

or design. For Scheiderman evaluation
heuristics, the user has control and freedom.
It will help users recognise and recover
from errors. A cognitive walkthrough is
used to examine the usability of a
product. ~~This~~ This would also
mean testing the application to see
if it is working and checking if the
~~application~~ application is usable. This
would be the same as the virtual
navigation in seeing if this would be
working and if the cognitive walkthru
is designed to carry out tasks within
the system.