1.2_Heuristic Analysis Documentation

Full Stack Engineering Students enrolled in the Prime Digital Academy were gifted a welcome kit to start their **remote learning** program. Each student was given a **water bottle** to make sure they are **staying hydrated** on their educational journey.

Severity Ratings of Heuristic Evaluation

0 = I don't agree that this is a usability problem at all

1 = Cosmetic problem only: need not be fixed unless extra time is available on project

2 = Minor usability problem: fixing this should be given low priority

3 = Major usability problem: important to fix, so should be given high priority

4 = Usability catastrophe: imperative to fix this before product can be released

Opening Drinking Spout

Severity Rating

4

Heuristics Violated or Validated

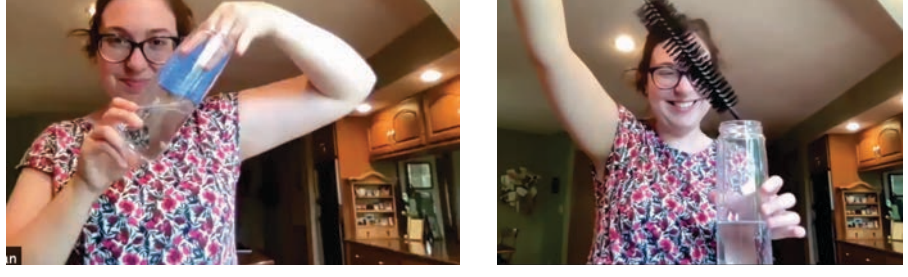Consistency and Standards
Aesthetic Design,

Reasoning for Rating

The button for accessing the spout had no consistent indicator that it was a functional button. The user removed the whole top versus pressing the button. The button had an aesthetic graphic that didnt help indicate its function.

Cleaning Bottle

Severity Rating

3

Heuristics Violated or Validated

Error Prevention

Reasoning for Rating

Due to the size of the opening on the bottle, hand washing wasn't possible. The user wanted to place the bottle in the dishwasher but didn't feel comfortable that she could. An icon on the bottle could indicate that dishwashing wouldn't create an error.

Resilience to Spilling

Severity Rating

3

Heuristics Violated or Validated
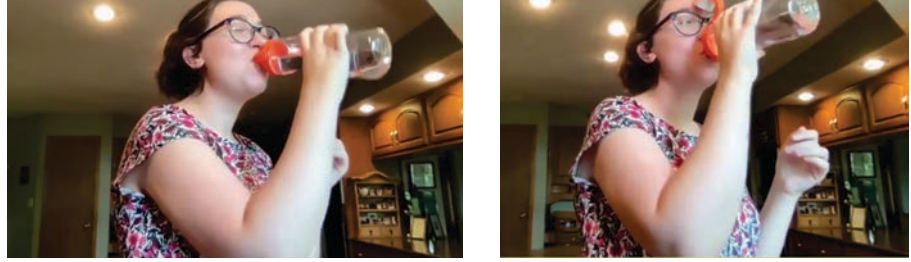
Error Provention, Visibility of System Status

Reasoning for Rating

Due to lack of information or response, the metal loop was confusing for the user. It took the user some time to understand the status of the metal loop and button being used to prevent accidental spills.

Drinking From Spout

Severity Rating

2

Heuristics Violated or Validated

Flexibility and Efficiency of Use

Reasoning for Rating

The button efficiency wasn't intuitive for the user. Their first reaction was to twist off the lid taking time away from drinking water. The button system was inefficient without more clarirty on the extra metal feature. Also the flip top was intrusive while drinking.

Filling the Bottle

Severity Rating

1

Heuristics Violated or Validated

Visibility of System Status

Reasoning for Rating

Once the lid was removed, the opening is large enough to easily fill up from a faucet. A large opening is a nice visual of the system being ready to fill. There was a hesitation to fill the bottle from the spout opening.

Monitoring Volume

Severity Rating

1

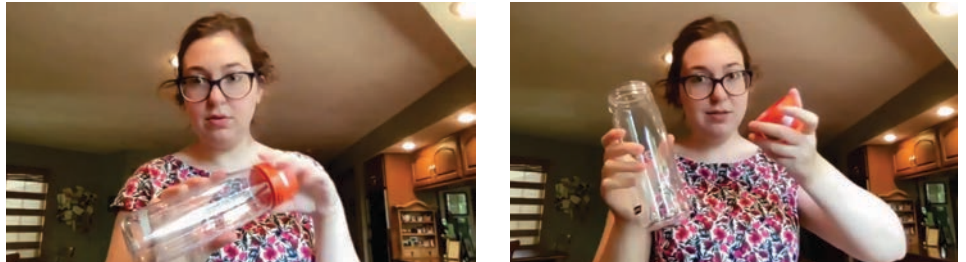**Heuristics Violated or Validated**

Help and Documentation

Reasoning for Rating

Due to the lack of information it wasnt clear what the measurements were indicating. There was a visual disconnect from the measurements and the unit. Adding additional information to clairfy the need for a specifc amount of water would be useful.

Removing the lid

Severity Rating

0

Heuristics Violated or Validated

Consistency and Standards

Reasoning for Rating

The way the bottle was removed was very consistent with other water bottle designs. The user was very comfortable performing this task.

Thank You!

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