



# Basic UX Checklist

Use the Basic UX checklist when starting a project. One-by-one check off the list items as you verify the design accommodates them. Do this again in the middle of the project, and one last time in the end.

Once a project is completed, use the Basic UX checklist every time you change or add a user task to ensure the basics are covered.

# How to Use this Checklist

Check your designs against this list in the beginning, middle, and end of the design process.

**Learnability** How easy is it for users to accomplish basic tasks the first time they encounter the design?  
*In use: Test by watching a user execute a task.*

**Efficiency** Once users have learned a design, how quickly can they perform tasks?  
*In use: Test by timing how long it takes a user to execute a task.*

**Memorability** Upon returning to a design, how easy is user proficiency reestablish?  
*In use: Test by watching a user execute a task after returning to a design or by asking survey questions about their memory of a design.*

**Errors** Upon returning to a design, how easy is user proficiency reestablish?  
*In use: Test by watching a user execute a task.*

**Satisfaction** How pleasant is it to use the design?  
*In use: Test by watching a user try to execute a task and asking some follow-up survey questions.*

Based on Jakob Nielsen's [5 quality components definition of usability](#)