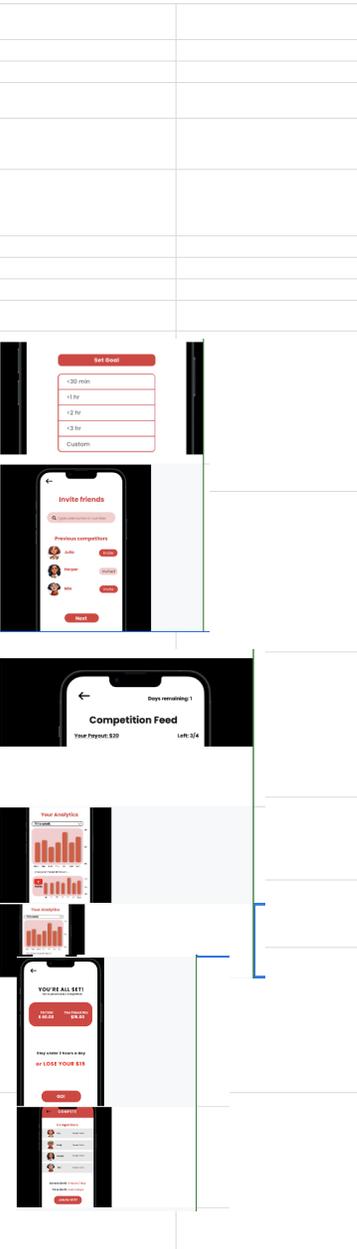


Prototype Description:	LOCKIN is an app that combines social and monetary incentives to limit screen time through competing with and staking money against other people.			
Simple Task	Join a Pre-Set competition with your login			
Moderate Task	Post your daily stats to the competition feed and compare analytics with friends			
Complex Task	Make a custom competition; defining your preferred goals, stakes, and members; sharing invitations to the competition			
				*attach images here if helpful

Problem #	Heuristic	Task	Severity	Description	Rationale	Fix	Found by
1	H1: Visibility of System Status	3. Complex Task	2	When i am customizing my competition and selecting goals and durations there is no indication that i have successfully selected that component after i press it i understand this is probably one of the buttons you didn't implement yet though	users will have to remember themselves what they set/if they set anything in the first place	highlight the selected element of the custom competition they are creating, could even be this gray color that shows up when you hover over it in figma	B, A, C, D
2	H4: Consistency & Standards	3. Complex Task	3	the back button in the second screen after I select harper as invited to my competition goes back to the screen before, this "uninvites" harper instead of going back to the previous customizing screen like I would think that back button would do	now back button in the corner has two meaning to the user, the first is going back to the prev page but here it means undoing an invite.	I'm sure this was just a wonky figma implementation, but I would recommend just making invite button toggle between invite and uninvite and make sure the back button links to the prev customization page	B, D
3	H7: Flexibility & Efficiency of Use	2. Moderate Task	1	I got confused what left: 3/4 meant on the top of the leaderboard	user is not immediately familiar with what that might refer to	either add "players left" or maybe leave the label as is and change it to 3 out of 4 on both screens that would be clearer than just a fraction which means the same but just takes extra brain power to immediately connect it	C, D, A
4	H4: Consistency & Standards	5. Extra Violations	2	want to know the daily average screen time spent on my most used apps along with tik tok and messages in my analytics	users can understand how their daily averages can compare on high use apps versus other apps	add in average daily use metric above the graph for messages	D
5	H4: Consistency & Standards	5. Extra Violations	2	want to know average daily screen time usage across phone in general in the analytics portion	I think that's a really digestible and translatable metric for users	add in average daily phone use metric above the graph for this week	D
6	H3: User Control & Freedom	1. Simple Task	3	the back button has unpredictable behavior does the back button here make you drop out of the competition or just takes you back to the previous page unclear	unclear what this action might do for their competition status	add a specific dropout button or don't have a back button, cause the one-liner says "drop screentime or lose your \$15" maybe the back button links back to the full competition page instead	A, B, D
7	H5: Error Prevention	1. Simple Task	3	I would make it more explicit to the user that once they press the join for \$15 button that they will not be able to get their money back or if you are letting users get money back make it clear that pressing join will still allow them to refund their money if they drop out	want to prevent users from joining competitions paying money without realizing they won't get their money back and have no way of fixing that error.	succinct warning description above the join for \$15 button that explicitly explains the situation	A, B, D



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Problem #	Heuristic	Task	Severity	Description	Rationale	Fix	Found by
8	H1: Visibility of System Status	1. Simple Task	0	It should be more obvious to me that this is the page I'm seeing because I've successfully joined the competition	need to give the user information in a logical and relevant order	I like the phrases used here but maybe it's as simple as switching the title and subtitle here for clarity, gets the correct information across to the user faster	B, D
9	H7: Flexibility & Efficiency of Use	2. Moderate Task	0	could have this be screentime spent for more clarity and more efficient recognition for the users	user shouldn't have to wonder what time spent should be referring too	add screentime instead of time spent	D
10	H2: Match b/w System & World	2. Moderate Task	1	be careful using green and red here to indicate if you're higher lower here, we talked about green and red meaning different things cross culturally in design	the data visualization should match the users language and real world conventions, which with color could vary	maybe pick diff colors, i think there's an alternate suggestion the lecture slides	D, C
11	H7: Flexibility & Efficiency of Use	2. Moderate Task	1	0:47 out of what, what's the end bound for this scale. is it measuring per day (out of 3 hours) or out of the 4 days total (out of 12 hours) when you go to compare it compares results from today only so maybe it should reflect that it is 0:47 min out of 3 hours	make these analytics more interpretable right off the bat without making users think too hard increasing efficiency on the app	maybe its simple and just add out of 12 hours or maybe you can click off into another screen that shows the layout per day	D, C, A
12	H7: Flexibility & Efficiency of Use	5. Extra Violations	2	when you scroll through analytics to me these should be two different sections: general analytics and then breakdown per app. these should be labeled as such so when you scrolling through you know what you're looking at	keep users moving through these statistics quickly by labeling sections correctly	add a subtitle/header here that breaks up this a bit more from the general analytics to specific app breakdown	D
13	H3: User Control & Freedom	3. Complex Task	4	no back button when creating a custom competition	users need an emergency exit button when they make a mistake	add back button	A, D
14	H11: Accessible Design	4. All Tasks	1	although I love the color scheme, I think it's very harmonious. The red and pink together like on top of each other, could make it hard for folks with color deficiencies to see the differences.	because there are many elements using these two colors together, it would be hard for someone with color deficiencies to use the app at all	pick colors farther apart in the color wheel that are still harmonious or add black/white outlines on inner elements	B, D, C
15	H10: Help & Documentation	1. Simple Task	0	I think the titles for the pages before and after this do a great job of documenting what step of the process the user is in when joining a competition but I think this page could do a better job.	give user the concrete step they must perform on this screen to complete the task	instead of compete the header could say join the competition go button is not descriptive enough maybe say "start" instead	D, C

