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Cristian Severo Garske developed a game explaining some issues related to Nielsen's 10 heuristics

Undergraduate student Cristian Severo Garske, from the UFRGS' Visual Design Program, was awarded at the Swift Student Challenge, a contest that is part of Apple's event, the Worldwide Developers Conference (WWDC), which takes place annually in California.

Cristian developed a game explaining some issues related to Nielsen's 10 heuristics. "I brought an interface of a racing app, like Uber, with a bad experience. The idea is exactly to improve this interface, applying the concepts of heuristics and learning interactively," explains the student. Further details about the game are available at the video: youtu.be/26w5qdg78_s.

WWDC is a conference organized by Apple developers. As it occurred in 2020, this year's event was totally remote and open to the public. To participate in the Swift Student Challenge, students from around the world could create an interactive project using the Swift Playgrounds platform. Cristian is among the 350 winners, who had their projects evaluated by Apple employees.



Translated into English by Rosana Vieira Chaves in October 2021, under the supervision and translation revision of Elizamari R. Becker (PhD) – IL/UFRGS.

