

Onderwerp: Usability Checklist
 Auteur: C.M. van 't Veer
 Cursus: Mobile app Testing in Practice
 Versie: November 2015



USABILITY CHECKLIST

1e Level element	2e Level element	Evaluation Items	Evaluation (Yes / No)							Suggestion
			← MostNegative 1	← 2	← Negative 3	Normal 4	→ Positive 5	→ MostPositive 6	7	
Part 1: UI Policies										
Menu policies	Main menu	Is the menu type easy to recognize?								
		Is the main menu visually simple and clear?								
		Can users change the main menu type as they desire?								
	Menu grouping	Is the main menu composed of related submenus?								
Navigation policies	Menu labeling	Does the menu labeling follow the screen guideline?								
		Is the menu labeling familiar and easy to remember?								
	Main menu navigation	When users press the direction keys to move to other top menus, is the response immediate?								
	List navigation	Is the method of page movement or scroll consistent in every menu navigation?								
		Is the list selectable with the number key?								
	Photograph/video file navigation	Is the navigation method between folders or files easily predictable?								
Soft key policies	Soft key arrangement and allocation	Is the soft key which performs the same function always in same location?								
		Is the method of soft key naming always consistent?								
		Is the naming of soft key consistent with actually performed function?								
		Is the confirmation key allocated in the middle?								
		Is the use of soft key confused by "cancel" soft key?								
		Is the button on the keypad which performs soft key function correctly allocated?								
		Is the button in soft key area compatible with the button on the keypad?								
Pop-up policies	Notification pop-up	Is the content of pop-up indicated clearly?								
		Is the maintenance time of pop-up appropriate for users to understand the content clearly?								
	Caution pop-up	Do the icon, content, sound of pop-up mean caution correctly?								
		Is the maintenance time of pop-up appropriate for users to understand the content clearly?								
	Selection pop-up	Is the content of pop-up indicated clearly?								
	Is the indication of selected items clear?									
	When users select an item, is there a feedback of selection?									

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	Input pop-up	Is the title of pop-up clear? When there is no input or a wrong input, is there a indication of error?								
Icon policies	Static icon and dynamic icon	Is the icon interpreted equally by users? Is the icon familiar to users?								
Part 2: UI Screens										
Menu screens	Idle screen	Is the information indicated on idle screen clearly visible?								
	Second depth menu screen	Is the list area distinguished clearly from the title area? Is the configuration of second-depth menu screen simple and clear?								
	List menu screen	Is the list area distinguished clearly from the title area? Is the subtitle indicated clearly?								
	Checkbox and radio button menu screen	Is the visual indication about which items can be selected clear? When users select an item or move to other items, is the visual indication clear?								
Status screens	Preview screen	Is the preview screen understandable? Is the ease of use increased by the preview screen?								
	Animation screen	Is the animation easily recognizable?								
	Multi setup screen	Is the arrangement of items consistent on the multi-setup screen? Do the selected items distinguish clearly from other items on the multi-setup screen?								
	Function-based screens	Calling screen	When users input phone number, is the numbers indicated on the screen visually clear? When users input the phone number, is the time from pressing the number key to displaying the number on the screen appropriate? Is the configuration of the calling screen familiar to users? Is the indication of which functions are executable visually clear? Does the sending screen clearly indicate that users are making a phone call? Does the receiving screen clearly indicate that users are receiving a phone call?							
	Search screen	Is the search screen simple and clear so that users can search the items easily? When the input is wrong, is the information about the error indicated clearly? Is the response time from input to displaying the result adequate?								

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	MP3/video playing screen	Is the control area of playing screen familiar to users?								
		When playing the music, can the users easily find functions like stop or search? ^a								
	Photographing screen	When taking a picture, is the indication of which functions are selected adequate?								
		When taking a picture, is the preview about the selected function easily recognizable? ^a								
		Can the users easily control the functions related to photographing?								
	Multimedia contents management screen	Are the categories which contain multimedia contents appropriate?								
		Are there other classification methods to save photograph files other than dates?								
		Is there a numerical indication of current storage level and maximum storage level?								
		Is the numerical indication of current storage level and maximum storage level understood easily? ^a								
External screen	Idle screen	Are the indicators on the external screen visually clear?								
		Message screen Is the indication of received the message visually clear?								
	Alarm/morningcall/schedule screen	Is the information of alarm/morning call/schedule recognized clearly?								
	MP3 playing screen	When playing music, is there the information about the indicator, current time and music title?								
Part 3: UI Interactions										
Interaction task type	Confirmation, input, termination, backward/cancel, search	Is functional indication of soft key consistent?								
		Is functional indication of soft key clear?								
Interaction feedback type	Send	Is send-on-going visually articulated?								
		Does pop-up notice failure or cancel of sending process?								
	Task confirmation	Does pop-up notice terminate requested task?								
	Move	Is expression to indicate file-movement inside terminal memory correct? ^a								
		Is the information on consequences of movement offered literally or visually?								
		Is movement delay notified?								
		Is passage to cancel movement provided?								
	Lock	Is locking easily discerned?								

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		Is there proper feedback for inability under the request of usage of locked system?								
	Save	Is password input window offered for the selection of locked item?								
		Is the visual expression of save process proper?								
	Modify	Is there an appropriate visual indicator for save delay?								
		Is sign on modification clear and proper?								
		Is modification reconfirmation properly done?								
	Delete	Is modification success and failure properly notified?								
		Is sign on deletion clear and proper?								
		Is deletion reconfirmation properly done?								
	Download	Is deletion success and failure properly notified?								
		Is sign on downloading or contents downloaded proper?								
		Is download success and failure properly notified?								
		Is there any feedback for delaying download?								
	Initiate	Is there a notification how to cancel download?								
		Before initialization, is reconfirmation process provided?								
		Is there a proper visual display in case of long initiating task?								
	Load	Is initialization success or failure properly notified?								
		Is sign on loading terminal properly designed?								
		Is there a visual display to show the process of loading?								
	Connect	Is loading success or failure properly notified?								
		Is sign on loading well recognized by proper display?								
		Is there a way to stop the process of connection?								
		Is connection success or failure properly notified?								
Part 4: UI Components										
Body area	Title area	Is the title area familiar?								
		Is the title area discriminated from other area clearly?								
		Are the icons, texts size, and colors visible?								
	Subtitle area	Are the form and location of subtitle area consistent?								
		Are the subtitle areas discriminated from the other area clearly?								
	Contents area	Are the contents discriminated from the other area clearly?								
List types	Menu list	Is the selected item discriminated visually from the others clearly?								
		Is there any way to select items besides scrolling?								
	Single selection list	Is the selected item discriminated visually from the others clearly?								
	Multi selection list	Is the selected item discriminated visually from the others clearly?								

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Widget	View state form	Are the titles of items visible?								
	Submenu	Are the appearance types and forms of submenu consistent?								
		Is the response time of submenu (when pushing the key) appropriate?								
	Scroll bar	Is it possible to predict the quantity of contents through the scroll bar? ^a								
		Is the visual discrimination between scroll bar and background image clear?								
	Radio button	Is the visual discrimination of activated button clear?								
	Checkbox	In check box, is it easy to check?								
	Spin	Is the operation type of spin easy to recognize?								
	Progress bar	Is the shape of progress bar consistent in all over the menus?								
		Can user recognize the processing state through the progress bar?								
	Slider	Is the extent of increase and decrease that slider represents easy to recognize?								
	Text field	Multiline text field	Is the discrimination between the lines clear in multiline text field?							
When input text, is the type of indicating current input location appropriate?										
When input text, is the capacity feedback type appropriate?										
		If the input tasking ends without pushing the "Confirm" key, is the record of previous task remaining?								
Single line text field		In multiline field, is the visual discrimination between selected line and unselected line clear?								
Indicator	Status indicator	When input text, is the indication of current input location appropriate?								
		Is the indicating type simple and recognizable?								
	Stage indicator	Is the indicating type simple and recognizable?								
Tab	Proceeding indicator	Is the indicating type simple and recognizable?								
	Tab	Is the visual discrimination between selected item and unselected item clear?								
		Are the shape and location of tab visible?								

a. Additional evaluation items by the result of implementation.

Source of the Usability Checklist: <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.157.8986&rep=rep1&type=pdf>