Heuristic Evaluation

Team 7: Esports Stats

Developer Team:

Aakash Gunda
Austin Keene
Colin VanDelden
Erik van der Grijn
Jamarri Jackson
Max Jorgenson

UX Consultants:

Vishnu Rapuru
Vrushali Shinde

Developer Team:

Kaitlyn Roose

Prepared by —
Vishnu Vardhan Reddy Rapuru,
Feb 13, 2023.

Design Description

The Design given by the developers team provides the tools for the various users to record and access the scores of different matches of super smash bros ultimate game. Based on the permissions given by the admin, the users are permitted to perform specific actions only. The scores can be recorded by the players for the first and the modifications are done by the statistician. Each player can only access their own history of scores, but a statistician can access the scores of every player, and analyse the performance of the players. Admin controls the access of each and every user, including adding new players.

The design also describes how the scores are recorded in a crew battle and in a singles match. When the player submits the wrong score that can be resolved by the statistician.

UI Domain

This application belongs to "Data Visualisation" UI domain and it is both interactive and responsive on desktop and mobile screens. The applications in this domain take the data from the user, providing as simple and interactive user interface as possible to the user. The data should be displayed to the user on the request, which helps them to analyse the data. The application should be flexible enough to work in the situations where there is weak internet, because the players need to input the scores as soon as they have done playing.

Heuristic Usability Principles

1.   Visibility:

The players should be provided with proper navigations to input the scores, indicating that the modification is not possible. The statistician should be able to extract all the scores and be able to modify or download the information.

2.   Flexibility and Efficiency of Use:

The application should be Flexible in case if there is more players added or new information required to store. The users should be able to perform the actions with much less interaction with the app.

3.   Consistency and Standards:

The application should use the colors, language, styles, and fonts consistently throughout system. It should also be standard in terms of the behaviour respective to the platform on which it runs.

4.   Error Prevention:

The application should verify the input values before entering them into the database, to avoid the data compatibility issues.

5.   Simple Design:

The players interaction with the application is very minimal, which needs an easy design that allows them to perform these actions quicker. The statistician uses the application for advanced tasks, hence the design should make this easy for this user.

6.   User Control and Freedom:

In case the player enter wrong scores, the statistician should be able to modify the scores as the player requests. Also, the players should be able to view their scores history and the statistician should be able to track scores of all players.

7.   Responsive:

The app should run on both desktop and mobile devices as a web application.

Usability Problems

There are problems presented by the developer team. They are:
- Every given page is after admin login to the application, but it is not given how the application appears for other users like players.
- The statistician page after statistician login is same as admin page or is not mentioned in the design.
- A help button is provided in any of the application pages in case, the user is new to the application and need some guidance.
- Cannot find the application responsive view, presented only the desktop view and cannot find the mobile view.

Usability concerns

- Responsiveness: The design does not provide a view for mobile users, which helps players to easily enter their scores. It is mentioned in description but not provided any view.
- Statistician page: There no page for statistician to edit the scores and get the information of a specific player score history.

Illustrate the critical usability concerns with a short story:

Use case 1: The player after completing his match want to update the score, where there is no availability of any desktop screen devices. In this case there is no view for mobile screens is provided for the player and demo of player can interact with the application. This will cause a confusion for the player and may result in avoiding the application to add their scores.

Use case 2:The statistician is the one that edit the scores, if there is any mistake done by the players while entering the scores. There is such editing option provided for the statistician. This will make admin to edit every error entry caused by the players.