Figure 80. Heuristic Evaluation Storyboard 2
Match between system and real world: 2a
Please consider the progression indicated in the Movement Editor in storyboards 2a & 2b when answering question 2a

Figure 81. Heuristic Evaluation Storyboard 3
Figure 82. Heuristic Evaluation Storyboard 4
Match between system and the real world: 2c

**Figure 83.** Heuristic Evaluation Storyboard 5
User control and freedom: 3a

Please consider these examples as non-essential elements of an interactive sequence

**Figure 84.** Heuristic Evaluation Storyboard 6
Consistency and standards: 4a

Please compare the information in the Movement Editor examples in relation to the Symbol Inspector.

**Figure 85.** Heuristic Evaluation Storyboard 7
Error prevention: 5a
Please consider the examples in 5a, 5b, 5c & 5d as a complete sequence of notating movement

Figure 86. Heuristic Evaluation Storyboard 8
Error prevention: 5b

Please consider the examples in 5a, 5b, 5c & 5d as a complete sequence of notating movement

Figure 87. Heuristic Evaluation Storyboard 9
Error prevention: 5c

Please consider the examples in 5a, 5b, 5c & 5d as a complete sequence of notating movement

**Figure 88.** Heuristic Evaluation Storyboard 10
Error prevention: 5d
Please consider the examples in 5a, 5b, 5c & 5d as a complete sequence of notating movement

Figure 89. Heuristic Evaluation Storyboard 11