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| Nielsen's Heuristics | | | | Schneiderman’s Golden Rules |
| 1. Visibility of system status 2. Match between system and real   world   1. User control and freedom 2. Consistency and standards 3. Error prevention 4. Recognition rather than recall 5. Flexibility and efficiency of use 6. Aesthetic and minimalist design 7. Help users recognize, diagnose, and   recover from errors   1. Help and documentation   N. Non-heuristic issue | | | | 1. Cosmetic problem only, does not hinder use, can be addressed in update if time allows 2. Minor usability problem: fixing this should be given low priority 3. Major usability problem: important to fix, so should be given high priority 4. Usability catastrophe: Should have been fixed before this product was released |
| Neilsen’s Severity ratings:   1. Cosmetic problem only, does not hinder use, can be addressed in update if time allows 2. Minor usability problem: fixing this should be given low priority 3. Major usability problem: important to fix, so should be given high priority 4. Usability catastrophe: Should have been fixed before this product was released | | | | |
| Usability Issue 1 | |  | | |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 2 | |  | | |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 3 | |  | | |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 4 | |  | | |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 5 | |  | | |
| Heuristic # |  |
| Rule # |  |
| Rating |  |

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| Usability Issue 6 | |  |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 7 | |  |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 8 | |  |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 9 | |  |
| Heuristic # |  |
| Rule # |  |
| Rating |  |
| Usability Issue 10 | |  |
| Heuristic # |  |
| Rule# |  |
| Rating |  |