentation (Learnability)

Severity: Good

Description: Labeling this as a shopping list made it clear what this was. Even with representative items, it would have been tough to infer its function without it.
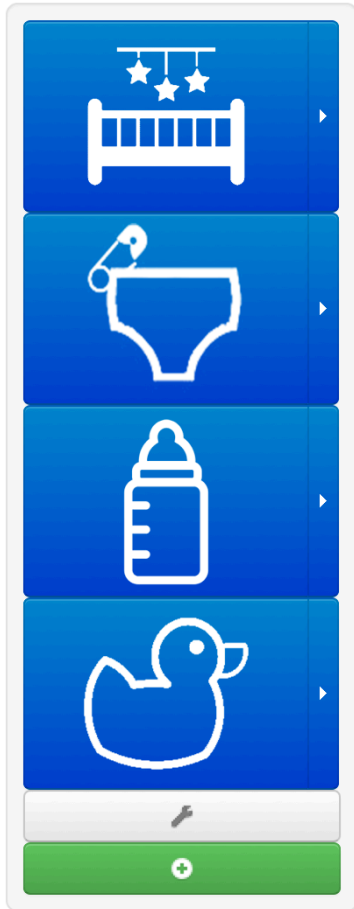

Comment: Delete Buttons on Items

Heuristics: Visibility (Learnability) & Error Correction (Safety)

Severity: Good

Description: The X button that deletes entries with one click is very helpful. It makes it clear how to remove items. It also makes it quick and easy to remove mistakes (like that empty row on the screenshot). Way better than an undo button!

Event Panel

Problem: Lack of Title

Heuristics: Help and Documentation (Learnability)

Severity: Major

Description: In contrast to the other side panel (which was labeled "Shopping List"), this panel has no label and left me asking "what is this anyway?" I only inferred that this has to do with duties based on the pop-up, then realized it was about "events" by reading your wiki notes. The icons are clear and visually appealing, but a complete absence of all text leaves little information scent for me to follow.

Problem: What Do Those Buttons Do Anyway

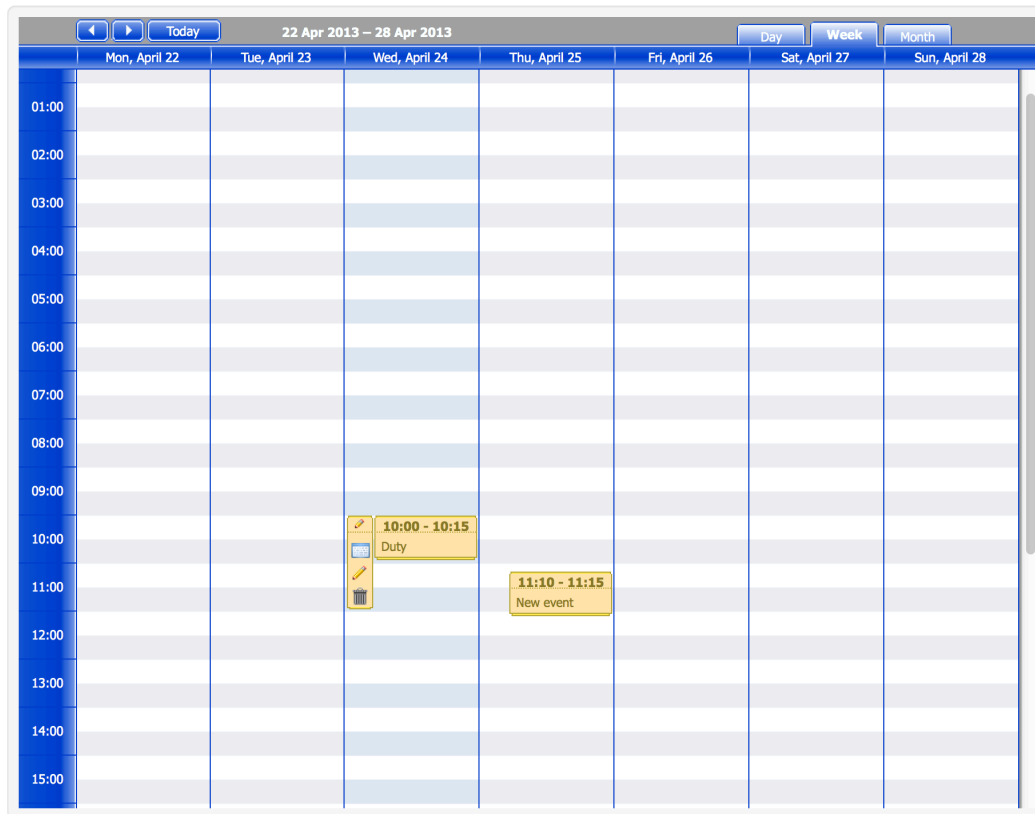Heuristics: Learnability & Explorable Interfaces

Severity: Catastrophic

Description: Even worse than the lack of a title, I still can't figure out what clicking on the tiles does. Neither exploration nor the wiki answered this clearly, and it's not obvious by looking at it.

Problem: Green Add Button

Same as described for Shopping List

Calendar Display

Comment: Draggable Events

Heuristics: Human Interface Objects & Safety

Severity: Good

Description: The fact that you can adjust the time and duration of events by dragging and resizing them on the calendar is really nice. It also makes it easy to fix mistakes in form entry.

Icon Bar

Problem: Lack of Icon Contrast

Heuristics: Contrast

Severity: Minor

Description: The top pencil looks a lot like the middle pencil, despite them doing different things.

Problem: Top Icon Appears Clickable

Heuristics: Affordances

Severity: Major

Description: The top icon seems clickable since it looks like the other icons. It also looks important since it's separated, leaving me a bit confused when it seemed to do nothing.

Deletion Confirmation Box

Event will be deleted permanently, are you sure?

OK   **Cancel**
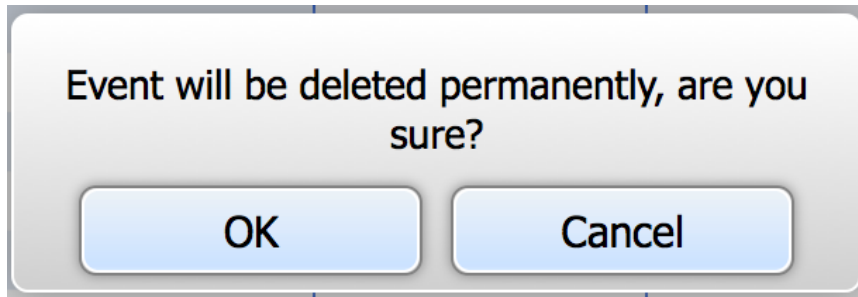
Problem: Existence

Heuristics: Efficiency & Safety

Severity: Major

Description: There's definitely a better way to handle this. It slows down all users who delete things. Also, people who delete frequently will become habituated to the dialog box. This should be eliminated if and when an undo is implemented.

Add Duty Pop-Up

Problem: Uneditable Name

Heuristics: User Control & Efficiency

Severity: Major

Description: Why can't I edit the name directly from here? It's always entered in the calendar as "Duty" and the user is forced to change it manually once it is added, which takes much longer.

Problem: Useless Comments

Heuristics: Honest Design & Protect Users' Work

Severity: Catastrophic

Description: What does that comment field do? It doesn't appear anywhere on the calendar object created. It seems to just disappear. What if a new user put something important there?
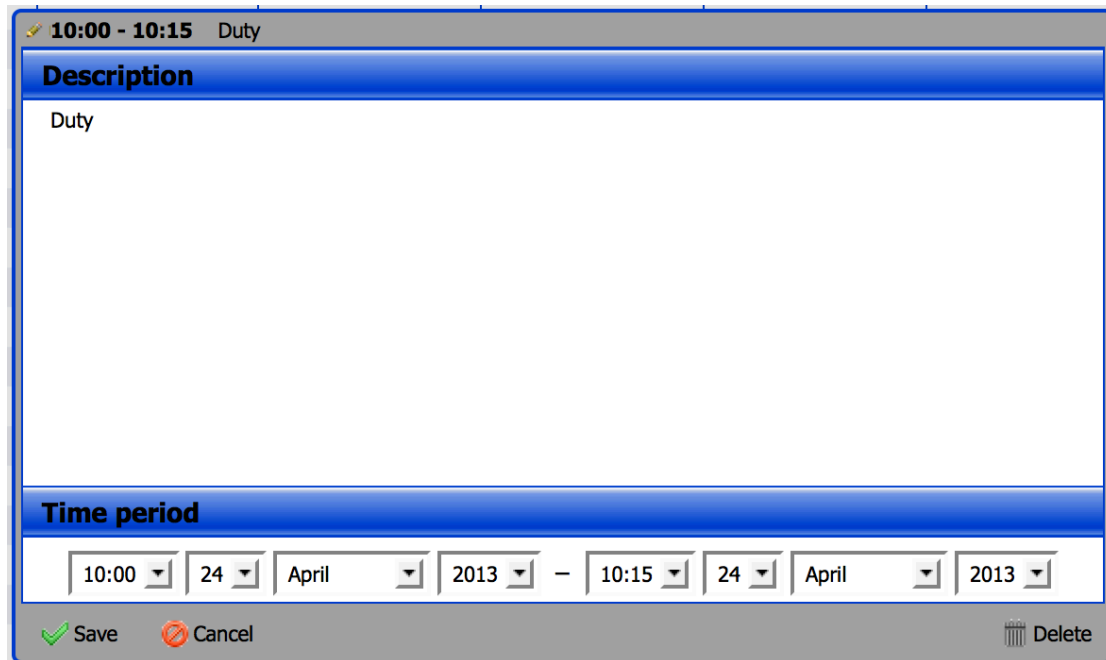
Problem: What Item is Low?

Heuristics: Visibility

Severity: Major

Description: If I click on "Item Low", the item will be added to the shopping cart. However, it is not clear what item it is referring to, or even if there's any way to know at all, or to change it.

Event Editing Box

Problem: Existence

Heuristics: Simplicity

Severity: Minor

Description: There's nothing in this dialogue box that can't be done more quickly and intuitively elsewhere. The description can be changed from another icon, and the time can be changed by dragging and resizing. I suppose some users may appreciate being able to change time in a form but that could be done in a smaller, less intrusive way like the changing of the description by clicking the pencil icon.

Problem: Color Contrast

Heuristics: Readability

Severity: Cosmetic

Description: The black text doesn't read well on dark blue or the medium gray used as the background because of the poor contrast. The garbage can icon also blends in with the background.