

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.

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