H01 Visibility of system status (Severity 2)
The indication that you need to click on the map to add a marker to the map is not prominently displayed. People may not see it in the observation list.

H04 Consistency and standards (Severity 1)
Map does not recenter on a marker after its information bubble is closed. When you add or open a marker the map pans to accommodate the data bubble, upon closing the map stays where it is with the marker nearly cut off on the bottom of the map.

H01 Visibility of system status (Severity 2)
There is no indication that the markers in the observation list are clickable.

H01 Visibility of system status (Severity 2)
There is no indication of whether a marker contains a picture. Perhaps this is not necessary for your demographic/context but it is generally a useful thing to know.

H08 Aesthetic and minimalist design (Severity 1)
The X that closes the information bubble obstructs the text field.

H10 Help and Documentation (Severity 2)
The observations list is not the right place to let users know that markers can be dragged. They may not notice the directions or confuse the map markers with identical markers in the list.

H04 Consistency and standards (Severity 1)
Grey out “add your description” text in the bubble.

H05 Error Prevention (Severity 2)
Users should not be able to submit blank markers or markers containing the default text.

H04 Consistency and standards (Severity 2)
The “Complete Outing” button didn't make sense since outing is not really defined anywhere. If this is common terminology in the naturalist community this may be moot.

H07 Flexibility and efficiency of use (Severity 2)
If users will be entering their old records the calendar should have state or allow manual date entry so it doesn't take 20 clicks back to 1987.

H08 Aesthetic and minimalist design (Severity 1)
Observation list obstructed by complete outing button.

H04 Consistency and standards
Search the map? Does this mean search the markers? How are results displayed?

H05 Error Prevention (Severity 2)
Users should be able to rearrange observations in the observation list. Assuming a user is entering observations in chronological order they may make a mistake in entry and shouldn't have to delete
markers to reorder.
in chronological order user should be able to insert

**Nielsen's Heuristics**

01. **Visibility of system status**
   The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

02. **Match between system and the real world**
   The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

03. **User control and freedom**
   Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

04. **Consistency and standards**
   Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

05. **Error prevention**
   Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.

06. **Recognition rather than recall**
   Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

07. **Flexibility and efficiency of use**
   Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

08. **Aesthetic and minimalist design**
   Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

09. **Help users recognize, diagnose, and recover from errors**
   Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

10. **Help and documentation**
    Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.