Heuristic Evaluation of RendezViewz

Reminder from CA: You do not need to implement all of these fixes! Pick the ones with high severity and at your own discretion. Another thing, some folks write feedback differently. I don't censure or change any of the feedback (unless it's egregious), so don't take it too harshly the way feedback is communicated. Feedback is always awesome because it will make your designs so much stronger! Happy feedback day!

1. Problem/Prototype Description

RendezViews is a mobile app that helps users arrange virtual or in-person watch parties. It makes maintaining a list of favorite shows easy and fun by providing a digital space to share your own and interact with others' lists.

2. Violations Found

Task #1: Navigate to the Map

1. H4 Consistency and Standards / Severity: 2 - A, B
   - Description: Unclear why different colors used to outline friends on the map
   - Rationale: The map employs different colors to outline friends out the map. I'm a little confused as to why it does this: is there some meaning behind the different colors? If so, what?
   - Fix: If there is a reason for the different outline colors, I'd suggest making a key. If there isn't, I'd suggest using one color or not even outlining the friends' images at all.
2. H11 Accessible Design / Severity: 3 - A, C
   - Description: Inaccessible color scheme used to outline different friends on the map
   - Rationale: The map employs the use of red and green to distinguish various friends on the map. Again, not exactly sure what the different colors entail, however given red-green colorblindness makes these colors look the same I wouldn't use both of them to distinguish between friends.
   - Fix: Use a color combination other than red and green (i.e. blue and purple) to distinguish between friends, or even get rid of the color outline scheme if it doesn't serve a purpose
3. H1 Visibility of System Status / Severity: 2 - A, B
   - Description: Unclear liking confirmation when liking friend's post
   - Rationale: After I liked the top left friend's third post, the heart turned a slightly darker shade but on first glance I couldn't really tell so I kept trying to like it (when I already had).
   - Fix: Make the color change between liked and unliked posts clearer
4. H1 Visibility of System Status / Severity: 1 - A
   - Description: Friend's third and fourth post are difficult to distinguish between

- ○ Rationale: As I was scrolling through the friend's posts, I was confused as to whether I was hitting the front and back arrows correct as the friend's third and fourth posts are exactly the same. If users are able to post the same content multiple times, it may be good to have clear ways of distinguishing between distinct posts.
- ○ Fix: Add a date stamp to each post to distinguish between separate posts of the same content, or make it impossible to post the same content for multiple posts.

5. H1 Visibility of System Status / Severity: 1 - C
  - ○ Problem Description: Different alignment/placement of the app name "RendezViewz" between the list view and the map view.
  - ○ Rationale: After clicking on the map view, I noticed that the app name at the top either changed places or grew larger. It was distracting at first.
  - ○ Fix: Keep the placement/size consistent across both views.

6. H3 User control and freedom / Severity: 3 - C
  - ○ Problem Description: No prompt to share location services with the app
  - ○ Rationale: Location tracking is controversial today with how many apps have access to what information. Not having a prompt to ask the user to share their location can come off as invasive.
  - ○ Fix: Add a prompt requesting for user consent to share their location.

7. H7 Flexibility and efficiency of use / Severity: 2 - B
  - ○ Description: Users must tap the small arrow to navigate and the heart to like.
  - ○ Rationale: Tapping the arrow takes more time than swiping and tapping the heart takes more time than double-tapping, slowing down experienced users.
  - ○ Fix: Allow users to move right by swiping in addition to tapping the arrow and to like by double-tapping in addition to tapping the heart.

8. H3 User control and freedom / Severity: 3 - B
  - ○ Description: A post cannot be unliked.
  - ○ Rationale: Users should be able to undo the like if they accidentally liked the post.
  - ○ Fix: Allow users to undo the like by tapping on the same heart.

Task #2: Add/Rank a Show

9. H2 Match between system and the real world / Severity: 2 - A, C
  - ○ Description: Flow makes you choose ranking of a movie before you choose list to add it to
  - ○ Rationale: Before I know what rank I'd want to make a movie, I would definitely have in mind what list I want to add it to. That's why it doesn't make sense to choose the rank before the list. Also, available ranks to be added to a contiguous list may vary depending on which list we are adding to, so it may be useful for the app to have that information.
  - ○ Fix: Have users pick what list they are re-ranking/adding a movie to first.

10. H6 Recognition rather than recall / Severity: 2 - A, B

- ○ Description: Flow has users choose rank before they see the current list, making them remember what they've listed where
  - ○ Rationale: Although I appreciate the flow allows you to re-rank a movie if you change your mind when it's added to the list, I think even having the initial ranking ask users to recall the list is a lot to ask of any user. It would be great to have the information of what the list looks like from the beginning of the ranking process.
  - ○ Fix: Have the ranking list view on the same page that the user inputs their initial rank number (i.e. maybe right below it).
11. H1 Visibility of System Status / Severity: 3 - A
    - ○ Description: Flow does not distinguish re-ranking and adding a movie at all
    - ○ Rationale: The title for all the ranking pages is "add show/movie" which signals to me as a user that this is only for adding movies. I see how I could potentially re-rank (if the system were to catch I'm "adding" the same movie) but right now I'm not sure if it would just add the movie I actually wanted to re-rank, again to my list. In addition, I may want to know the previous rank of the movie before I input the new rank if re-ranking.
    - ○ Fix: Have users choose whether they are adding or re-ranking a movie, and change the title of the ranking page based on that. Additionally, allow users to see the list if re-ranking prior to choosing a new rank.
12. H12 Value alignment and inclusion / Severity: 2 - A
    - ○ Description: App doesn't allow you to configure movie picture for movies not in the app database
    - ○ Rationale: People may come from different backgrounds and watch movies outside of "mainstream" media that even the best database doesn't have. Only allowing the "mainstream" option movies to have a cover reinforces a certain group's choices over others.
      Fix: Add a button that allows users to upload their own cover choice if they wish.
13. H12 Value alignment and inclusion / Severity: 2 - A
    - ○ Description: App only allows default movie picture on ranking list
    - ○ Rationale: People may come from different backgrounds and their version of the movie may look different than the "default" (i.e. movie covers in different languages, different covers for the same movie advertised in different regions). Only allowing the "mainstream" option movie cover reinforces a certain group's choices over others. It would be great if we could customize the picture the movie is populated with onto the list (i.e. choose from a selection of covers or upload your own picture).
    - ○ Fix: Add a button that auto-populates potential cover choices based on their movie input, and/or also allows users to upload their own cover choice if they wish.
14. H9 Help users recognize, diagnose, and recover from errors / Severity: 2 - A
    - ○ Description: Ranking input does not indicate what to do if bogus rank is entered

- ○ Rationale: People may accidentally enter an invalid number, or do different formattings (i.e. word instead of number) from what you want. Having an error message that prevents the movie from being added at that invalid number or simply not added at all would tell users what they need to fix to add the movie correctly
  - ○ Fix: Add a clear error message that explains that a Ranking input is valid when it is, and how to fix it.

15. H7 Flexibility and efficiency of use / Severity: 3 - A
    - ○ Description: Have to start a new ranking flow for each movie I want to rank
    - ○ Rationale: Looking at the view where a new movie has been added to the list and we can drag it up and down the list to re-rank it, I realized I would be really frustrated as the user if I couldn't reorder multiple things at once. Right now it seems like only one movie can be re-ranked at a time, and it would be really tedious to go through the ranking flow for each movie (especially if you change your mind).
    - ○ Fix: On the list view, have users be able to tap on any movie and re-rank it on the spot.

16. H5 Error Prevention / Severity: 2 - A
    - ○ Description: Ranking input does not prevent bogus rank from being added
    - ○ Rationale: People may accidentally enter an invalid number, or do different formattings (i.e. word instead of number) from what you want. Having clear signaling as to which number is allowed would make it really easy to prevent this error.
    - ○ Fix: Make the Ranking input be a number dropdown where you can scroll or search up the number you want. Perhaps have it only populate numbers which are contiguous within the user's ranking list.

17. H9 Help users recognize, diagnose, and recover from errors / Severity: 2 - A
    - ○ Description: Only option is to drag movie
    - ○ Rationale: People may accidentally enter an invalid number, or do different formattings (i.e. word instead of number) from what you want. Having an error message that prevents the movie from being added at that invalid number or simply not added at all would tell users what they need to fix to add the movie correctly
    - ○ Fix: Add a clear error message that explains that a Ranking input is valid when it is, and how to fix it.

18. H4 Consistency and standards / Severity: 4 - A
    - ○ Description: Home icon only available at end of flow (edit: also available during the calendar process)
    - ○ Rationale: In general having a major page's icon only be at the end of the flow is very unintuitive. It's much better navigation experience to be able to navigate to all major pages from a single nav bar. I didn't even realize what view the home page would take me to or that list view was the home page until I clicked on the

        home icon. In addition, the home icon replaces where a send icon originally was, which is an added layer of inconsistencies.
- Fix: Add home icon to navigation bar and replace it at its current location with the send icon.

19. H8: Aesthetic and minimalist design / Severity: 1 - C
    - Problem Description: Too much text on the page / not enough of other media.
    - Rationale: There's too much text on the page that is unnecessary.
    - Fix: Remove the "Enter Search" text, the icon is sufficient.

20. H3 User control and Freedom / Severity: 3 - C
    - Problem Description: No next / confirmation button.
    - Rationale: There's no "next" or "confirm" button on the "add show/movie" screen. After clicking return on the keyboard the screen automatically loads into the next screen. What if I accidentally type in the wrong number? Making the next screen, one more step away would be nice.
    - Fix: Add a "next" button.

21. H1 Visibility of system status / Severity: 1 - C
    - Problem Description: On the "Profile Page" it's a little hard to tell which list view it was on, especially at first glance.
    - Rationale: While the selected view pops out of the screen a bit more, it's still hard to tell since its color is most similar to the background color. Whereas the screen that's not selected has more contrast with the background color, drawing my eye at first and causing confusion.
    - Fix: Change the colors so they pop out more.

22. H3 User Control and Freedom / Severity: 2 - C
    - Problem Description: User cannot select which list they want to add to on the same screen when they're putting in the rank.
    - Rationale: It would be helpful to be able to specify the rank and the list on the same screen. It saves time from having to go back to see which rank I input before coming back to the "select list" screen.
    - Fix: Add the "Select list" functionality onto the same screen as the "add show/movie" screen. OR, add the ranking functionality onto the same screen as the "select list" screen and build more onto the "add show/movie" screen. (possible pictures, sounds, etc)

23. H4 Consistency and Standards / Severity: 2 - C
    - Problem Description: Placement of "check" and "x" buttons are swapped on two different screens.
    - Rationale: On the "select list to add to" screen, the check is on the right and the x is on the left. Later, on the "send invitation to participants", the check is on the left and the x is on the right.
    - Fix: Decide on one ordering and stick with it, highly suggest putting the check on the right and the x on the right.

Task #3: Scheduling

Note: The first panels right under the task flow dividers seem to be disconnected and have a different app bar than other pages, so I assumed they weren't part of the flow and just navigated to the calendar from a different page.

24. H2 Match between system and the real world / Severity: 1 - A [should be H4]
    - Description: Top right Monthly View calendar icon is ambiguous
    - Rationale: The calendar icon for the monthly view is really similar to the calendar page icon, making it unclear where it would take me next. In addition, the symbol overall tells me I'm going to a calendar page, but doesn't really convey more than that to me. A clearer icon to resemble "monthly view" is required to help users understand they are going to that view from the daily view.
    - Fix: Similar to google calendars, have a dropdown that says "daily" , "weekly" , "monthly" , etc. so users can toggle between these different views and know which view they are on clearly.

25. H8 Aesthetic and minimalist design / Severity: 1 - A
    - Description: Boxes containing days on daily calendar view have different background colors
    - Rationale: The different colors are slightly distracting and drew my attention away from the app itself. In addition, the lightness of the Sunday box makes the text inside it a bit difficult to read.
    - Fix: Keep all day boxes a uniform colorer on the darker spectrum of currently used colors.

26. H3 User control and freedom / Severity: 3- A
    - Description: There's no way to delete an invite if sent incorrectly
    - Rationale: Users may want to edit an invite or unsend it after having sent it. Currently there is no way to do that, and sending an invite is an irreversible action.
    - Fix: Have a delete or edit button on all invites in the chat and the calendar.

27. H5: Error Prevention / Severity: 3 - C
    - Problem Description: User cannot unselect a selected friend when sending invitations. Nor edit the invitations list once the selections are made.
    - Rationale: Users can accidentally choose to invite a friend or can go back on a decision inviting a friend all the time, however there's no option to do that on the app.
    - Fix: Add an "x" on the selected friends.

28. H3 User Control and Freedom / Severity: 2 - C
    - Problem Description: On the calendar view, once the user selects a day, the user cannot go back directly to that same month.
    - Rationale: Users may have accidentally clicked on a day or decide to choose a different day.
    - Fix: Have a back button.

29. H3 User Control and Freedom / Severity: 2 - C
    - Problem Description: No ability to go straight to the "Group Watch" screen. Users have to go through the calendar.

- - Rationale: The calendar is nice to see other events, but there can be times when users already know when they want to have their watch party and want to go straight to the Group Watch screen to start adding friends. There's also the capability to change the time/date (I'm assuming date as well even though the prototype currently only supports time), on the Group Watch screen. This makes creating invitations feel tedious if all the details are already known.
  - Fix: Have an option on the Menu bar that directly goes to creating a new invitation.
30. H3 User Control and Freedom / Severity: 2 - C
  - Problem Description: On the "calendar view" there's no option to specify the month/year and go straight there. Users have to scroll through month-by-month.
  - Rationale: Scrolling through each month can feel excessive and tedious, especially if the event is planned to take multiple months from now or even a whole year (unlikely, but possible).
  - Fix: Add the functionality to specify the exact month and year.
31. H5: Error Prevention / Severity: 4 - C
  - Problem Description: On the chat page, clicking on the menu bar at the bottom took me back to the home screen.
  - Rationale: Could have been a figma wiring mistake, but I wanted to go to the schedule page from the chats page and it suddenly took me back to the home page.
  - Fix: Make the menu pop up without changing pages.
32. H11 Accessible design / Severity: 3 - B
  - Description: Users have to type the time in.
  - Rationale: There is no alternative input method such as scrolling through a list of times, so users must use the keyboard.
  - Fix: Allow users to select times from a dropdown list or scroll through a list of times.
33. H4 Consistency and standards / Severity: 1 - B
  - Description: The name of the group watching is called "GroupWatch" in the invitation modal but "Groupwatch" in the chats.
  - Rationale: The capitalization and spacing of this platform-specific phrase is not consistent.
  - Fix: Change the phrase to be consistent across the app.
34. H8 Aesthetic and minimalist design / Severity: 1 - B
  - Description: The color of the plus button is different between the day-view and month-view on the scheduling page.
  - Rationale: The color should be consistent across the same button.
  - Fix: Change the color of the plus button to be the same color on both screens.
35. H3 User control and freedom / Severity: 3 - B
  - Description: As you are editing the GroupWatch invitation, there is no way to edit fields after you've saved them.

- ○ Rationale: It is inconvenient to have to start over if you change your mind while filling out one of these fields, so they should each support undo/redo.
- ○ Fix: Allow users to undo/redo what they saved for each field in GroupWatch creation.
36. H5 Error prevention / Severity: 3 - B
  - ○ Description: If users don't fill out a field in GroupWatch they can still send the invitation.
  - ○ Rationale: Some information is crucial for the invitation, such as location or title, and it would be useful to see a warning that this field was not filled out.
  - ○ Fix: Have a popup confirmation if a field is not filled out in GroupWatch creation.
37. H4 Consistency and Standards / Severity: 2 - B
  - ○ Description: Events look different on the day-view vs the month-view, e.g., the day-view shows the name of the people in the GroupWatch while the month view shows their profile pictures.
  - ○ Rationale: The UI should be consistent where it always shows the profile picture display of the guests in a GroupWatch so that it is not confusing.
  - ○ Fix: Change the day-view to show profile pictures of guests in a GroupWatch.

All Tasks:

38. H2 Match between system and the real world / Severity: 2 - A
  - ○ Description: unclear what top right button of list view does
  - ○ Rationale: I understand that all the other buttons that look similar probably allow you to send various posts to other people, because it's been physically assigned to a specific object before I'd be pressing send. The button on the top right doesn't seem to be assigned to a specific object before I press it (unless I'm sending the entire list view, but even then that's not very clear). I'd clarify what specifically I'd be sending by clicking that button by physically associating it with an object on the page.
  - ○ Fix: Use a container to "physically assign" the button to whatever I'd be sending if I were to click it.
39. H7 Flexibility and efficiency of use / Severity: 3 - A
  - ○ Description: There's no clear way to get to the chat page without going through the scheduling process
  - ○ Rationale: Users may want to message people after throughout using the app . Thus it is crucial for there to be a way to get to this chat page without having to navigate through the scheduling process.
  - ○ Fix: Make the chat page have an icon in the app bar.
40. H4 Consistency and standards / Severity: 2 - A
  - ○ Description: App bar disappears in a couple pages
  - ○ Rationale: People may want to navigate to a different view in the middle of various processes. It would be frustrating to have to use the back arrow to get to a different page AND potentially undo all your work, just because you wanted to check something on a different page.

- ○ Fix: Make the app bar present on all pages.

41. H11 Accessible Design / Severity: 1 - A, C
    - ○ Description: The serifs of the white serif font joins many characters together, making them difficult to read
    - ○ Rationale: The white serif font is slightly crowded together, which may make it less legible for users who struggle to distinguish characters (especially due to poor eyesight).
    - ○ Fix: Change to a non-serif font or increase space between letters.

42. H7 Flexibility and efficiency of use / Severity: 2 - A, C, B
    - ○ Description: The menu bar will often be used to navigate to different pages and yet its default is closed, meaning a user repeatedly has to open it.
    - ○ Rationale: The default when you navigate to any new page is to have the menu bar close, even if it was originally open. This could be really frustrating as navigating to new pages is a frequent action on any app, and forces the users to repeat the menu opening action multiple times.
    - ○ Fix: Keep the app bar open by default (or honestly get rid of the app bar closing feature).
43. H6 Recognition rather than recall / Severity: 1 - A
    - ○ Description: The menu bar never distinguishes which page we are on.
    - ○ Rationale: This can make it a challenge to remember which page you're on, especially in the middle of complex processes that take you away from the main view of the page. I ran into an issue where I wanted to switch back to my previous page, but I forgot which one I'd been on previously because I'd never seen an indication of the page anywhere.
    - ○ Fix: Have a little dot underneath which page you're on and make sure the app bar is always visible so that users always know where they are in the app.
44. H11 Accessible Design / Severity: 1 - A
    - ○ Description: The smallest font setting is really small
    - ○ Rationale: The smallest font setting (used for instance in the chat page for date and number of notifications) is really small making it difficult to read. In addition, there is plenty of space for them to be larger in pretty much every place it's used.
    - ○ Fix: Enlarge the smallest font.
45. H11 Accessible Design / Severity: 3 - C
    - ○ Problem Description: Only one singular way of interacting with the app: text/typing.
    - ○ Rationale: There's a great ease of usage for the ability to enable voice-to-text that enables the potential for many users who cannot text on their phones due to various reasons
    - ○ Fix: Prompt the user to allow access to the microphone and allow the option for voice-to-text on the keyboard

Extra Violations:

46. H10 Help and Documentation / Severity: 2 - A
    ○ Problem Description: Missing help page
    ○ Rationale: There could be a documentation page that answers FAQs, goes over the onboarding again, or explains how to use the app for someone who just isn't quite sure. This could be useful especially because some of the key help information for a user is easy to skip and never comes back
    ○ Fix: Add a help page (potentially to list view since it is the most accessed page).
47. H11 Accessible design / Severity: 1 - A, C
    ○ Problem Description:X Curly title font is not super accessible and easy to read.
    ○ Rationale: While such font might be okay for the logo, I'd stay away from using it for anything that conveys meaning on the app (i.e. "All Chats" or "Group Watching") as it may be difficult for people who are less familiar with English or have poor reading to distinguish.
    ○ Fix: Use curly font only for logo, and more accessible font for page titles.
48. H8 Aesthetic and minimalist design / Severity: 1 - A
    ○ Problem Description: The button with multiple people is not being used, and wasting prime nav bar real estate.
    ○ Rationale: The nav bar should be saved for icons that navigate to the core pages of the app. It could be that you just haven't implemented the page associated with this icon, but even then, if the tasks it accomplishes are not a part of the core usability of your app, it may be better for the icon to go elsewhere.
    ○ Fix: Move the icon to a different area of the page, and replace it with more important buttons (i.e. Home icon)
49. H8: Consistency and Standards / Severity: 1 - C
    ○ Problem Description: The text/pictures of the movies feel too small on the list view screen.
    ○ Rationale: Since the app is focused on movie/show sharing, shouldn't the movies and the text the user posts with it, make up the bulk of each post? Also, the gray bar at the bottom of each post feels unnecessary since the message, comment, and like buttons only feature on the right side of this bar.
    ○ Fix: Make each post larger to emphasize the movies/shows more. Remove the gray bar at the bottom of each post.

3. Summary of Violations

Category	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of Status	0	3	1	1	0	**5**
H2: Match Sys & World	0	1	2	0	0	**3**
H3: User Control	0	0	4	5	0	**9**
H4: Consistency & Standards	0	1	4	0	1	**6**
H5: Error Prevention	0	0	1	2	1	**4**

H6: Recognition not Recall	0	1	1	0	0	**2**
H7: Efficiency of Use	0	0	2	2	0	**4**
H8: Minimalist Design	0	5	0	0	0	**5**
H9: Help Users with Errors	0	0	2	0	0	**2**
H10: Help & Documentation	0	0	1	0	0	**1**
H11: Accessible	0	3	0	3	0	**6**
H12: Value Alignment & Inclusion	0	0	2	0	0	**2**
Total Violations by Severity	**0**	**14**	**20**	**13**	**2**	**49**

Note: **check your answer for the green box by making sure the sum of the last column is equal to the sum of the last row (not including the green box)**

4. Evaluation Statistics (in %)

we counted when two people had the same violation

Severity / Evaluator	Evaluator A	Evaluator B	Evaluator C	
Sev. 0 Ex: Eval A count / total sevs 0 in table #3	N/A	N/A	N/A	
Sev. 1 Ex: Eval A count / total sevs 1 in table #3	57%	14%	43%	
Sev. 2 Ex: Eval A count / total sevs 2 in table #3	65%	30%	35%	
Sev. 3 Ex: Eval A count / total sevs 3 in table #3	38%	20%	38%	
Sev. 4 Ex: Eval A count / total sevs 4 in table #3	50%	0%	50%	
Total (sevs. 3 & 4) Ex: Eval A = sum(sev 3: sev 4 counts) / sum(sev 3: sev 4 in table #3)	40%	27%	40%	
Total (all severity levels) Ex: Eval A total sev count / total sevs (green cell) in table #3	55%	24%	39%	

**Note that the bottom rows are *not* calculated by adding the numbers above it.*

5. Summary Recommendations

Amazing work with your medium-fi prototype for Rendezviewz! I love how aesthetic and high-quality your design is, and I can tell how much attention you've paid to the detail of your work. Although this is definitely a great start, I noticed a couple trends regarding the heuristic violations. A key trend is that some of your task flows follow an order that is slightly illogical to me, which could sometimes just lead to confusion due to a mismatch in where I thought the app would take me next (H2) or ambiguity in where along the task flow I was. For instance, a concrete example of this is the re-ranking/adding a movie to a list task, where I assumed I'd be choosing 1) whether I'm re-ranking or adding and 2) which list I am manipulating, before actually choosing a movie and rank. I'd recommend stepping through each task with a couple people outside your team and asking them: "what do you expect to happen next?" to gauge whether you should reorder some events around. There are many occasions like this where I feel as if users cannot go back or may want to do things in a more efficient manner that isn't currently

possible with the prototype. Another overall recommendation I have is make sure to take a closer look at the symbolic clarity of the icons you are using and their location. There are some icons (i.e. the monthly view calendar icon) that were confusing because its symbol didn't correlate to what I thought it would do or its physical location (i.e. the send icon on list view) didn't do what I thought it would do. There were also other icons (i.e. the home icon) whose meaning was clear but were randomly only located at the end of task flows, which seems like a suboptimal location for a button that leads to such an important page. A third trend I noticed was the lack of alternative ways of accomplishing tasks, such as swiping to navigate or selecting from drop-downs instead of typing. This would make the app both more accessible and more efficient for advanced users.

I also have some feedback that is somewhat un related to Heuristic Violations. First, I noticed that the list view and map view can be toggled back and forth on one page, which I felt like made less sense since the views show very different information. Usually when I think of toggling between two views, I expect to get the same information out of them. Instead, the list view categorizes posts by most recent notifications, and the map view simply gives you a visual "list" of your friends, whose posts you can then scroll through upon clicking. This seems like to big a difference in information to be put side-by-side, and I'd suggested re-evaluating why you are lumping them together and each one's value proposition to see if you'd like to change what information it conveys OR its location on the app. For the map view, I would also highly recommend being able to control who can see you and when (i.e. maybe a pull-up menu similar to Find My where you can really easily unshare or hide your location). In addition, I saw on your list view that you had some notifications where people were "commenting" on shows or updating people regarding what episode they are on. Right now, since your notification feature seems to be auto-generated when people make changes to their lists, I'm not sure how people can actually generate notifications/posts where they are not doing that. Will there be a separate create notification/post feature? Have you simply not implemented other parts of the app that allow you to track what you're watching? I also wonder what the map will look like as the friends list grows. The map centers itself around visibility of friend updates, but I can imagine the view getting bogged down with a lot of friends. I wonder how this map functionality will consider these potential limiting factors.This seems like a pretty core part of the app, so I look forward to seeing how you flesh this idea out. Finally, it would be convenient to make group chats more accessible, as currently they are only accessible at the end of various flows, but group chats should be a core functionality given most GroupWatches involve multiple users.

Overall, amazing job! I loved reviewing your app and I'm excited to see the finished version.

Severity Ratings
        0 - not a usability problem
        1 - cosmetic problem
        2 - minor usability problem
        3 - major usability problem; important to fix
        4 - usability catastrophe; imperative to fix

CS 147 Autumn 2023: Assignment 9 (Heuristic Evaluation Group Template)
Instructor: James Landay

Heuristics

H1: Visibility of System Status
- Keep users informed about what is going on

H2: Match Between System & Real World
- Speak the users' language
- Follow real world conventions

H3: User Control & Freedom
- "Exits" for mistaken choices, undo, redo
- Don't force down fixed paths

H4: Consistency & Standards
- Words, actions, and UI elements should be consistent across the entire platform
- Follow platform and industry conventions

H5: Error Prevention
- Minimize error-prone conditions
- Remove memory burdens, support undoing, and warn your users when necessary

H6: Recognition Rather Than Recall
- Make objects, actions, options, & directions visible or easily retrievable

H7: Flexibility & Efficiency of Use
- Accelerators for experts (e.g., gestures, keyboard shortcuts)
- Allow users to tailor frequent actions (e.g., macros)

H8: Aesthetic & Minimalist Design
- No irrelevant information. Focus on the essentials.

H9: Help Users Recognize, Diagnose, & Recover from Errors
- Error messages in plain language
- Precisely indicate the problem
- Constructively suggest a solution

H10: Help & Documentation
- Easy to search
- Focused on the user's task
- List concrete steps to carry out
- Not too large

H11: Accessible
- Users can interact with the system using alternative input methods.
- Content is legible with distinguishable contrast and text size.
- Key information is upfront and not nested for screen readers.

CS 147 Autumn 2023 website
https://hci.stanford.edu/courses/cs147/2023/au/calendar.html

- Purely visual or auditory content has text-based alternatives for users with low vision and low hearing.

H12: Value Alignment and Inclusion
- The design should encode values that users can understand and relate to.
- It should make a diverse group of users feel included and respected.
- The design should prevent the reproduction of pre-existing inequities and not create additional burdens for members of disadvantaged populations.