**Heuristic Evaluation**

For each heuristic, you should cite one example in your wireframe either illustrating how the heuristic suggests an improvement, or pointing to a design decision you made that supports the heuristic.

1. **Fitt’s Law**
2. **Speak the User’s Language**
3. **Consistent Naming & Icons**
4. **Information Scent**
5. **Follow Conventions**
6. **Show Location & Structure**
7. **Accelerators**
8. **Keep Paths Short**
9. **Undo & Cancel**
10. **Perceptual Fusion**
11. **Gestalt Principle of Grouping**
12. **Recognition vs. Recall**
13. **Anticipation & Context**

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