

Prototype	EKG collects both static and dynamic student information to be shared with teachers and offers suggested								
Simple Task	<i>"Teacher views student information"</i>								
Moderate Task	1) <i>Teacher runs a game to collect student information</i> 2) <i>Teacher receives AI generated alerts about</i>								
Complex Task	<i>Teacher codesigns a game with an AI chat bot</i>								
									I changed severities + clarification

Problem #	Heuristic	Task	Severity	Description	Rationale	Fix	Found by	CA Comments	Team Comments
3	H10: Help & Documentation	1. Simple Task	4	On the student page, a lack of context about when the summary was created could lead to confusion or outdated information. When is the summary created and based on which questions / games?	summary might be outdated / confusing if teacher is unsure when it was written	Add a timestamp to the summary so teachers can see when it was created or last updated.	A, C	on "student profile" page where you can see summary and general information, how is this info populated?	
4	H7: Flexibility & Efficiency of Use	1. Simple Task	4	The back button after viewing Christina Joo returns users to the choose class page, which interrupts their workflow when trying to view another student.	Teachers need to navigate between student profiles quickly. It may cause frustration and time spent searching through repeated actions	Make the back button return to the student list, allowing users to easily switch between student profiles.	C, B, A	higher sev	
3	H1: Visibility of System Status	1. Simple Task	4	There's no visual feedback indicating that a notification action like "Save" or "Dismiss" was successful in a classes view on a student card	Users may not know if their action has been completed, creating uncertainty about whether they need to repeat the action or if they took some action	Have a confirmation message or animation (ex. "Saved!" or "Dismissed!") after each action to confirm success	B	higher sev	
1	H4: Consistency & Standards	1. Simple Task	2	Redundant notifications for the same student. Christina Joo is repeated for under both Notifications and Students tab	I am unsure sure why the same student is repeated in both Notification & Students if clicking on either student tab brings me to the same next page	Consider collapsing notifications and student lists. Highlight students in [colour] instead of using duplicate notifications.	C		
7	H8: Aesthetic & Minimalist Design	1. Simple Task	2	Duplicate notifications create confusion about whether they refer to the same information. "Notifications" appeared twice. One as an icon at the bottom of page, another at the top of the class page. Do they refer to the same thing?	Redundant information can overwhelm the user and lead to confusion.	Remove one instance of the notification to reduce redundancy.	C		
8	H6: Recognition not Recall	1. Simple Task	2	In the student information page, under the students picture, it says the students name and in which period they belong. It does not mention anything about which class they are in or what grade they are in.	The user has to remember from previous pages what class the student belongs in and what grade they are as this information is not displays in the student information page.	Display this information in the student info page	A		
9	H1: Visibility of System Status	1. Simple Task	2	Could link a notification on a student's profile so you can see what is going on with them in one place instead of having to navigate to two tabs	Teachers might miss notifications if they aren't looking for it. Classified as 2 because it could impact the experience of teachers in the app.	Add notifications to the student profile	D		
8	H9: Help Users with Errors	1. Simple Task	2	Header for clicking a class is the period not the subject. Could help users prevent errors by making the class (more identifiable) the header.	Especially at the start of a term teachers might not have periods memorized but can remember class types	Change period to class type.	D		
9	H12: Value Alignment & Inclusion	1. Simple Task	2	Not clear how to sort students.	Some students might end up getting more attention if it is strictly alphabetical	Create sorting options for students.	D		

12	H4: Consistency & Standards	1. Simple Task	2	1st period stated on page but without timing	Lack of timing information can lead to confusion, especially for teachers managing multiple periods.	Include the lesson time alongside the period information for each class.	D, C	Period + time of period? like high school schedule
13	H1: Visibility of System Status	1. Simple Task	2	Have a notification number in the nav bar	Lets teachers know they have new student notifications. This is a 1 because the app is fully functional without it and it doesn't directly effect usability.	Add a number bubble for the notifications	D	higher sev
14	H4: Consistency & Standards	1. Simple Task	1	On the home page, timing of classes are the same / no period number stated for last 2 classes	Inconsistent class timings and missing period information can cause confusion.	Ensure each class has clear timings and period details for consistency & flag out any clashes or overlaps	C, A	
15	H7: Flexibility & Efficiency of Use	1. Simple Task	1	On home page, the classes are arranged in the order of periods - I am assuming	The order of classes may not align with a teacher's preferred way of organizing them.	Add a sort button to allow teachers to customize the order of their classes.	C	
16	H8: Aesthetic & Minimalist Design	1. Simple Task	1	Classes in the home page are all in the same colour	All classes being the same color makes it hard to distinguish between them, especially when managing multiple classes.	Use different colors to represent different subjects or levels for clearer differentiation.	C, D	
17	H8: Aesthetic & Minimalist Design	1. Simple Task	1	In the home page, "select a class" & "classes" are listed one after another	The repetition of instructions and headers adds unnecessary clutter to the homepage.	remove "classes"	C	
18	H8: Aesthetic & Minimalist Design	1. Simple Task	1	when I view student list during the student search, I am unsure how the names are sorted	The lack of clarity about how student names are sorted can create confusion for users trying to locate a specific student.	Sort student names alphabetically by default, or offer an option for teachers to sort them as needed.	C, D	
17	H8: Aesthetic & Minimalist Design	1. Simple Task	1	The student information page contains a large amount of white space, particularly below the Summary and General Information cards	Excessive white space may cause important information to appear less prominent, leading to less efficient use of the screen	Make use of white space here by adding more information about a student, perhaps assignments, tardies, or other useful metrics	B	
18	H4: Consistency & Standards	1. Simple Task	1	"Save" and "Dismiss" buttons have the same color (white) under a student card	When two buttons have opposite outcomes but are styled in the same color this may cause confusion where users have to double-check their actions	Differentiate these buttons with icons, color or outlines. A heart is popular for saving and an 'X' for dismissing are possible options	B	
21	H4: Consistency & Standards	1. Simple Task	1	Student information one-liner differs across pages	In the student information page the information below the students name is the period the student belongs in where as in the students list of a class in the previous page, the information under a students name is what grade they are in. This is inconsistent.	Display the same information for the students everywhere	A	
22	H2: Match b/w System & World	1. Simple Task	1	"Intermediate" reading level can mean different things to different people.	Having a concrete metric such as "9th grade level reading" could be more descriptive	Change to more granular/informative reading level.	D	
21	H8: Aesthetic & Minimalist Design	1. Simple Task	1	Book icon is not clearly a book	Users who have trouble reading or a language barrier might be confused	Choose a different book icon	D	
24	H4: Consistency & Standards	1. Simple Task	0	iPad is capitalized wrong	For uniformity it should be capitalized the way Apple writes it. A non-native English speaker might think it says "L-pad". This is a 0 because it doesn't effect usability.	Change to iPad	D	ha
25	H6: Recognition not Recall	1. Simple Task	3	Lack of subject/level details can lead to confusion about which class is being referenced. If user searches for the student via the search icon - 1st period is stated, but there is no indication of the subject / level	Teachers may not remember the additional details of the class they are teaching.	Add the subject and level below the period for clarity.	C, A	Subject AND period, higher sev

24	H6: Recognition not Recall	1. Simple Task	3	There's no label or icons that indicate that a user can click on student cards for more information when searching for students or in a class view	Without labels or icons indicating more information, users may not realize they can click on each student to view additional details and may miss important information	Add a subtle arrow or icon next to each student's name to indicate that it's clickable, reducing a need to remember this functionality	B	higher sev
27	H4: Consistency & Standards	1. Simple Task	3	Inconsistency between "Student Alert" and "1st Period Alert"	Unclear if Student Alert means the student is in multiple periods.	Change to the subject (can list multiple)	D	higher sev
28	H5: Error Prevention	1. Simple Task	3	Having an edit button on the student profile from teacher view	Teachers might think they can edit a student profile	Remove edit button or put an info icon explaining what it means.	D	higher sev
27	H6: Recognition not Recall	1. Simple Task	3	Header and "Start a Game" scroll with notifications when inside of a class view	If a user has a lot of students and/or notifications and they scroll down, the header and button are no longer visible, so they have to remember the period and that it's there	Have the period and button stay fixed to the top of the screen while the Notifications and Students sections are scrollable	B	higher sev
30	H4: Consistency & Standards	2. Moderate Task	4	The wording "Start Game" is unclear and misleading. Choice of words "start game" - may suggest that game will be started after clicking on the button.	Start game also appears in the next page - but they actually don't mean the same thing. First "start game" seems to refer to "build / create your game" instead of actually "starting the game"	Replace "Start Game" with "Build Game" or "Create Game" to clearly indicate the action.	C	higher sev
31	H12: Value Alignment & Inclusion	2. Moderate Task	4	There is no prompt to get teachers to check/review their responses before starting the game. Teachers may ask questions that are too personal or sensitive without realizing it.	While this can be a light-hearted way to get to know students, teachers should be more measured / considered / think more carefully when they ask more serious questions i.e what are the challenges you faced this week, because some of these questions may make certain students uncomfortable.	Add a prompt encouraging teachers to review their questions before starting the game, especially those that may touch on sensitive topics.	C	higher sev
32	H4: Consistency & Standards	2. Moderate Task	4	after responses are generated, clicking on the student response directs user to their profile	sometimes, the teacher may want to read the game responses more carefully - instead of going straight to student profile	Direct the user to the responses page first, allowing them to review the answers before navigating to the student profile.	C	higher sev
33	H3: User Control & Freedom	2. Moderate Task	4	There is no way to delete games from the previous games page	The user does not have the freedom to delete games from the previous games page	Have a way to delete games in the previous gae page	A	higher sev
34	H5: Error Prevention	2. Moderate Task	3	Allowing multiple game selections at once can confuse users. I am able to select all three games (truth or dare / 2 truths 1 lie / custom activity) at the same time to start the game	Ensure the teacher knows exactly which game they are starting, preventing mistakes and confusion.	Limit the selection to one game at a time.	C, A, B	can be fixed in hi-fi
33	H1: Visibility of System Status	2. Moderate Task	3	There is no indicator showing if each notification has been read or acknowledged	Having no clear indicators as to which notifications have been read or acknowledged forces the user to remember these details, which causes a lot of cognitive overhead	Add a "Read" or similar functionality to notifications for user acknowledgment	B	
36	H1: Visibility of System Status	2. Moderate Task	3	It is unclear what the save, dismiss and alert options do	The user might not understand at first what these buttons do	Add documentation to explain what these buttons do	A	
37	H1: Visibility of System Status	2. Moderate Task	3	In the notifications page it is unclear where the notifications are coming from	It is unclear to the user where the notifications are coming from	Mention the source of the notifications. Maybe make them expandable with more information	A	unclear what this means, maybe who the notifications are coming from, is it from teacher or system?

38	H1: Visibility of System Status	2. Moderate Task	3	while waiting for game response, I am unsure about how the game is progressing. I only see numbers increasing. No countdown or quick exit after starting game without notifying students	Teachers are unsure of the game's progress without knowing how many students have completed the task or how much time is remaining. Without a countdown or quick exit, users might accidentally start a game and have to notify students. A countdown before the game starts (like 5...4...3) with a cancel option can give users more control if they make mistakes	consider adding a detail to show how many students were present in the class - so that the teacher knows when to end the game. Add a countdown after clicking "Start Game" and add the option to cancel as a form of confirmation	C, B	higher sev
39	H2: Match b/w System & World	2. Moderate Task	3	after game is played - there is a dismiss function when i click on individual function In the settings page, the checkbox labels such as "Technology Access" and "Computer Proficiency" might use terminology that's more system-oriented	The "dismiss" function is ambiguous and doesn't clearly communicate its purpose. Unsure what dismiss means. Does it mean I delete the response? or does it mean I just close the tab and can click onto next student? Users may not immediately recognize what "Computer Proficiency" or "Technology Access" mean in this context and there are no other options besides checking these	Replace "dismiss" with a more intuitive label such as "Close" Be clearer as to what different terminology means. Perhaps for technology access use "devices" as the terminology instead, but this is subjective	A, C	higher sev
40	H3: User Control & Freedom	2. Moderate Task	3	Back button missing on games page	Missing back functionality makes it difficult for teachers to return to the previous page or section.	Add back button	A, D, B, C	higher sev
41	H6: Recognition not Recall	2. Moderate Task	3	Lack of class details during game setup can confuse the teacher. 1st period in game page does not indicate to user which class they are teaching	Teachers may be juggling multiple classes & this may cause some confusion	Display the class name or subject alongside the period to provide better context.	C, D	higher sev
42	H6: Recognition not Recall	2. Moderate Task	3	There is game history in the previous page - but no question history for truth or dare.	Lack of a history of questions asked during Truth or Dare may result in repetition. Sometimes the teachers ask questions that have been asked before.	Add a question history bank to allow teachers to view questions that have already been asked.	C	good idea
43	H10: Help & Documentation	2. Moderate Task	3	Not clear user needs to enter truth and dare	Users might think they can enter just one. Categorized as level 2 because it can impact usability if a user can't progress.	Have a text box telling users to enter one of each	D	Instructions that tell user to enter both truth AND dare, higher sev
42	H6: Recognition not Recall	2. Moderate Task	3	Once you finish a game, it doesn't say what the truth or dare was.	Teachers might forget what they asked.	Include truth + dare at the top.	D	higher sev
43	H4: Consistency & Standards	2. Moderate Task	3	"AI Help" and "Start Game" buttons are the same color and could be close to each other during game creation	The presence of two different orange buttons could confuse users about their purpose if they perform different actions and if are potentially close to each other	Change the color of the "AI Help" button or differentiate it with icons etc.	B	higher sev
44	H6: Recognition not Recall	2. Moderate Task	3	Each entry in the "Previous Games" page displays basic information but does not summarize the outcome or key results of past games	Users may have to recall the details of each session if they're only given basic identifiers like the class name and date, which may be enough	Add a brief summary or outcome indicator (ex. "Summary Available") for each entry to reduce cognitive load for users	B	higher sev
47	H11: Accessible Design	2. Moderate Task	3	In the games page, to select a game one must click the little selection circle at the right of the box, and clicking the box does not select the game	Someone with reduced finger mobility or vision might find it challenging to select a game	Make sure that a user can select a game by clicking the game box. i.e make the game box clickable, not just the little circle	A, B	make clickable area bigger, not just radio button
48	H3: User Control & Freedom	2. Moderate Task	3	The user is not given a choice on game management after a game ends	The user doesn't have the freedom to decide whether a game is saved in previous games or discarded	Put a save game and discard game buttons at the end of the game summary page	A	higher sev

47	H3: User Control & Freedom	2. Moderate Task	3	The notifications screen doesn't have an option to mark notifications, delete them, or take an action directly from a notification card	Users might want more control over their notifications, such as clearing alerts, mark as read, or saving them for a future use	Add swipe actions on each notification (ex. swipe left to delete or mark as read) or buttons for these actions on each notification card	B	higher sev
48	H6: Recognition not Recall	2. Moderate Task	3	There's no clear differentiations between alerts for each notification type, requiring users to recall the context of each alert	Users might not immediately recognize a notification type without carefully reading it, which may slow down their ability to address them	Add recognizable icons to each notification card or use a color-coding system to allow users to quickly recognize alert types	B	icons >> color
51	H4: Consistency & Standards	2. Moderate Task	2	The change in the student's response raises concerns about the accuracy and consistency of the data. Christina Joo's response during the game changed from eating ice cream to lost my pet and made me sad & the final version when I clicked on her profile is that she lost her dog	I am not sure whether this was intentional - but may want to consider whether the AI is behind the edits - would this spread any misinformation / create some kind of confusion if the AI generalizes / make assumptions	Ensure that responses remain consistent across views. If AI makes edits, clarify that those changes are intentional, and avoid assumptions.	C	can be fixed in hi-fi, lower sev
52	H12: Value Alignment & Inclusion	2. Moderate Task	2	The "Two Truths and a Lie" game may raise concerns about encouraging students to lie.	could there be an argument against teachers encouraging students to "lie" - their values are about building human connection	Consider offering an alternative game that doesn't promote dishonesty or provide a clearer educational purpose.	C	interesting!
53	H12: Value Alignment & Inclusion	2. Moderate Task	2	The tasks may be too direct or difficult for some students to complete comfortably. Students need to do either truth or dare task	students may not be up to do the tasks. Truths may be too direct, dares may be too difficult to do	Allow students to choose their response format (e.g., free response, mood meter) to offer more flexibility and avoid discomfort.	B, C	interesting!
54	H3: User Control & Freedom	2. Moderate Task	2	The broken back button can leave the teacher unable to navigate away from the page. Back button does not work in the truth or dare page	If teacher wants to change to another class, they would be stuck	Add a working back button to the Truth or Dare page to allow users to return to the previous screen.	A, C	
55	H6: Recognition not Recall	2. Moderate Task	2	Once the teacher exits the AI chatbot, they may lose important context or suggestions. After speaking to AI chatbot, back button brings teacher back to previous page, but what if the teacher needs to refer to the prompts that the chatbot provided?	Teacher may not remember the given inputs by AI / teacher may want to refer back to chat history	Provide an option for teachers to review the chat history or prompt summary or a use button in the chat bot	C, B, D, A	fix in hi-fi
56	H12: Value Alignment & Inclusion	2. Moderate Task	2	Have a call to action or something to motivate teachers to start a game	Making the app values clear could inspire teachers to connect with students. This is slightly higher than cosmetic because it has the power to effect how users interact with their students and the context of building connections.	Have a fun icon or text on the game page to encourage teachers.	D	
55	H5: Error Prevention	2. Moderate Task	2	The "Start Game" button is clickable when no game options are selected	Allowing users to start a game without selecting one can lead to confusion as to what they pressed	Grey out the button or make it unclickable unless a game option is selected	B	disable 'start game' button
56	H3: User Control & Freedom	2. Moderate Task	2	There's no visible way to clear the input fields if users want to reset their Truth or Dare prompts	Users may want the freedom to quickly clear both fields and start over without manually deleting text	Add a "Clear" button next to each text box, allowing users to reset their inputs with a single click	B	Not in MVP
57	H9: Help Users with Errors	2. Moderate Task	2	From a students POV, there is no way to correct or edit a response to a game if an error was made	Users might want to modify or correct their responses, especially if a mistake was made during game inputs	For students, add an "Edit" button for each response to allow making changes if needed, or provide a confirmation before submission	B	

60	H2: Match b/w System & World	2. Moderate Task	2 Inconsistent descriptions of games could confuse teachers about how each game works. Truth or dare "description" is different from custom activity. One is a call to action, another is instruction on how to do the activity	there should be some standardization - custom activity description is an explanation of how the AI is used - whereas truth or dare is just a statement to encourage people to use the game. teachers may not understand what the game is about	Standardize the descriptions for all games, providing clear, concise explanations of how they work.	C	higher sev	
61	H4: Consistency & Standards	2. Moderate Task	2 The AI help prompt is irrelevant and detracts from the intended task. AI help for truth / dare should be immediately linked to truth or dare - unsure why the chatbot gave the option about another type of game as well	Irrelevant options distract from the task at hand and can confuse users. Directly linking the help to the current game ensures users get the assistance they need without unnecessary decisions.	Remove the phrase for other games and link AI help directly to Truth or Dare.	A, C	higher sev	
62	H8: Aesthetic & Minimalist Design	2. Moderate Task	2 "Start a Game" / Games icon on the home page bring me to the same page	Duplication of functions in UI elements leads to decision fatigue and confusion	Remove one of the icons or move the games page to a different location to reduce redundancy.	C	higher sev	
63	H8: Aesthetic & Minimalist Design	2. Moderate Task	2 The visual design (similar colors and fonts) makes it hard to distinguish between critical information. Colour and font size of response, truth & dare are similar if not the same	teachers may gloss over the important information - in this case probably the number of students who picked truth	Use contrasting colors or font sizes to highlight key information, like the number of students who picked "Truth."	C, B	higher sev	
64	H8: Aesthetic & Minimalist Design	2. Moderate Task	2 The label "current class" in the games page may be restrictive, implying that only the current class can be used for creating games.	could the teacher want to create games for other classes instead?	Replace "current class" with a more general term like "select class" to allow teachers to choose from multiple classes when creating games.	C	higher sev	
65	H10: Help & Documentation	2. Moderate Task	2 In the games page the information icon displays information about what games are offered but nothing else. There is no information about what each game does, how its played or how to create it.	The documentation for games is lacking crucial information	Describe the games better in the information section	A	TLDR: wants info about what each game does, how its played or how to create it. tutorial	
66	H11: Accessible Design	2. Moderate Task	1 it seems like the game is mostly done via text / writing	Limiting responses to text may not fully capture the variety of ways students want to engage with the game.	Allow students to submit responses in multiple formats (e.g., images, videos, voice recordings).	C	nice to have, good idea, but not necessary, lower sev	Not in MVP
67	H3: User Control & Freedom	2. Moderate Task	1 Notifications cant be sorted or filtered	The user cannot easily find a notification they are looking for.	Add filtering and search functionality to notifications page	A		Not in MVP
66	H8: Aesthetic & Minimalist Design	2. Moderate Task	1 The white space around the text within the information popup is excessive, making the text look sparse	Excessive white space can reduce the information density, being an ineffective use of space. Users would have to click at the very button to exit	Reduce the size of the pop-up such that it's as big as it needs to be (close to where the words end)	B		
69	H4: Consistency & Standards	2. Moderate Task	1 In the game summary page the number of responses is orange bolded and really big in a way that seems inconsistent with the rest of the app.	Boldness of number of responses seems inconsistent with rest of app	Make it less bold	A		
70	H6: Recognition not Recall	2. Moderate Task	1 In the game summary page there is no information about what kind of game was played	User has to remember what kind of game the summary os about	Display the game type in the game summary page	A		
71	H4: Consistency & Standards	2. Moderate Task	0 The dares contain examples that are inconsistent with the subject of the class. Examples given for dares are of math questions / english literature	Teachers would expect subject-specific tasks, so keeping the examples aligned with the subject matter helps avoid confusion. Then again, I cannot tell whether your design choice is intentional	Ensure that all dare examples are related to the class subject (e.g., science-related for a biology class).	C	not important, just examples	Not worth customization in the MVP

72	H10: Help & Documentation	2. Moderate Task	0	Have info icon for previous games to give users a short summary about what the data is and what they can do with it	Teachers that aren't tech savvy might not see it or know how to interact with it. This is a 0 because it can improve the user experience but isn't a usability problem.	Add an info icon	D		
73	H8: Aesthetic & Minimalist Design	2. Moderate Task	3	after game is played - there is an alert and save function when I click on individual student	The alert and save functions are redundant and unclear, making it difficult for teachers to understand the difference between them. Alert and save may refer to the same thing. if I want to alert myself to it, I should also want to save the info	Clarify the functions of these buttons by combining them into one action (e.g., "Save and Alert") or providing distinct, clear icons that indicate their separate functions.	C	higher sev, lost of confusion about these buttons, repeat	
72	H7: Flexibility & Efficiency of Use	2. Moderate Task	3	The "View all responses" link in the game results page is only accessible after scrolling to the bottom	The page should have this link always accessible without having to scroll all the way to the bottom for ease of use and as a shortcut for experienced users	Have the "View all Responses" fixed to the bottom of the screen while having only responses scrollable	B	higher sev	
75	H10: Help & Documentation	3. Complex Task	4	AI Help - does not actually explain anything to the user on how the AI will be used	The AI Help button is unclear in its purpose and doesn't explain how it can assist the teacher.	Revise the button label to something more descriptive, such as "Generate Prompt with AI" or "Ask AI for Assistance."	B, C	higher sev	
76	H4: Consistency & Standards	3. Complex Task	2	Confusing font sizes and icon placement make it unclear which action to prioritize. AI Help & start game fonts are different. AI Help seems to be bolded & bigger than the start game icon.	Teacher might feel compelled to click on the AI help / unsure whether they should click on the start game to continue to the next step of the game creation. AI help seems to be an additional step & should be placed maybe at the bottom / corner of the page	Prioritizing actions (like starting the game) over supplementary options (like AI Help) makes the user flow more intuitive. change the fonts / standardize swap the order - start game on top, AI help below	C	lots of fixes here but essentially about using visual hierarchy to make more important actions bolder	
75	H7: Flexibility & Efficiency of Use	3. Complex Task	1	Would be nice to create a quick touch to use feature for AI suggested questions	Could expedite the task completion time	Make quick add common questions	D	nice to have but not necessary, lower sev	
76	H9: Help Users with Errors	3. Complex Task	1	There's no edit message button or a similar functionality available	Users might want to edit their inputs if they decide to change their mind, if they made a mistake, or don't like the generated message	Add an edit icon to user sent messages where they are able to edit the message and re-submit	B	repeat	
77	H4: Consistency & Standards	3. Complex Task	1	The chat messages have inconsistent alignment and fonts, with AI chat messages having inconsistent designs	Users might expect a more standardized chat format and should expect the same format regardless of the message (bullet points are fine but have consistent fonts, sizes etc.)	Standardize AI generated messages. Have these all be contained in text boxes that are the same size (span the width of the entire text-box before indenting) and use the same font/font-size as well	B	Standardized text boxes are not the norm in AI chat experiences	
80	H6: Recognition not Recall	3. Complex Task	3	User has to remember truths and dare. Would be nice to one click copy + paste	Users might have a hard time navigating back and forth and would want to write down the dare or highlight and try to copy + paste	Make text click to copy for the suggestions	D	click 'COPY' to copy AI suggestions easily	
79	H12: Value Alignment & Inclusion	4. All Tasks	2	No language select in settings page	From a student's POV, not having access to different language options can exclude them, especially those who may not know English that well	Provide the option to change languages in the setting page for students	B	important but not in scope of this class	There is no student setting page.
80	H10: Help & Documentation	4. All Tasks	2	Not all information icons show information regarding the functionality of the screen they're on	Users should expect to always see information displayed from these icons and this documentation should be available for each major screen (missing from notifications, settings, student profiles, etc...)	Ensure all notification icons display information and make sure they appear in every major screen of the app	B	fix in hi-fi	
81	H8: Aesthetic & Minimalist Design	4. All Tasks	2	The layout has considerable white space, especially on the left and right sides of the class cards and in other pages	While minimalism is generally good, this much space could make it feel like there is a lack of information density	Reduce white space within individual cards (like the classes cards), display more information to utilize unused white space (to a certain amount without being overwhelming), make cards larger or span the screen	B	higher sev	

84	H12: Value Alignment & Inclusion	4. All Tasks	1	Could put something on the homepage to motivate the values (a tagline or image).	Inspire users to interact with the app and reinforce app values. This is mostly cosmetic imo to improve branding.	Add a quote or call to action that reinforces your mission.	D	important!
83	H8: Aesthetic & Minimalist Design	4. All Tasks	1	Cells could be spaced/scaled to take up more of the screen to create a more balanced/uniform design	Fuller screens could reduce cognitive load if everything looks more uniform	Make cells bigger on screen	D	
84	H1: Visibility of System Status	4. All Tasks	1	Even though I eventually saw bolded icons in the navigation menu, it's difficult to see where I'm in the app	Absence of clear indicators of where a user is in the app might make it difficult for navigation	Make indicators clearer, perhaps a fill instead of outline	B	
85	H4: Consistency & Standards	4. All Tasks	1	The "Start a Game" button appears in different locations across the app. In classes it's uncentered and in other sections it's centered	The main button placement should be consistent and follow established standards. If the button changes position across screens it may make learnability more difficult	Keep the placement of the "Start a Game" button consistent (centered) across the app	B	Will be fixed in hi-fi
88	H1: Visibility of System Status	5. Extra Violations	4	These is no mention of EKG	The user forgets the name of the app	Put the app logo or symbol in pages	A	important!!
89	H10: Help & Documentation	5. Extra Violations	3	On the home page, search bar placement is misleading, making teachers think they are searching for classes instead of students.	on first look, I thought that the search was to search for classes - but when I clicked, the student list came up. Nothing on the homepage told me that the search was for students	Clearly label the search bar as "Search Students" or add an icon to differentiate it from class-related searches.	C	higher sev
90	H5: Error Prevention	5. Extra Violations	3	The placement of the edit button makes the function unclear and may lead to confusion.	UI elements need to be placed in intuitive locations that match user expectations. May be difficult for user to know that the edit button is used for	Move the "Edit" button? or just remove altogether. Not sure if there is a need to edit the student profile	C, B	
91	H8: Aesthetic & Minimalist Design	5. Extra Violations	2	Reading level may not be relevant to a biology class. Why is the reading level necessary for a biology class? Does reading refer to language ability?	Teachers expect data to be directly relevant to the subject they're teaching.	Replace "reading level" with something more subject-specific (e.g., "biological comprehension level") or remove it if unnecessary - does it really help in understanding the student?	C, D	Reading level is pertinent for all classes >3rd grade. Research has shown that reading level predicts ability to engage in all classes given information (even in biology) is consumed via reading. All teachers selected reading level as information they wanted
90	H7: Flexibility & Efficiency of Use	5. Extra Violations	2	The lack of personalization in the settings page, not being able to quickly edit the profile picture or text below this picture	The lack of customization options can be limiting for some users and those with specific needs	Have more options for customization in the settings page and a quick edit for the profile picture/title information	B	
91	H11: Accessible Design	5. Extra Violations	2	The small size of the checkboxes and their labels may be challenging for users with motor impairments or low vision	Small touch targets are harder to interact with, especially on mobile devices, which can lead to usability issues for users with accessibility needs	Increase the size of the checkboxes and labels or add more spacing around each option to make them easier to click	B	
94	H4: Consistency & Standards	5. Extra Violations	2	Inconsistent use of arrow directions can confuse users about navigation. Arrow points up for "previous games", but once the screen comes up, arrow points to the left to return to previous screen.	confusing for user - we would expect arrow down if the preceding action is an arrow up	Use a downward-pointing arrow when showing previous games, and a leftward arrow when navigating back to the previous screen for consistency.	C	higher sev
95	H4: Consistency & Standards	5. Extra Violations	2	Under the settings tab, there are icons that are the same. I.e reading & math level, computer proficiency & tech access	Similar icons representing different things can create confusion for teachers trying to interpret notifications.	Use more distinct icons or add labels next to them to clarify their meaning (e.g., "Reading Level" and "Math Proficiency").	C, D, B	higher sev
96	H8: Aesthetic & Minimalist Design	5. Extra Violations	2	after clicking settings, we are directed to the teacher profile	The teacher profile being housed under settings can be confusing, as users typically expect settings to be related to app configuration rather than personal information.	Create a separate icon or section for the teacher profile to differentiate it from app settings.	C	higher sev Rename settings to be account/profile/etc?

97	H4: Consistency & Standards	5. Extra Violations		1	students in the notifications tab are listed but are not ordered	An unordered list of students in the notifications tab makes it difficult for teachers to prioritize.	Can consider prioritizing students according to class timing	C	Not MVP
98	H8: Aesthetic & Minimalist Design	5. Extra Violations		1	1st period alert is emphasised a lot - wonder if there is any reason why this is so	User may be unsure what happens after the 1st period. Does the app change to the 2nd period alert, etc	Use a more neutral label like "Next Period" instead of focusing solely on the 1st period.	C	Will be fixed in hi-fi. 1st period was just example selected.
99	H8: Aesthetic & Minimalist Design	5. Extra Violations		1	Inconsistent button sizes create confusion about which actions are most important. Buttons on homepage are not standardized. All of different sizes	Does bigger mean more important? I am not sure if it is just incomplete	Standardize the sizes of buttons on the homepage for uniformity.	C, B	Will be fixed in hi-fi
100	H2: Match b/w System & World	5. Extra Violations		0	Under the notifications tab, Ashton has been "tardy"	The term "tardy" may be unclear for some teachers, especially non-native speakers or those unfamiliar with the term.	Replace "tardy" with a simpler term like "late" or "absent".	C	Familiar term for audience. No change needed.

Heuristic	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of System Status	0	1	2	4	2	9
H2: Match b/w System & World	1	1	1	1	0	4
H3: User Control & Freedom	0	1	2	3	1	7
H4: Consistency & Standards	2	7	7	2	2	20
H5: Error Prevention	0	0	1	3	0	4
H6: Recognition not Recall	0	1	2	9	0	12
H7: Flexibility & Efficiency of Use	0	2	1	1	1	5
H8: Aesthetic & Minimalist Design	0	9	7	1	0	17
H9: Help Users with Errors	0	1	2	0	0	3
H10: Help & Documentation	1	0	2	2	2	7
H11: Accessible Design	0	1	1	1	0	3
H12. Value Alignment & Inclusion	0	1	5	0	1	7
Total Violations	4	25	33	27	9	98

** for this to calculate properly, delete any unused rows from your 'Group Heuristic Evaluation' chart!*

Severity	Evaluator A	Evaluator B	Evaluator C	Evaluator D	
0	0.00%	0.00%	2.04%	2.04%	0.03883495146
1	5.10%	8.16%	9.18%	7.14%	0.2427184466
2	5.10%	12.24%	18.37%	9.18%	0.3203883495
3	8.16%	13.27%	10.20%	7.14%	0.2621359223
4	3.88%	2.91%	5.83%	0.00%	0.08737864078
Total (sevs. 3 & 4)	12.05%	16.18%	16.03%	7.14%	
Total (all sevs)	22.25%	36.59%	45.62%	25.51%	
	22	36	45	25	

Summary Recommendations *[merge the general recommendations you made here]*

Interface Organization and Clarity

The feedback emphasizes the **need for improved organization and consistency across the app's interface**. There were some redundant notifications and unclear class details, such as missing subject or period information. **Clearer navigation**, such as fixed headers for class information and options to sort students or customize class order, would improve usability. Additionally, game setup and response options require more **intuitive labeling and better instructions** to ensure that teachers can easily understand and control the flow of activities. To make the app more user-friendly, the interface should also **highlight clickable elements, reduce visual clutter, and present relevant student information** more efficiently.

Accessibility and User Feedback

We also suggested enhancements to **accessibility and feedback mechanisms** within the app. This includes offering **more customization options in settings, improving search functionality, and providing clear indicators of actions**, such as saving or dismissing notifications. Suggestions like adding language options and allowing for easier navigation between student profiles and notifications were also mentioned. To further **streamline user interaction**, we wanted to see more responsive features like visual cues to confirm actions, editable student responses for games, and a way to track game progress. Ultimately, these updates would improve the overall experience, making the app more efficient, intuitive, and inclusive for all users.