

Usability Heuristics Research

Research record **your** understanding of at least 5 - 6 Usability Heuristics

These links are just starting points:

<https://www.nngroup.com/articles/ten-usability-heuristics/>

<https://www.designprinciplesftw.com/collections/10-usability-heuristics-for-user-interface-design>

<https://www.csfieldguide.org.nz/en/chapters/human-computer-interaction/usability-heuristics/>

Research Source	Positive	Minus	Interesting
White space	Whitespace refers to the areas in the design that do not contain content, including the larger spaces between design elements and the tiny spaces between letters. It doesn't have to be white.	Used incorrectly it can make the design too cluttered, it won't be readable and the focus will be taken away from the information or message	There are two main distinctions: macro and micro white space, and active and passive white space
Visibility of system status	.		
Match between system and the real world			
User control and freedom			
Error prevention			
Aesthetic and minimalist design			
Help and documentation			