Analyse the user interface of a complex software package with respect to the guidelines below, which are from the custom printing of "Usability Guidelines" for CPS613 available from the Ryerson bookstore. Systems should be taken from the following list: Microsoft Windows 10 or 11, one of the recent macOS releases one of the products in the Microsoft Office suite, one of the products from the Adobe Creative suite, an Apple creative system, or a Google App. Other choices are possible with the permission of the instructor, but the system analysed should be fairly complex.

1.　　　Introduction: Explain what is the core functionality of the system you are analysing, i.e. the main purpose of this software and the main features that most users will use.

For the remaining questions, explain how well the system you are analyzing follows each guideline. Support your arguments with examples. There is no need to explain the guidelines.

2.　　　**Prevent** user errors (p. 31) – remember to focus on prevention rather than detection and recovery.
3.　　　Optimise **user** operations (p. 32)
4.　　　Keep the locus of control with the user (p. 32)
5.　　　Keep it **simple** (p.35)
6.　　　Account for human memory limitations **by giving the user frequent closure on tasks** (p. 36)
7.　　　Use cognitive directness (p. 38)
8.　　　Draw on real-world analogies (p. 39). Also does the system have a central metaphor?
9.　　　Use **informative** feedback (p. 39) - This guideline applies to all feedback, not just messages.
10.　　Accommodate user experience level**s** (p. 52)

Note that the reference provides a good explanation of the guidelines, but tends to use shallow examples to support these definitions. You should try to use better examples that are more specific to your system. Therefore answers which describe features that are now standard in most user interfaces such as shortcut keys, cut and paste icons, File menu commands, open and save dialog boxes are not very valuable. Generally speaking, answers which address the core functionality of your system will get higher grades than answers which only deal with a few esoteric details of the interface as explained in the rubric below.

Marking: each question is out of 5 marks for a total of 50 marks. The rubric is posted in D2L.

Submission: Because the essays will be submitted to Turnitin, please do not repeat the 10 questions in your essay, but simply number your answers from 1 to 10.