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Simple Task	*Planning a layout by placing items in a virtual space*		Evaluator A:			
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#	Heuristic	Task	Severity	Problem	Impact	Recommendation	Found by
1	H1: Visibility of System Status	1. Simple Task	3	Right now, once we hit the record button, we just scan and then eventually press the button again so the recording stops. I am not entirely sure when the scan is finished.	There needs to be more direction given to the user of how to scan the room and how far along the process they are. Without knowing and just doing it in in my own way, I might be missing crucial parts of the room that my phone just kind of saw and couldn't recreate. The user is confused with how long the scanning will take.	Like how when we do facial recognition on our phone, could be helpful to give direction of what areas of the room to focus on and then naming and labeling them so then an accurate layout can be rendered. Also allowing the ability to insert the dimensions of the room. Have a further clarified process and instructions. Add a progress bar or animated status indicator that updates as scanning continues eg. "Scanning... xx%",	A, B
2	H1: Visibility of System Status	2. Moderate Task	3	For some pages (like the New House page), there is a text notification to tell you where to press, but once we are in, it doesn't indicate which task to complete. There is a lack of text description. The text description also isn't a strong method. There is no visual indicator or a button to navigate to with a clear action to do even when there was text.	While there is a way to indicate the user what to do, it isn't super efficient. The system acknowledges something has happened (new activity) without showing where or how to access it. Once I get to the New House Collaborate page, which I arrived at after reading the text (which was already a bit difficult), I'm unsure what exactly in collaborate needs my attention the most. Where is the notification coming from. Users are left guessing what the notification refers to or which element to interact with.	Add notifications to the specific bubbles. Maybe like a red bell icon or taking inspiration from the text message icons. It lets us know what needs to be attended to, and then also once we are there, which text messages are the most recent. This would be helpful and also improve recognition.	C, A
3	H1: Visibility of System Status	3. Complex Task	3	In the suggestions, I can't tell in the space which react is like new and old. There is just the option to click on react, but there is no indication of urgency/newest sugestion. Are all suggestions always new?	I can't tell what has updated in the system because the function is not visible. It also makes me confused of if suggestion page only shows new things, or if it suggestions on top of a layout that has been previously edited. Will the react button go away once the reaction has been attended to?	Make a more obvious unique notification system for whch items are new. Or at least the items that still need to be reacted to, and the button is very clear next to it. Also have some sort of memory function which remember which reactions have been attended to and no longer needs my attention.	A
4	H1: Visibility of System Status	2. Moderate Task	3	When users send a message, it just says message sent and users don't know where it goes, who it does to, or how to access it afterwards.	Users are uncertain about their messages because they wouldn't know where it goes or how it appears. This lack of system acknowledgemnt interrupts collaboration flow and may cause repreated attempts to message, frustration, or embarassment when their friends' inboxes are flooded with the same message.	After the user sends a message, display it in a visible chat panel or take them to an inbox to see where it went. You can also incluae a clearer entry point on where to view these messages and respond.	C
5	H1: Visibility of System Status	2. Moderate Task	3	After tapping "Send," a "Message Sent!" confirmation appears immediately, but the app freezes on that screen for around 5 seconds before navigating back without any loading feedback. Users cannot tell whether the app is processing or stuck.	When users read "message sent!" they assume that the message is already done sending and it just tells users to wait, but it's a bit confusing on how long to wait for or what is going on in that waiting period. This delay could be uncertain, confusing, and a bit frustrating to users and they should always be aware of what is happening.	Adding a loading spinner could help with visually telling users that they are waiting for something to happen. "Message sent" should happen after the loading, not right away.	A, B, C
6	H2: Match b/w System & World	3. Complex Task	2	The term "AR scan" on this card is unclear and users may not naturally use that term to describe their room. Some people may not know this is an AR app or may not know what AR is.	"AR scan" is very systems and technology based when users may not naturally use this in their everyday language. H2 says wording should speak to real world terms, otherwise users may be more hesitant to use the technology or feel confused in the technical wording.	"James took a look at your layout" or "James scanned your room" can be a bit more user centered and recognized. You can also add images or a quick preview of the scan!	C
7	H2: Match b/w System & World	2. Moderate Task	1	The prompt "Do you or ?" is ambiguous and visually cluttered.	In the real word, " " would refersto being hearbroken rather than disliking a certain thing. They would become unsure what the icons represent and what action would come if selected: whether they mean liking, saving, deleting, or skipping an item. This leads to hesitation and wrong actions.	Replace with " " and " " and add clear text labels with clear states.	A, B, C

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11	H2: Match b/w System & World	2. Moderate Task	2	Reading the notifications gave me a bit of confusion because the phrasing felt a little awkward. "You have New Activity in New House" took me a while because I need to look around for New House/take more time. Also in "You have new collaboration activity" sentence structure is different and I had to take more time to process to go to collaboration.	With confusing syntax, users can take longer to process what the notification means and what exactly they need to press. This lack of clarity causes confusion and can take the user longer to move through the system	Change the wording or make the notification syntax consistent so the users can be used to how information is passed onto them.	A
9	H2: Match b/w System & World	1. Simple Task	3	The interface uses a play/pause icon, but it is unclear what action will occur when the button is tapped, users do not know what they are "playing" or "pausing."	This icon is not the most intuitive meaning that it relies on users to interpret the meaning without context. Though users are only given that button to click, when we think of pause and play, there is usually some time of movement beyond our control (like a video) that these buttons give us control for. Since in this prototype we can just choose our scan, then these buttons are confusing.	You can add a label like "Start scan" or "Pause changes" or just like a label at the bottom of what it intends to do.	
10	H2: Match b/w System & World	3. Complex Task	2	For both moderate and complex tasks, pressing Return on the keyboard instantly sends feedback instead of adding a new line.	Users may accidentally submit unfinished comments since Return usually inserts a line break, cluttering the thread with partial thoughts.	Add a distinct send button and treat return as "new line" instead of "send"	B
11	H2: Match b/w System & World	2. Moderate Task	1	Interface consistently uses the term "friend" when sharing designs but in a later screen it says "your wife suggested" and this could be a small misalignment on judgment of relationships.	Despite your wife potentially also being your friend, it may be a bit rocky having to assume relationships and create ambiguity around relationship roles, expectations, and permissions. The app should clearly step away from making these assumptions unless there was an input place of their relationship status.	For safety, I would just stick to using names instead of addressing people by relationships. You could also have like a different term like "collaborator".	
12	H3: User Control & Freedom	2. Moderate Task	4	When users press back arrows, they don't always go back to the previous screen. Instead they would jump all the way to the start of the flow or they would just exit a house file.	The back button is expected to return users to their most recent state. Jumping to an unexpected screen removes the ability to undo navigation and makes users feel disoriented or "kicked out" of a task.	Make sure the back button actually goes back to the previous screen. I think this is also a Figma feature you can change it to.	A, B, C
10	H3: User Control & Freedom	2. Moderate Task	4	When a user presses on existing project from the home page, there is no pathway to get back to the homepage if you want to start a new project.	There needs to be a way to give a user a way to exit a task easily, and right now once the user presses existing project, there is no way to give the user freedom and move onto something else if they wanted to. They are rabbit holes.	Add a button that connects back to the main page. Have a flow that brings you back to start a new project.	A, C
14	H3: User Control & Freedom	1. Simple Task	3	After placing furniture in AR, there is no option to undo or remove the item without restarting the scan.	Users who misplace or rotate an item incorrectly must restart the whole scan, which feels rigid and time-consuming.	Add Undo/Redo and Remove buttons directly on the AR toolbar for quick correction.	B
15	H3: User Control & Freedom	1. Simple Task	3	The camera closes automatically after completing a scan.	If users notice a mistake or missed corner, they can't rescan without restarting, disrupting workflow.	Include a "Rescan Room" button before exiting so users can immediately fix issues.	B
16	H3: User Control & Freedom	2. Moderate Task	3	Users cannot edit or delete feedback comments once submitted in a project thread.	In such collaborative environment, its important that users have the autonomy to correct/retract their input instead of being locked out. Logs that can't be interacted with trap users into records they may not want to see and prevents correction of errors and limiting autonomy in collaboration.	Enable edit/delete options with confirmation prompts to increase user control.	B, C
15	H3: User Control & Freedom	2. Moderate Task	2	In this moderate task, there is no way to find the link to the object, save it, or buy it, if it is a suggestion that the designer wants to take. Once again we can only react to the item, but not save it if we like it or keep it in some form of memory. I also don't see the product information at all.	After I rate the item, if I want the item, I would want a way to remember the item, or create a list with items that I like. I have no information of what the item is, where it comes from, how much this item is.	Add the product information, maybe in the rating there is a page with the messaging that also shows you details of the item. And also an option after you send the message to save the item or like edit it into your layout or not. Maybe I like the item, but not where it is placed?	A, B

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32	H3: User Control & Freedom	5. Extra Violations	3		There is no account creation step for me to set my preferences for the app. This app immediately jumps into the homepage, without a way to sign in or create an account.	As a part of the onboarding process, we should have an account page for the user which would also help with the violations of accessibility. The account page also helps center all of the user's information.	Make a flow to create an account and add different setting options. Maybe you want the font size to be bigger or you want to use a different language and any other helpful setting options.	A
37	H3: User Control & Freedom	5. Extra Violations	3		This app lacks a function to delete/archive projects, or favorite projects, which could be helpful with organization and personalization on behalf of the user	Right now I am unsure how the page would be organized when you have more than two projects. It would be interesting to maybe organize them by past projects, current, favorited, or maybe if they have a specific theme or creating personal folders.	Add this function so it makes it easier to navigate through the system when the number of projects grows and becomes larger. I am assuming you want longevity on the app and that users can look at past designs.	A, C
45	H4: Consistency & Standards	3. Complex Task	2		There is a send message option, but also a text emoji, so I'm confused as to what that reaction means. Also send message is truncated...	I am confused, because if I was going to send a message with the reaction anyways, why do I need the emoji. I would also love to see the whole phrase send message, maybe just like blocked a different way, so I didn't have to take more brain power to interpret it. Not a lot of brain power, but also the ... isn't the most visually attractive thing.	Fix the send message spacing and also get rid of the text emoji. We can add more emojis though to show the nuance of reactions, but the send message bit can be reformatted.	A
21	H4: Consistency & Standards	4. All Tasks	2		Placement: There is inconsistent placement of the back button and the "New House" headers on all of the screens. Even though you are just adjusting to make more space for the subheader, it would be good to keep it consistent across all navigations.	Inconsistent placements of back buttons and headers may create cognitive overload and mildly add stress to users. This could steer concentration and focus, which could make it harder for navigation.	You can copy the header in one frame and when you click onto another frame, if the frames are the same sizes, it will format and place the text in the exact same location. Just make sure you don't move it and this will build consistency with the back button and headers.	C
22	H4: Consistency & Standards	1. Simple Task	2		Despite the icons being different tasks, these back buttons are being used at the same time. Usually every screen should only have one back button, and even though there is an overlay, users can still visibly see the two arrows, which doule confuse users on where they navigate to.	Duplicate back arrows can confuse users to go to the wrong screen. For example, if they clicked on back on the card, there is a chance that users would assume they go all the way back to the previous screen. While it may be intuitive for us, it could be confusing for other users.	Replace the back button on the card with an "X" or a button that says "close panel" to visually differentiate closing the panel vs navigating back a page.	C
34	H4: Consistency & Standards	4. All Tasks	1		Font: Throughout the interface sometimes has serif and sometimes sans serif in terms of the font	Font inconsistencies. I can't see the logic behind the font differences. I don't think having different fonts is bad, but it feels random as to which things are serif and not. Like the change log page is all sans serif where everything is serif.	Be clear about your font choices and if less important things are in sans serif. I will say it could be cool to maybe just unbold something with serif.	A
24	H4: Consistency & Standards	4. All Tasks	2		Size: Header/body fonts are inconsistently sized across screens: some body text matches header size, while button labels appear much smaller	Inconsistent typography disrupts visual hierarchy and makes the interface feel unpolished, making it harder for users to quickly distinguish between primary and secondary information.	Establish a clear and consistent typographic scale that differentiates headers, subheaders, body text, and button labels, and apply it uniformly throughout the interface.	B
25	H10: Help & Documentation	2. Moderate Task	4		The buttons "View Suggestions" and "See Layout" appear to represent different actions, but both lead to nearly identical screens showing suggestions and prompting the user to react.	These buttons are different tasks but it feels like they do the same function when you click into the frames where it is just feedback from someone and users reacting to it. The inconsistency creates confusion and may make users guess what the options do.	Rename and reorganize the buttons to better fit the function you were aiming for. You can have it to where there is no "wife suggestion" in the see layout screen and have it purely for viewing the layout you currently have.	C

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2	H5: Error Prevention	1. Simple Task	3	When the user is scanning the room, they press the record button once to start, and it is intuitive to press the the record button again to end it, and then it goes straight into the layout. There lacks a confirmation page or a way to ask for a rescan if an error occurs.	This could be an error if part of the room was not captured correctly. Before jumping straight into believing the scan was the best, allow the user to check what it looks like and the dimensions. If the user for some reason does need to rescan, they don't need to start a whole new project.	I recommend adding a confirmation page. Or some type of page that previews the layout and then gives the option to re-scan or move on. I think that would be helpful for users so they feel ready to move on and aren't immediately thrown into the project.	A, B
27	H5: Error Prevention	1. Simple Task	3	Users are able to move off of the AR grid outside of the room's boundaries without any warnings or constraints.	I also assume this could be a Figma thing but this would need an error prevention because we don't want users to unintentionally place items or navigate to invalid places. Without constraints they can make mistakes without knowing that they did wrong which could be annoying.	You can clip the frame to where it shows only where you want users to navigate. You can also add a small alert that says "out of bounds" or just force users to stay in bounds by not providing the option to go off screen.	C
28	H5: Error Prevention	2. Moderate Task	2	There's no visual separation between old and new feedback in the suggestion view.	Users can't easily see which comments are new, especially when collaborating asynchronously.	Highlight newly added feedback using a "New" label, color accent, or timestamp badge.	B
20	H5: Error Prevention	3. Complex Task	4	1. I can check multiple reactions, which seems to defeat the purpose of checking boxes. 2. After I check a box, I cannot uncheck the boxes, which also is a problem.	If we are supposed to make a binary choice of reaction, because one cannot like and dislike at the same time, it is a confusing contraditction, then there must be a function which constricts us to only choose one.	Make sure that we are constricted to soley one choice of reaction and when we check one box the other one unchecks.	A, C
30	H5: Error Prevention	1. Simple Task	2	When users tap on available items, the system immediately adds the item to the layout with no confirmation and no preview. There's no way of telling if items are already in the layout or not.	This allows users to perform an irreversible action without warning or preview. Users can unintentionally place duplicate furniture in their layout and clutter the design. There are no constraints to prevent accidental placement.	Add a warning message of like "add to layout?" and also have a state in which you can show things are already added.	C
31	H6: Recognition not Recall	1. Simple Task	2	After users create a new scan of their living space, the app automatically saves it without allowing the user to name or label it, implying they will remember which scan is which later.	This forces users to remember what each unnamed scan represents instead of helping them visually identify it. Users should not be required to rely on memory in order to differentiate between scans.	Allow users to name their scan after they scan a new room. Maybe there are tagging options or better methods of organization - maybe like a funnel from house to room.	C
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33	H6: Recognition not Recall	1. Simple Task	2	No visible list shows which furniture pieces have been placed in the room.	Users must rely on memory to track items, increasing cognitive load and risk of adding duplicates.	Add a side panel or "Recently Added Items" list that updates automatically as users place furniture.	B
34	H6: Recognition not Recall	3. Complex Task	2	Feedback threads are hidden behind multiple tabs with no preview of recent activity.	Users must manually check each tab to find new feedback, slowing review and collaboration.	Display a preview snippet or small icon on each tab when new comments are added.	B
35	H6: Recognition not Recall	1. Simple Task	2	Saved spaces appear only as names in a list with no visual preview, date, or thumbnail, forcing users to remember which space each name represents.	Users needs to rely on memory to differentiate between saved locations. When multiple scans have similar or generic names or say they just have so many locations saved, the user cannot recognize which space they're opening without trial-and-error	Add image thumbnails showing a preview of the space.	C
23	H7: Flexibility & Efficiency of Use	3. Complex Task	4	After the message has been sent, we immediately return to our project page, which ones again inhibits a user from doing these tasks fast and if they have multiple. I imagine that there can be multiple notifications at once, in the same way I leave lots of comments on Figma at one time for my team to see later.	I don't want to be stuck in one path to get back to where I want because there wasn't a more efficient path to take. Some short cuts. This is a very simple short cut of just going back to project. and if anything making sure we save it and exit is extra comfort.	Make sure the sent page goes back to the layout page rather than the project menu page to cut down the time if I am trying to do multiple things. You had 2 items, so I had to walk through the hard path twice.	A

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6	H7: Flexibility & Efficiency of Use	1. Simple Task	3	When scrolling through the catalog to test out new items, once I click in, and if I don't want to try the item, if I hit the back arrow, I am brought back to the layout page and have to reclick into find items.		This creates an annoying loop that anytime I want to go back and look at the other products, I have to go back to a home page and click the button again and rescroll. It isn't very efficient to use.	Connect the button of that page back to just the catalog menu. Through the backend, if you could remember where the user scrolled that would be awesome, but at least remove the barrier of having to click again vs scroll again.	A
38	H7: Flexibility & Efficiency of Use	1. Simple Task	1	Users must repeatedly search for the same furniture items every time they redesign their room, with no option to favorite or save frequently used pieces.		Users who repeatedly add the same furniture must re-search every time, which becomes tedious. Slows down experienced users who frequently reuse certain items.	Add a "Favorites" or "Saved Items" section for easy access to frequently used pieces.	B
39	H7: Flexibility & Efficiency of Use	3. Complex Task	3	When managing multiple feedback threads, users must react to each comment one by one, with no batch or multi-select option.		Repeated manual interactions are inefficient and tedious for projects with many collaborators.	Add multi-select tools or bulk action options (eg. "Approve All" or "Mark as Read").	B, C
40	H7: Flexibility & Efficiency of Use	3. Complex Task	3	There's no quick navigation to jump between feedback sections, instead you must head to AR mode to view each one at a time manually.		This makes reviewing older feedback slow and error-prone, especially in long-term collaborations.	Add a dashboard where you can quickly access all and most recent suggestions and updates at once without having to navigate into the room page.	C, B
41	H7: Flexibility & Efficiency of Use	1. Simple Task	4	When creating a new design, users are required to start from scratch rather than duplicating or reusing an existing layout.		If users want to save multiple versions of a layout, they would have to rescan and do the whole process again. This could be seen as wasted time when people could be satisfied with their original scan and just want to visualize multiple different canvas arrangements in the same space.	Add duplicate layout, copy layout, save as template, or have a log or tabs with different versions.	C, B
42	H7: Flexibility & Efficiency of Use	2. Moderate Task	2	When users click on their reaction, they are also only given the option between a heart and broken heart for the other selection reaction. This restricts how users can express feedback on design suggestions.		For a section that is supposed to capture the emotional range of how someone feels, the options are really limited and there isn't a lot of instance and efficient customization, rather users need to go into the keyboard flow and type our a message. This can be limiting in collaboration and bringing in real-world aspects in expression and interaction.	Add additional quick reactions or customization in tags or the emojis they want to use. You can just do like an add reaction button and allow more personalization.	C
1	H8: Aesthetic & Minimalist Design	4. All Tasks	1	The color of the arrows blend in with your pink purplish background and it is a bit difficult to see. It is inaccessible for the user to efficiently click back.		All the functions, especially to escape an error if a user wants to go back and fix something, should be made extremely visible. This choice of color, while pretty analogous, work well together, but doesn't make the function pop. It would be better to make it obvious and lower it.	Change it to another color such as white, something that works in harmony with everything and will stand out. Or even consider adding a box around it so we can have a spacxe that is more targetable, per the Fitt's law.	A, B, C
27	H8: Aesthetic & Minimalist Design	4. All Tasks	1	The spacing is a bit off. Sometimes the title is close to the phone bar on the top and the arrow almost gets cut off on the screen. There is also inconsistencies in spacing and (in my opinion) could centralize things a bit more.		There is some alignment problems. I love the use of white space, but it feels like there is too much space. Consider what we can centralize.	Use the grid and realign some of these components. This would be a great way to make the app even more visually coherent. The colors already have so much personality, but making sure components also feel even more cohesive.	A, B, C
45	H9: Help Users with Errors	4. All Tasks	3	Error messages are missing or incomplete in many flows (though this may be due to the mid-fi prototype).		Without clear error prompts, users won't know when an action fails (e.g., adding duplicates or connection loss), leaving issues unresolved.	Add visible error messages and simple corrective buttons (e.g., "Try Again" or "Remove Item") to help users recover quickly.	B

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								Found by
26	H9: Help Users with Errors	4. All Tasks		4	Right now, whenever the message is being sent, there is no way to make sure our message is right, and also we can't edit the message after it has been sent. There could be wifi sending where there are delays, but there is no clear error message in the case these errors happen.	Currently when we send the message any message, we first lack a way to confirm our message and make sure it is the way we want, but also we can't edit a message if we need to add something. This would be something helpful with helping users with error, to be able to reaccess the message and add something, or else the user needs to send a new message.	Needs either a confirmation that this is the correct message, because I imagine design comments can be longer if someone has a long thought, or add a function to edit message somewhere. Or create a message thread. A message thread could bridge the idea of creating new messages but also being able to see the history.	A, C
	H9: Help Users with Errors	1. Simple Task		4	It was interesting that you guys kept track of the sizes of the furniture but did not keep track of the sizing of the room. The app does not warn the user when an item is too large to fit in their scanned room, and provides no explanation after placement fails or overlaps occur.	There is no alert the user to sizing conflicts or explain why an item cannot be placed correctly. Users are left to diagnose the issue themselves, often through trial and error or guesswork. Worst case is that it says it looks great on the app but when users start hauling massive, draining furniture and it doesn't actually fit, then it would be stressful.	A message like "This item won't fit in your room" or like red lines or error messages would help.	C
43	H9: Help Users with Errors	2. Moderate Task		3	Throughout the tasks, I must just click around to find what needs to be attended to. Beyond the text instructions, the interface doesn't necessarily point me to what I really need to go to.	It makes it confusing to walk through the system because I don't know which parts need most of my attention. It makes it so I need to create a system of how I check each project. A user can make a lot of errors getting to area that needs the most attention	Create a more clear notifcation system to let the user know what is the most important. Create hierarchy and important first reads that lead the user to the places you want them.	A
38	H10: Help & Documentation	5. Extra Violations		3	Unclear way of how to add friends in this app. My friends are preloaded (which is great), but I am unsure how they became my friends.	I understand that the friends are hardcoded in right now, but there is also no indication of where these friends come from. Do we find them from contacts? Do we have a add friend explore page? Are we able to look at public designs?	Add a flow of how to add friends, so the application of a design and social network makes sense. Are we entering contacts?	A
	H10: Help & Documentation	1. Simple Task		4	With this being an AR app, there is no guidance or instruction on how it works. The camera just immediately begins and users are told to move, but there is no instruction on what is happening since there are two instructions with the scan of pressing play/pause and moving the screen.	The lack of instruction can be dangerous because the camera is being used to invade privacy, especially when trying to view someone's personal home and space. With hesitancy with technology, there could be problems of integrating AR into daily life. Additionally, without help here, users can mess up easily in failing their scans.	Add warnings, instructions, and guidance on being transparent on how Haven uses AR and instruct users thoroughly in scanning.	C
17	H10: Help & Documentation	2. Moderate Task		3	There is no way to explain how we add relation to people. Right now on the screen it says suggested by your Wife. How do I assign someone in my friends to be my wife?	Confusing because the relations are hard coded in which is fine, but there are no screens to explain how the friend and relation network is created. Do we use our phone numbers and her name just happened to be wife. Are we allowed to attach relations to make some projects easier.	Clarify what this function is. Have a way to document/add the task of adding people as friends. It seems like you have a friend list and you aren't just sending it to phone numbers so make adding friends and creating the relations process clear. A walkthrough? A few pages?	A
	H10: Help & Documentation	1. Simple Task		2	The catalog lacks details about furniture attributes like brand, size, or scale.	Users can't tell how listed items translate to real-world dimensions, making it harder to choose furniture that fits their space.	Add tooltips, info icons, or quick pop-ups explaining each attribute (e.g., "Scale 2:1 = twice real-world size").	B
36	H10: Help & Documentation	1. Simple Task		1	The "Available Items" list doesn't explain how to select and place objects in AR.	Users may not realize they need to tap an item to add it to the room, causing confusion about how to start designing.	Include a short instructional label such as "Tap an item to place it in your room."	A, B
54	H11: Accessible Design	3. Complex Task		2	White text for indicating who suggested new furniture in the AR view is difficult to read against the light gray background.	The white text blends into the background, making contributor names barely visible and easy to miss during collaboration.	Add a small shaded or colored background behind text to increase contrast and improve readability.	B, A, C

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			Your TA will remove your names before the document is given to the project team. Under the 'Found by' column, use these letters to identify yourselves		When finished, please double check your numbers under 'evaluation statistics' & let your TA know if there's a bug with the formula		
Simple Task	*Planning a layout by placing items in a virtual space*		Evaluator A:				
Moderate Task	*Users can collaborate with their friends by everyone interacting and incorporating feedback with the virtual space.*		Evaluator B:				
Complex Task	*Organize collaboration/feedback between several stakeholders across time*		Evaluator C:				
			Evaluator D:				
				attach images in this column if helpful			

55	H11: Accessible Design	4. All Tasks	1	UI components (e.g., headers) are cut off by the iPhone's "Dynamic Island."		Elements placed too close to the top are visually cropped, making the interface look unfinished and potentially hiding important information.	Adjust screen layout to account for iPhone's "Dynamic Island" safe area so all UI elements remain fully visible.	B
41	H11: Accessible Design	1. Simple Task	2	The catalog feels messy right now. There are just items listed, but no way to have an organized way to go through and search for specific items		I would imagine if I was designing, I would want a more organized and accessible way (interpreting accessible in just like clean and efficient right now and making it not confusing). There is no way to search for items	Add filters! Couches, chairs, tables, lamps. It would be cool to make categories. Maybe even categories of style or from which culture. I think a search bar can be unnecessary to implement, but having filter choices for what items show up would be amazing.	A
24	H11: Accessible Design	3. Complex Task	1	The blue text for react is a bit hard to see. Not a great color against the slightly gray background.		Blue also is just a hard color for a lot of people to see. Design principles. Also the font size could be bigger to draw more attention.	Maybe like white with outlines, or a box that is a little bit transparent. Especially because the back is pretty dark, maybe something that popped out more or with outline. We could also tap into making this a notification icon rather than using the words.	A
29	H11: Accessible Design	4. All Tasks	2	There is a lack of option to change text size for the interface.		The text size in general is on the smaller side and especially if this is AR, it is imporant that there are customizable aspects. This isn't the most accessible design because some people might have vision problems and need things to be adjusted for the sake of ease of use.	Create a setting option, maybe in an account page that can also change the font size of the notifications and it will be helpful for accessibility.	A
59	H11: Accessible Design	4. All Tasks	3	Action buttons have no icons or logos, making them difficult to tell apart.		Buttons share identical size, color, and font, forcing users to read each label and slowing navigation—especially since the text is small.	Add small, meaningful icons to each button (e.g., a star for "Inspiration") to create intuitive visual cues.	B
60	H11: Accessible Design	1. Simple Task	2	Furniture items are displayed without names, only pictures.		Since one of your problem space to tackle is also that gen Z might not have sufficient finaicial support or budget, it might not be the move to prioritise items only from a certain price range.	Add the name of each furniture item below its image for easier reference and recognition.	B
39	H11: Accessible Design	1. Simple Task	3	Right now all the measurements of the items in the simple task are by inches, which is great for Americans, and terrible for so many.		I am assuming that this app will go global, which is also something we mentioned with language, but then the measurements and perhaps the items, the different types, cultural styles, and more need to be included.	Add the account set up page. With this we can add settings of filters of language and metric systems and maybe we can also expand to filtering the items.	A
	H11: Accessible Design	4. All Tasks	2	There is only typing for messages and only supports manual text entry.		Accessible design ensures there are multiple text inputs in case people have different levels of comofrtability with these inputs. There should be multiple modalities.	Microphone for text-to-speech, doing sound and voice commenting.	C
31	H12: Value Alignment & Inclusion	4. All Tasks	2	This app immediately jumps into the homepage, without a way to introduce the values or walkthrough the functions of the app.		This app throw us immediately into the application with knowledge of how it works and also what the values of this app is. That we have already been introduced the space to collaborate and design together, but we are missing this whole bit.	Would be nice to have an opening screen with the name and tagline, and maybe some page that explains the app and the mission.	A
64	H12: Value Alignment & Inclusion	1. Simple Task	2	The furniture catalog features premium brands without showcasing affordable alternatives.		Since one of Haven's goals is accessibility for Gen Z users, focusing only on expensive items limits inclusivity and usability.	Include a price filter and add affordable or second-hand furniture options to broaden access for different budgets.	B

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42	H12: Value Alignment & Inclusion	4. All Tasks		2	This currently appeals to the West in language and in item choices. It doesn't feel very warm to different styles of interior design and being open to different cultures.		This app feels very western and even hyperspecific to America. A lot of the aesthetics feel American and modern, which isn't bad, but it would be interesting to be open to different styles as well.	Create a larger library of different styles. Along with language, considering the items. Maybe a family is looking to have a more cultural design for a room and are looking for specific pieces. Also organizing this with filters would be interesting.	A
66	H12: Value Alignment & Inclusion	4. All Tasks		3	There is a concern of privacy when asking users to scan their personal living spaces. The app does not state who owns digital scans of a user's living space or how they are stored/shared.		Users from marginalized communities, renters, or individuals in shared living arrangements may have safety concerns when sharing images of their homes and living situations.	Adding terms and conditions and maybe a Data & Privacy section in onboarding stating who owns the scan, how it's used, and whether collaborators can reshare it.	C