Heuristic Evaluation: Little Blue Penguin

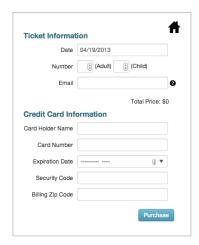
I did not collaborate with anyone on this assignment.

Overall, I thought the design prototype for Little Blue Penguin was very nice. I wanted to give as much constructive criticism as possible so that you would have more ideas to work with, so many of the comments are labeled as "issues". I hope this helps!

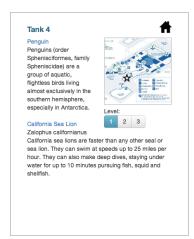
Summary Of Comments

- 1. Success: Overall Sleek and Clean Design
- 2. Issue: Not Understanding Purpose of Search Bar
- 3. Issue: Page Navigation with Browser Forward/Back Buttons
- 4. Issue: Image Quality
- 5. Issue: Affordability of Map
- 6. Issue: Spelling on Species Page
- 7. Issue: Repetitive Information About Species
- 8. Success: Good Navigation Affordability
- 9. Success: Animal Location is Indicated on the Map
- 10. Issue: Users Are Able to Change the Map on the Tank Page
- 11. Issue: Negative Ticket Quantities
- 12. Issue: Credit Card Expiration Month Picker
- 13. Issue: Calendar Consistency
- 14. Issue: Checking Valid Credit Information
- 15. Success: Good Feedback on Purchase

1. Success: Overall Sleek and Clean Design







Usability Heuristics: Aesthetic and Minimalist Design (Nielsen)

I really liked the app design overall; it has an obvious consistency throughout the pages as you can see above (e.g. headers were always the same size, weight, and color). There weren't an overwhelming number of colors, and the pages were not cluttered.

Severity: None, Great Job!

2. Issue: Not Understanding Purpose of Search Bar



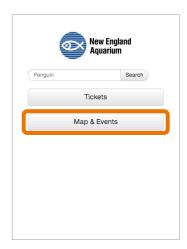
Usability Heuristics: Learnability (Tog's First Principles)

When I visited the front page, I didn't understand the purpose of the search bar immediately. The default text, "penguin", implies that users would be able to search for animals that are in the aquarium.

Severity: Major

It would be important to fix this, because it wouldn't be good for users to be confused right when they land on the homepage. Although users could do a trial search to find out what it is searching for, this would not be efficient. One fix could be as simple as changing the default text to say "Find the location of an animal".

3. Issue: Page Navigation with Browser Forward/Back Buttons







Usability Heuristics: Reversible Actions (Shneiderman's 8)

When the user navigates through the pages, the back button doesn't bring the user back to the previous page; the page that it brings the user to is somewhat unpredictable. Shown above is a trace of my navigation through the site; I clicked on "Maps and Events", was brought to a map of the aquarium, clicked on the map, and was brought to a page describing the penguin area. From there, the back button kept me on the penguin page.

Severity: Major

This problem prevents users from navigating around the site easily. If they wanted to return to another page, they would have to click on the home icon and re-navigate to the page, or explicitly enter the URL of that page to return there. Either way, this is not too efficient. It would be nice to have the mobile "menu" icon to navigate between pages.

4. Issue: Image Quality



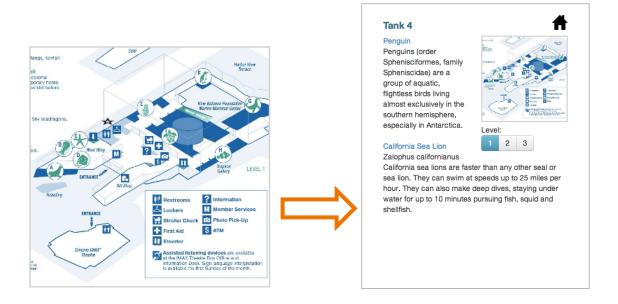
Usability Heuristics: Readability (Tog's First Principles)

With some of the map images on the "Maps and Events" page, and the "Tank" page, it is difficult with the small resolution to read the words on the map.

Severity: Major

Especially because the site is geared toward mobile users, it is important to have large text and less detail to make it easy to read the maps. Also, the extra details about restrooms and first aid aren't really necessary for the purpose of the map here.

5. Issue: Affordability of Map



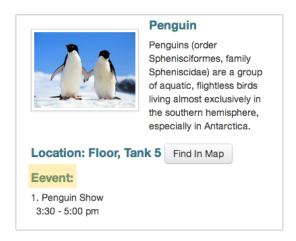
Usability Heuristics: Visible Navigation (Tog's First Principles)

On the map page, it is difficult to realize that you can click on the map, and that the action will bring you to a description of an area of the aquarium. Also, it isn't clear immediate when you are brought to the next page whether you are looking at a page about a particular animal or at a page about what animals are in an area.

Severity: Minor

It would be good if the map gave an obvious affordance that you can click on a certain area, because right now it's not obvious where the boundaries of your clicks are. Maybe you could highlight areas of the floor to show the different regions. Also, the page titled "Tank 4" could probably use a better title.

6. Issue: Spelling on Species Page



Usability Heuristics: Consistency and Standards (Nielsen)

"Event" is spelled wrong. See highlighted above.

Severity: Cosmetic

It is not particularly a usability problem, but this should be easy to fix!

7. Issue: Repetitive Information About Species





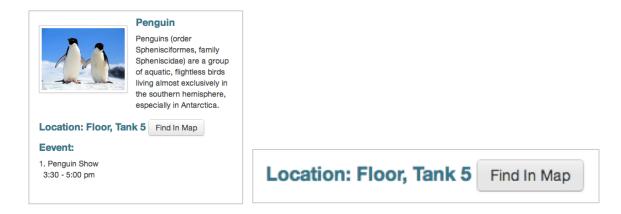
Usability Heuristics: Consistency and Standards (Nielsen)

The tank page and species page contain a repeat of the exact same information.

Severity: Minor

The space in the tank page might be better used for stating the event, and the user can click on penguin to see more information about the species. This might also help with consistency because the button the front page that leads to the tank page was labeled "Map and Events".

8. Success: Good Navigation Affordability

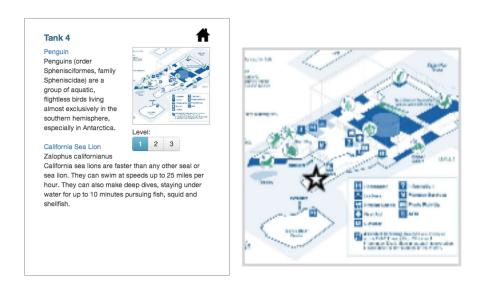


Usability Heuristics: Explorable Interfaces (Tog's First Principles)

If the user navigated to the penguin page from the search results, the "Find in Map" button is quite helpful in allowing them to find the actual location of the penguins or navigate around the site more.

Severity: None, Good work!

9. Success: Animal Location is Indicated on the Map

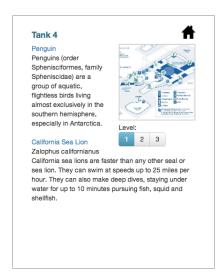


Usability Heuristics: Feedback (Shneiderman's 8)

When you click on the main search map and are navigated to the above page, the star on the minimap on the new page shows which section of the aquarium the user is reading about.

Severity: None, Good work!

10. Issue: Users Are Able to Change the Map on the Tank Page





Usability Heuristics: Error Prevention (Nielsen)

On the tank page, users are able to click the level buttons, which switches which floor of the map is displayed. This is bad because the penguins are actually on the first floor, and the user shouldn't be able to change the animal's location.

Severity: Major

If a user accidentally presses the level buttons and changes the floor of the map, they may be confused when referencing the map for the animal's location.

11. Issue: Negative Ticket Quantities



Usability Heuristics: Simple Error Handling (Shneiderman's 8)

When the user purchases tickets, the system doesn't prevent them from buying negative quantities

Severity: Severe

If the system somehow managed to pay people for buying negative amounts of tickets, it would be pretty terrible.

12. Issue: Credit Card Expiration Month Picker



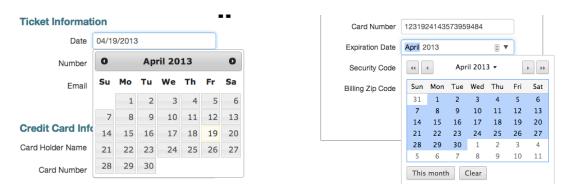
Usability Heuristics: Consistency and Standards (Nielsen)

The date for the credit card expiration should just be a month and year, but the affordances of the calendar imply that you could pick a day too. Also, the calendar itself goes out of bounds of the implied mobile screen.

Severity: Minor

The calendar looks nice and works, although probably the only necessary part is the upper section, which has the month name and year/navigation.

13. Issue: Calendar Consistency



Usability Heuristics: Consistency and Standards (Nielsen)

The calendars for ticket information and credit card expiration don't have the same styling.

Severity: Cosmetic

If you decide to change this, the second style looks better.

14. Issue: Checking Valid Credit Information



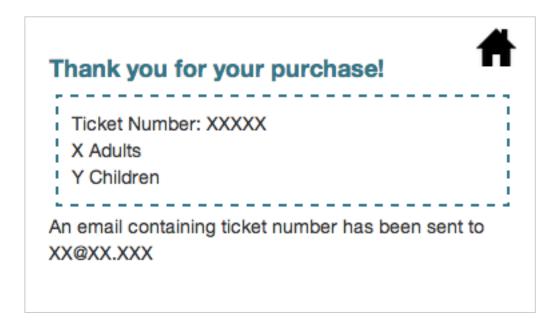
Usability Heuristics: Error Prevention (Nielsen)

The text entry for credit card numbers and their security code do not prevent you from entering an invalid length number.

Severity: Major

It really helps the user to enter their card number correctly and have it be validated the first time if there are dashes between groupings of numbers, and the text box prevents you from entering too many numbers.

15. Success: Good Feedback on Purchase



Usability Heuristics: Feedback (Shneiderman's 8)

The system returns a helpful summary of what was purchased. *It could be improved slightly by stating how much was charged to the person's card.*

Severity: None, Good work!