



Based on

10 Usability Heuristics By Jakob Nielsen

Visibility of System Status Does the system provide clear and timely feedback to users about what is happening? Are users able to easily understand the current state of the system? Match Between the System and the Real World Does the system use language and concepts familiar to the users? Does the system present information in a logical and intuitive way? **User Control and Freedom**



Can users easily undo actions and return to a previous state?

Does the system provide clear and easy-to-use navigation

options?

Consistency and Standards Does the system use consistent terminology, design patterns, and layouts throughout? Does the system follow established design conventions and best practices? **Error Prevention** Does the system provide clear and helpful error messages? Does the system prevent errors through validation and other safeguards? Does the system provide clear and actionable error messages? Does the system guide users through the process of resolving errors? Recognition Rather than Recall Does the system provide clear and easily accessible information to help users complete tasks? Does the system minimize the need for users to remember information from previous steps?



Flexibility and Efficiency of Use Does the system provide shortcuts and other tools to help users complete tasks more quickly? Can experienced users customize the system to their preferences? **Aesthetic and Minimalist Design** Does the system use a clean and uncluttered design? Does the system use appropriate typography, color, and imagery? **Help and Documentation** Does the system provide clear and comprehensive help documentation? Is help documentation easy to find and use?

