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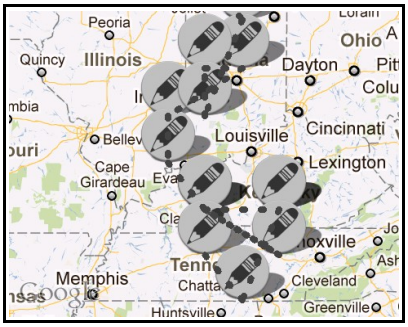
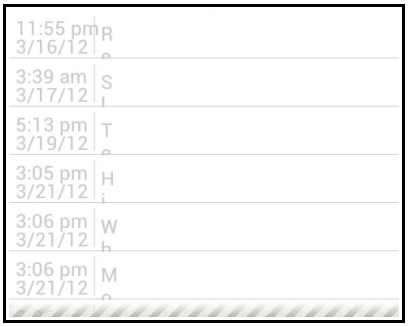
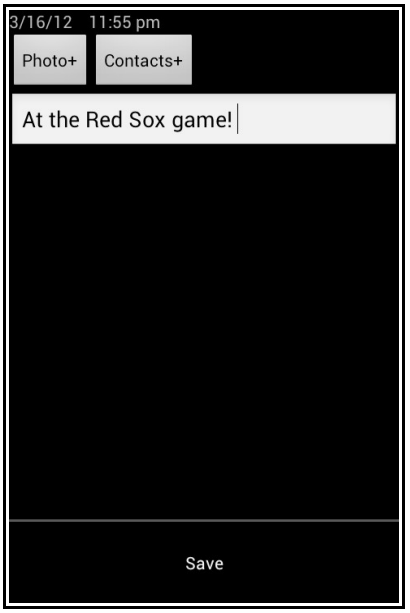
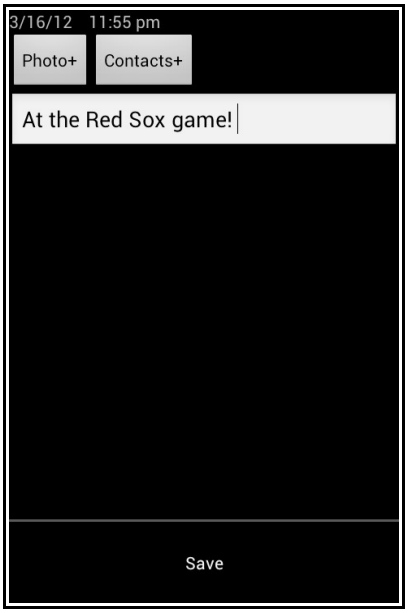
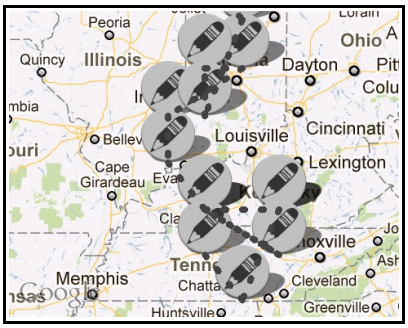
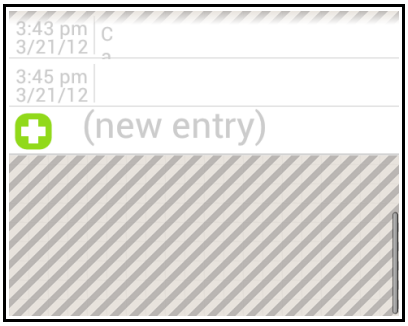
6.813 HW 2

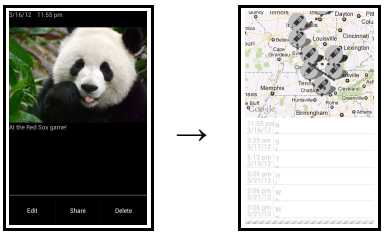
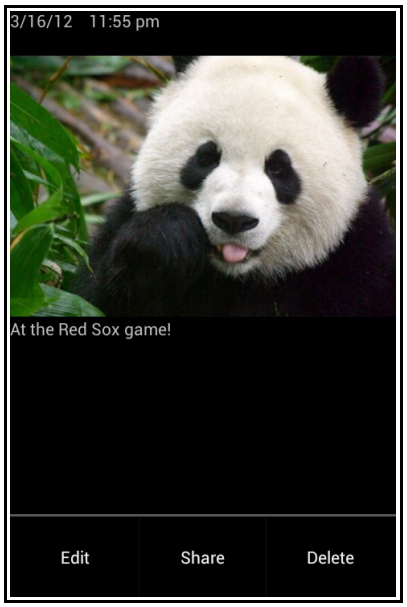
Heuristic Evaluation: The Travel Book

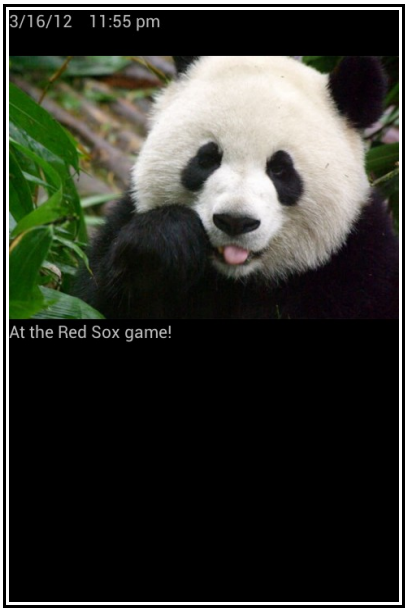
Severity	Problem Description	Screenshot
Major	The map on the main screen of the application does not permit swiping or pinching to pan or zoom the map. Users will likely expect this functionality from their experiences with other mobile applications which feature maps. (direct manipulation, external consistency)	 Points on the path may be placed close together or off the screen, and users cannot pan or zoom.
Minor	The "new entry" button on the main screen appears after all of the entries, which means that it is below the fold and must be scrolled to when there are multiple entries. (efficiency) Recommendation: place the "new entry" button at the top, or have it float statically above the entries such that it is always visible.	The user must scroll down to add a new entry when multiple entries already exist.
Minor	Entries on the main screen are ordered from oldest to newest, which makes it necessary to scroll to the bottom to edit a recent entry. (efficiency) Recommendation: reverse the order, displaying entries from newest to oldest, so that the common case of editing a more recent entry is faster.	 More recent entries are hidden below the fold.

Severity	Problem Description	Screenshot
Major	The "save" button on the edit entry screen is not visible on the screen itself; the user must press the device's menu button to see it. This is inconsistent with many other Android applications, which generally have a "save" button that is constantly visible on screen, and use the menu button to invoke other actions (e.g. edit, share, delete). (learnability, external consistency)	 Save button appears after the menu button is pressed.
Major	From the edit event screen, there is no way to cancel a pending change to an event. There is no "cancel" button, just a "save" button. Surprisingly, using the back button to return to the previous screen--without pressing the "save" button--still saves the changes to the event. (visibility of system status, error prevention and recovery)	 The user may only save changes, not cancel them.

Severity	Problem Description	Screenshot
Minor	When the map on the main screen is scaled, the circular pins are not scaled with it. When there are many pins in a small area, they can obscure the map, the path, and one another, making it difficult to see what each pin points to. (efficiency, graphic design) Recommendation: scale the pins along with the map, or use pins of a different shape. This issue will also become less problematic if zooming is added to the map.	 The density of pins obscures the information in the map view.
Major	Touching a pin on the map does not have any effect, such as highlighting the corresponding entry in the list. Thus, it is difficult to tell which pin corresponds to which entry. (direct manipulation, feedback) Recommendation: tap an entry or a pin once to highlight both the entry and pin. Tap an entry or pin twice to open the corresponding entry for viewing.	 There is no clear correspondence between each of these pins and an entry.
Major	It is not possible to change the time or location of an entry. As the problem statement notes, travelers will often forget to make updates in real time. With the current design, if a traveler forgets an entry along the way, it is impossible to add that entry later without disrupting the spatial and temporal ordering of entries. (error correction, user control and freedom)	 The user can no longer add an entry that they forgot to write on March 20th.
Major	The application does not support the logical grouping of events into separate trips. When the user has made many entries over the course of multiple trips, the scrolling list of entries will become very long, and it may become difficult to find the end of one trip and the beginning of another. (flexibility and efficiency)	 Perhaps the user ended one trip on March 19 and started another on March 21, but the distinction is not visible here.

Severity	Problem Description	Screenshot
Major	The application does not allow actions to be performed on the entries in aggregate. In particular, it is not possible to share multiple entries with a single action; each entry must be shared individually. (efficiency)	Each of the several entries must be shared individually.
Cosmetic	On the main screen of the application, there is extraneous whitespace (filled with a diagonal-striped background) between the "new entry" button and the bottom of the scroll box. (graphic design)	 Whitespace is present even when the view scrolls.
Major	The light gray text on the main screen of the application does not contrast well with the white background. This makes the text, especially the smaller-sized entry text, a strain to read. (graphic design) Recommendation: Use a darker gray color for the text--perhaps the same gray that is used for the path on the map.	Small, light gray text is difficult to read.

Severity	Problem Description	Screenshot
Minor	The wording of the buttons on the edit entry page, particularly "Contacts+," makes the actions of those buttons somewhat ambiguous. It is unclear whether "Contacts+" will share the post with a specific contact, tag that contact in the post, or do something else. (learnability) Recommendation: change the button text to include verbs, such as "Add Photo" and "Tag Contact," to clarify the functions of these buttons.	 The effect that the "Contacts+" button will have on the entry is unclear.
Good	The application fully supports the use of the Android back button to return to the previous screen. (external consistency)	 Pressing the back button from the edit entry screen returns to the main screen of the application.
Good	The application uses the Android menu button in a way that is consistent with other applications: to present options for actions on the currently-displayed item. (external consistency)	 The menu on the edit entry page presents actions to take on that entry.

Severity	Problem Description	Screenshot
Good	A long click on an entry on the main screen brings up a menu which allows actions on that entry. The long click paradigm is familiar from other Android applications and provides a quick shortcut for these actions. (efficiency, external consistency)	The long click menu provides a shortcut for actions on an entry.
Minor	There are no visual cues for menu button presses and long clicks, so it may be difficult for the user to discover these actions. The user must also remember which action can be used in which part of the application (e.g. can you long click on a photo, or just on an entry?) and which functionality can be reached through each action (e.g. does a long click allow you to share an entry?). (learnability; recognition, not recall)	 This screen offers no visible indication that a menu is available.