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Ten Rules of Thumb for Easy-to-Use Screens: Nielsen’s Usability Heuristics (10 Usability Heuristics for User Interface Design)

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You open a newly downloaded app for the first time, tap a button, and nothing happens. Do you tap again or wait? Or you accidentally delete a photo and can’t see any way to get it back. That sinking frustration is familiar, and screens that are hard to use tend to fail for common reasons. An answer in the form of ten criteria is “Nielsen’s Usability Heuristics (10 Usability Heuristics for User Interface Design).” Simply put, Nielsen’s usability heuristics are “ten rules of thumb for judging whether a screen is easy and comfortable for users.” A heuristic is not a detailed, step-by-step guideli