

HEURISTIC EVALUATION

Keep the reasoning visible. Distinguish evidence, interpretation and the decision that follows.

SCOPE & VERSION

Task, audience, device, build and evaluator.

LOCATION & TRIGGER

Screen, starting state and steps to reproduce the issue.

OBSERVED BEHAVIOUR

What does the interface actually display or do?

HEURISTIC & REFERENCE

Name the principle and explain the connection.

PREDICTED CONSEQUENCE

What might someone misunderstand or fail to complete?

EVIDENCE & LIMITS

Screenshot reference, prototype limits and unknowns.

BELOW THE SURFACE

Keep the reasoning visible. Distinguish evidence, interpretation and the decision that follows.

CONSEQUENCE

How significant could the effect on the task be?

CONFIDENCE

What is observed, inferred or still uncertain?

RELATED REPORTS

Merge duplicate causes; preserve distinct problems.

PROPOSED RESPONSE

What change might address the cause?

VERIFICATION

What would support or challenge the recommendation?

OWNER & REVIEW

Who acts next, and when will the issue be checked?