

<b>Prototype Description:</b>	FoodWise is an Eating Disorder Recovery Prototype that allows users to take a tailored survey, access recovery tools, and complete guided modules						
<b>Simple Task</b>	Complete an entry survey about food habits and reasons for recovery.						
<b>Moderate Task</b>	Access, modify, and use various "toolbox" tools to aid the user on their road to recovery						
<b>Complex Task</b>	Complete a "module", which consists of completing checklist tasks, watching lessons, and accessing the lesson journal						

Problem #	Heuristic	Task	Severity	Description	Rationale	Fix	Found by	Column 9
48	H12: Value Alignment & Inclusion	1. Simple Task		The survey flow is also just really long and might create friction for users looking for easy, simple assistance with their eating	Users would benefit from a simple, intuitive interface to get them proper help with minimal effort required on their end	Making the survey flow slightly shorter/parts of it optional to do at different times so it's less of a burden to the user	A, C, D	
58	H8: Aesthetic & Minimalist Design	1. Simple Task		The text in the follow up questions in the survey is small/difficult to read	The text gets smaller as the questions get longer which becomes inconsistent and difficult to read for users	Change the UI to have a larger text box or shorter questions	C, D	
4	H1: Visibility of System Status	1. Simple Task		Survey seems extremely long and has points where it feels deceptively "finished", only to ask further questions	Survey can be frustrating because of all of the information it asks for, especially when the user has no idea how long the survey will be in the first place	Add a progress bar to denote how far along the user has gotten through the survey, to reduce frustration when it turns out there's more to go	A, B, C, D	
28	H5: Error Prevention	1. Simple Task		Text input feels freeing, but in reality the only inputs allowed are 0-30	Users may run into errors with entering values if they aren't careful enough -- putting a reminder close in proximity to the input field may help users remember what they are allowed to enter	Include some text that indicates that the entered value has to be between a certain range, or replace the text input with a slider or error message	B, C	
16	H3: User Control & Freedom	2. Moderate Task		No avenue for users to edit created tools	There only seem to be adding and modification actions; it is unclear how to remove a tool from the toolbox if it is added on accident or is no longer wanted. This is important people have evolving needs on their healing journey	Add a "delete" option in the "add to toolbox" category and/or the "edit tool" section	A, B, C	
42	H4: Consistency & Standards	2. Moderate Task		Save button in toolbox doesn't look interactive	Buttons in this app have been a yellow-ish color; the Save button on this screen looks like other boxes for input fields and text labels	Change the color of the button to match other buttons on the application	B, C, D	
22	H2: Match b/w System & World	3. Complex Task		Unclear what the "Toolbox" and "Tracker" are without exploring the various tabs	The only visible buttons on the home screen are the "Lesson" and "Lesson Journal" buttons, the user is left to guess what the Tracker and Toolbox are on their own	Add text underneath each icon in the bottom navigation bar to indicate what they are, OR add hyperlinks to the checklist to make it easier to navigate to each OR changing what we call the toolbox/changing the icon to align better with being the main support feature of the app?	A, B, C, D	

31	H5: Error Prevention	3. Complex Task	2	Nothing prevents the user from checking all checklist items without completing their respective tasks	As an app aiming to help people with their eating disorders, it shouldn't be possible to "cheat the system"	Make checklist items automatically check after completing certain tasks, rather than allow the user to check them manually	B, C, D
6	H10: Help & Documentation	4. All Tasks	4	Upon arriving at the home page, I don't quite know where I am and what button I need to press to go where. I can see a map but don't know what it represents or what I should be intending on doing.	Documentation/a written introduction of how users should interact with this system may be helpful in equipping users with an understanding of what they should be hoping to accomplish and how	Introduce a navigation flow or labeling where users should click to do certain tasks	A, C, D
45	H8: Aesthetic & Minimalist Design	4. All Tasks	3	The interact is so cute, but incredibly detailed which distracts me from the content/interactions between the llama and the turtle	De-cluttering the interface may allow users to focus more on the introspective process, especially during the survey, and be less overwhelming/overstimulating	Simplifying some of the detail in the user interface	A, C, D
8	H2: Match b/w System & World	5. Extra Violations	3	Home screen top right has "!" button, leading to assistance page. Buttons in navigation bar are confusing and unexplained	Some icons are intuitive, such as the avatar icon for the profile. Some, such as the "!" icon, are more unclear. I initially believed the "!" icon was for notifications, but it seemed to be for reporting emergencies	Maybe use an icon other than "!" to avoid clashing with app conventions that "!" provide app-related support. Put text underneath icon to explain what it does, or replace icon (such as the "!" icon to a "!" in a triangle, which represents a warning) or add a tutorial.	A, B, C, D
9	H4: Consistency & Standards	5. Extra Violations	2	Uninteractable "daily checklist" uses same background colors/style as interactable "lesson journals" and "lessons" buttons	It can be a bit confusing which elements are actually interactable because they share the same look	Make the "your daily checklist" box have a different background from the "lesson journals" and "lessons" buttons, or vice versa	A, B, C, D
20	H1: Visibility of System Status	5. Extra Violations	2	Unsure how to submit "Track"ed information	There is no button or indicator that something has been tracked; clicking the back button does not feel like your data has been saved	There is no button or indicator that something has been tracked; clicking the back button does not feel like your data has been saved	B, C
27	H4: Consistency & Standards	5. Extra Violations	2	Unclear that map area is scrollable	There is no indicator that the map is scrollable (this is a minor feature but it is nice to explore the city)	Include some up arrow at the top left/right of the screen that indicates scrolling is possible	A, B, C, D
71	H2: Match b/w System & World	5. Extra Violations	2	I associate the map as being my "route" to get from one place to another, but don't know what each location means or how to navigate movement on the map	This might confuse users as they may be trying to navigate the map but not know how to get to a desired location, or what each location even represents	Addings labels/a general description for the map	A, C
11	H10: Help & Documentation	5. Extra Violations	1	After all checklist items are completed, no visual indicator encourages or celebrates the user's success	After all checklist items are accomplished, I'm unsure if this would unlock the next module or what would happen at this stage (I am aware only one module is complete, but I am curious what would be the "next step" after accomplishing this)	After all checklist items are completed, give a congratulatory message ("Congratulations on completing all your items today! :)")	B, C
33	H4: Consistency & Standards	5. Extra Violations	1	Header text in individual tabs look like interactable buttons	Due to the amount of space that the titles take on the screen, combined with the background colors, it reminded me a lot of the buttons on other parts of the application	Change the style of the headers – allocate less space for them and change the background color	A, B, C, D

72	H9: Help Users with Errors	5. Extra Violations	1	There does not seem to be an area that has information about errors or an faq	This could be useful if errors arise once implementation is completed	Consider adding this subsection under a menu	C, D, A
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Heuristic	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of System Status	0	0	3	1	0	4
H2: Match b/w System & World	0	3	5	1	0	9
H3: User Control & Freedom	0	0	5	1	0	6
H4: Consistency & Standards	0	8	8	0	0	16
H5: Error Prevention	1	1	1	0	0	2
H6: Recognition not Recall	0	4	1	0	0	5
H7: Flexibility & Efficiency of Use	0	3	3	0	0	6
H8: Aesthetic & Minimalist Design	0	4	0	3	0	7
H9: Help Users with Errors	0	2	0	1	0	3
H10: Help & Documentation	0	2	0	0	1	3
H11: Accessible Design	1	2	1	1	0	5
H12. Value Alignment & Inclusion	2	1	3	2	0	8
<b>Total Violations</b>	<b>4</b>	<b>30</b>	<b>30</b>	<b>10</b>	<b>1</b>	<b>74</b>

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

<b>Severity</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	
0	0.0125	0	0.0125	0.025	
1	0.125	0.2	0.1125	0.1125	
2	0.1625	0.2125	0.1125	0.2125	
3	0.0625	0.05	0.0625	0.0875	
4	0.0125	0	0.0125	0.0125	
<b>Total (sevs. 3 &amp; 4)</b>	0.075	0.05	0.075	0.1	
<b>Total (all sevs)</b>	0.375	0.4625	0.3125	0.45	

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

**What we liked:** *This med-fi prototype was cute and fun to navigate! The hand-drawn turtle and llama characters and how they present themselves in the application were adorable, but we would be a bit wary about not trivializing the issue with the cutesy graphics. This makes your app distinctive from the majority of mental wellness apps, which often use advanced animations with color transitions and a spiritual feel. The style fits your goal very well, focusing user energy on themselves and their eating disorder recovery journey. In terms of tasks, many tasks, once we figured out the overall navigation roadmap, were easy to navigate (they were very linear processes). Exploring the different features of your application was a pleasant experience, even throughout multiple playthroughs, which is a great start for your app!*

**What could use improvement:**

*We first took issue with some of the icon and terminology as we found icons like the "toolbox" and "tracker" confusing, especially during moderate and complex tasks. On the terminology front, we feel that simplifying language to avoid overly technical terms like "food noise" would align better with catering to a broad audience of carying literacy when it comes to eating disorders. We also focused strongly on consistency in interactive elements, such as button design and slider scales, as we felt it would make the interface more intuitive, minimizing the cognitive load required to navigate the app. We also felt that error prevention and recovery mechanisms, like clear submit buttons and avenues to remedy errors and edit responses as user experiences evolve along their healing journeys, would give users better control and guidance. this is especially important given the nonlinear nature of working through an eating disorder, and we feel as though making it clear that setbacks are overcome-able and that support is readily available to users on all flows as they navigate what may be a triggering app interface should be highly prioritized. Overall, great job and we think prioritizing clarity, consistency, and user support would make FoodWise a more accessible, user-centered application!*