Heuristic Evaluation

For each heuristic, you should cite one example in your wireframe either illustrating how the heuristic suggests an improvement, or pointing to a design decision you made that supports the heuristic.

1. Fitt’s Law
   a.
2. Speak the User’s Language
   a.
3. Consistent Naming & Icons
   a.
4. Information Scent
   a.
5. Follow Conventions
   a.
6. Show Location & Structure
   a.
7. Accelerators
   a.
8. Keep Paths Short
   a.
9. Undo & Cancel
   a.
10. Perceptual Fusion
    a.
11. Gestalt Principle of Grouping
    a.
12. Recognition vs. Recall
    a.
13. Anticipation & Context
    a.