

Heuristic Evaluation

Sheep Wormer

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App Idea :

The primary purpose of this application is to aid sheep farmers in effectively managing internal parasite infestations within their flocks. Traditionally, farmers would use administer anthelmintic treatments to all sheep on a regular basis, which led to the development of resistant worms over time. However, the modern approach involves treating only those sheep that are actually infected with parasites, allowing both resistant and non-resistant worms to coexist in the flock. This strategy helps preserve the efficiency of anthelmintics. Additionally, there is a recommendation to cull animals that frequently require deworming to minimize the impact of internal parasites on the overall health of the flock. The application provides farmers with tools to monitor individual sheep for internal parasite issues, evaluate the effectiveness of deworming treatments, and identify animals that may need to be removed from the flock.

User Interface (UI) Domain :

The User Interface (UI) Domain can be described as “Application to ease the Deworming in sheep”

Sheep Wormer application assists the farmers in deworming the sheep. Deworming is essential and also sometimes it is really hard. Due to immunity developed in the worms, the parasites are prone to the deworming process. Now they are treating the sheep which of those are actually infected.

Heuristic Usability Principles :

Match between system and real world :

The user should get what he is exactly looking for. The terminology used in the app and in the real world should be same.

User control and freedom :

The user should be able to control his account and his data. He must be “free to go” whenever he want to.

Error prevention :

The user should not face any critical errors like losing their data once he signed into his account.

Flexibility and Efficiency of use :

The application should accommodate user preference and their needs. The users always look to get most of it(application they use).

Minimalist design :

It is not necessary to design a great UI. The user won't like a complex design. Rather they choose an app with simple UI.

Readability :

The user should understand the usage of the app since the day he starts using the app.

Help and Documentation :

If any user is facing difficulties while using the app, there should be a help box and a tutorial guide.

Potential Usability Problems :

- What if the user wants to delete his account temporarily/permanently and the app doesn't allow it for some reason? If the app allows it, then what about the data and pictures he saved. That violates the user control and freedom principle.
- What if the user wants a specific feature and app doesn't have it? That violates the flexibility and efficiency of usage principle.
- If the user doesn't understand how the app works then he faces the difficulties. The user has expectations before using the app. If he can't understand the usage that violates the help and documentation principle.

Critical Usability Concerns :

- If the user (farmer) has multiple farms, he'll get confused while using the app. Farmer can add many sheep he wants. But he can't add his other farms.
- If the user entered the data for his sheep and he forgets to click on the save button, then it would be clumsy.

Critical Usability Concern Scenario :

- The user has multiple farms in different locations or states, he can't add all those farms. When he started using the app, he has only a farm. But after few months or years, he will open farms in different locations. But he is the only one that looks after them. Then in that case it is difficult to identify the sheep to which farm it belongs to.