Usability Heuristic Evaluation of ELMS Assignment Submission System
For each heuristic, select a score and describe why.

Scores

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>I don't agree that this is a usability problem at all</td>
</tr>
<tr>
<td>1</td>
<td>Cosmetic problem only: need not be fixed unless extra time is available on project</td>
</tr>
<tr>
<td>2</td>
<td>Minor usability problem: fixing this should be given low priority</td>
</tr>
<tr>
<td>3</td>
<td>Major usability problem: important to fix, so should be given high priority</td>
</tr>
<tr>
<td>4</td>
<td>Usability catastrophe: imperative to fix this before product can be released</td>
</tr>
</tbody>
</table>

1. Visibility of system status
The system should keep users informed about what is going on, through appropriate feedback within reasonable time.
Score and Rationale: ____________________________________________

2. Match between system and the real world
The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.
Score and Rationale: ____________________________________________

3. Consistency and standards
Users should not have to wonder whether different words, situations, or actions mean the same thing.
Score and Rationale: ____________________________________________

4. Error prevention
Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or allow for undo.
Score and Rationale: ____________________________________________

5. Recognition rather than recall
Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.
Score and Rationale: ____________________________________________

6. Flexibility and efficiency of use
Accelerators — unseen by the novice user — may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.
Score and Rationale: ____________________________________________

7. Fun to Use
Using the product should be a pleasant experience. When possible, it should be delightful, amusing, and enjoyable. Help users feel empowered and capable.
Score and Rationale: ____________________________________________