

cheatsheet for heuristic evaluation of user interfaces / 61040, software studio

criteria	physical	linguistic
<b>learnability</b> can users learn quickly and easily?	<b>fitt's law</b> how quick to point?	<b>speak user's language</b> not developer's language
<b>efficiency</b> can experts work fast and efficiently?	<b>perceptual fusion</b> respect human perception of time	<b>consistency</b> are names, icons etc consistent?
<b>error tolerance</b> are user errors mitigated?	<b>gestalt principles</b> convey structure by visual layout	<b>recognition vs. recall</b> reduce recall burden on user
<b>pleasantness</b> is the app pleasant to use?	<b>mapping</b> layout interface to match function	<b>information scent</b> provide hints for navigation
<b>safety</b> is it safe?	<b>situational context</b> provide features appropriate to context	
<b>security</b> are privacy and integrity ensured?	<b>accelerators</b> allow quick access to common features	
<b>accessibility</b> usable by everyone?	<b>typography</b> readable text, accessible & effective color	