



# **SNS COLLEGE OF ENGINEERING**



**Kurumbapalayam(Po), Coimbatore – 641 107**

**Accredited by NAAC-UGC with 'A' Grade**

**Approved by AICTE, Recognized by UGC & Affiliated to Anna University, Chennai**

## **Department of Information Technology**

**Course Name – Software Engineering**

**II Year / III Semester**

**DESIGN CONCEPTS AND PRINCIPLES**





# Design Heuristic



- The main goal of heuristic evaluations is to identify any problems associated with the design of user interfaces
- Heuristic evaluations are one of the most informal methods of usability inspection in the field of human-computer interaction.
- There are many sets of usability design heuristics; they are not mutually exclusive and cover many of the same aspects of user interface design..



### **Visibility of system status:**

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

### **Match between system and the real world:**

The system should speak the user's language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

### **User control and freedom:**

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

### **Consistency and standards:**

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.



### **Error prevention:**

Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.

### **Recognition rather than recall:**

Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

### **Flexibility and efficiency of use:**

Accelerators—unseen by the novice user—may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.



**THANK YOU**

