LEMES ANALYSIS

Application name:	
Date:	
User Name:	
User Description	
Evaluator	
Screen Capture	
Task Description	

Learnability	Yes/No/ Can't Say	Comments
1.0 Did you learn how to use this application/feature?	O O O	
2.0 Will you be able to use it next time without help?	O O O	
3.0 Do you remember the steps used to complete the task?	O O O	
4.0 Do you feel the need to remember those steps?	O O O	
5.0 Did you find the interface self explanatory	O O O	

Efficiency	Yes/No/ Can't Say	Comments
1.0 Is the application efficient in accomplishing the task?	O O O	
2.0 Does it reduce your work duration?	O O O	
3.0 Does it perform better then any similar application?	O O O	
4.0 Does the application behave the way you expect it to?	O O O	
5.0 Does it generate desired result at all steps?	O O O	

Memorability	Yes/No/ Can't Say	Comments
1.0 Next time will you be able to perform this task without assistance?	O O O	
2.0 Would you need to recall steps next time, before performing the task?	O O O	
3.0 Can you relate application interface with any other interface which you use often?	O O O	
4.0 Does the interface help you in memorizing the interface?	O O O	
5.0 Is the interface intuitive	O O O	

Error	Yes/No/ Can't Say	Comments
1.0 Do you see the errors generated by the application?	O O O	
2.0 Are the error messages clear and easy to understand?	O O O	
3.0 Is the error message able to guide you to the right place?	O O O	
4.0 Are you able to address error easily?	O O O	
5.0 is the application generating similar error all the time?	O O O	

Satisfaction	Yes/No/ Can't Say	Comments
1.0 Are you happy with the application interface?	O O O	
2.0 Does the application keeps you informed all the time?	O O O	
3.0 Is the application generating expected result?	O O O	
4.0 Is the application able to reduce your stress and time?	O O O	
5.0 would you rate this as the one of the top 5 application you have ever worked on?	O O O	

LEMES:

1. **Learnability** – the degree of ease or difficulty that users experience in fulfilling the basic tasks in a product during the first time they encounter it;
2. **Efficiency** – the speed to which users perform the tasks once they have learned the design of the service;
3. **Memorability** – how easy it is for users to remember how to use the service after not using it for a period of time;
4. **Errors** – the number of errors users make and how they can recover from the errors when using the service;
5. **Satisfaction** – if the product is pleasant and/or fun to use.