

# UX Site Audit

# Project Name

---

Digital Corps

Date

---

## Overview

Explain what this system is, what the project is.

## System Objectives

This information will be gained during stakeholder interviews or client meetings. Get a better understanding of the client's goals of this system.

## Typical Users

Can typically be discovered during client/stakeholder meetings/interviews. Create user personas to have a better understanding of who this system is for and understand the user's objectives/behavior.

## Analytics

Using metrics from sites such as Google Analytics will help provide quantitative data about user behavior, site traffic, user flows, and more.

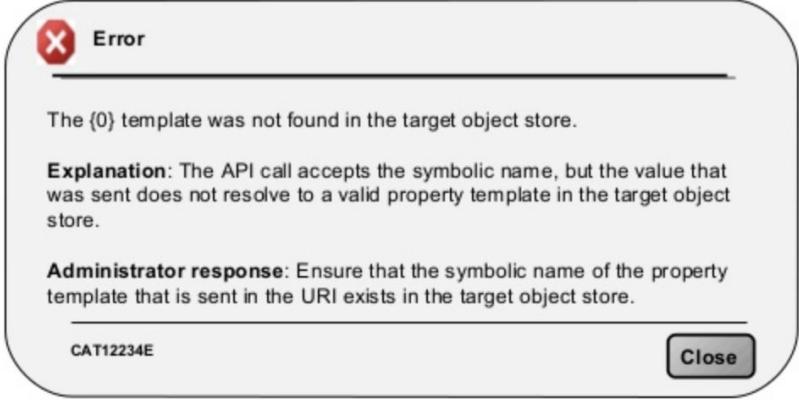
## Heuristic Evaluation

Heuristic	Explanation	Y/N
#1: Visibility of system status	The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.	
#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.	
#3: User control and freedom	Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.	
#4: Consistency and standards	Users should not have to wonder whether different words, situations, or actions mean the same thing.	
#5: Error prevention	Even better than good error messages is a careful design which prevents a problem from occurring in the first place.	
#6: Recognition rather than recall	Minimize the user's memory load by making objects, actions, and options visible.	
#7: Flexibility and efficiency of use	Accelerators may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users.	
#8: Aesthetic and minimalist design	Dialogues should not contain information which is irrelevant or rarely needed.	
#9: Help users recognize, diagnose, and recover from errors	Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.	

#10: Help and documentation	Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation	
-----------------------------	---	--

### Issues Found:

#### Problem 1: Multiple Tabs

<b>Description</b>	When a user does “this” an error message pops up with language not understood by the average user.
<b>Heuristic</b>	#9: Help users recognize, diagnose, and recover from errors
<b>Severity</b>	1, 2, 3, 4, or 5
<b>Design defect</b>	Explain why this is a design defect - this is the technical portion of what went wrong with the element/feature/section. This can be 1-3 sentences or longer, as needed.
	
<b>Potential effect on user</b>	Explain how participants feel and how the problem changes their experience in the app/website.
<b>Recommendations for improvement</b>	Explain what should be done to fix the problem.
<b>Link to audio/video example</b>	Include a timestamp of the video/audio recording along with the link