**Heuristiken von Nielsen\* -**

1. **Visibility of system status**
   1. **Which prototype**
      1. **Problem:** The user is not ...
      2. **Occurrence:** on welcome screen
      3. **Frequency:** often
      4. **Effect:** the user might..
      5. **Grading: [0..4]**
      6. **Possible Solution:** Add button which…
2. **Match between system and the real world**
   1. **…**
3. **User control and freedom**
4. **Consistency and standards**
5. **Error prevention**
6. **Recognition rather than recall**
7. **Flexibility and efficiency of use**
8. **Aesthetic and minimalist design**
9. **Help users recognize, diagnose, and recover from errors**
10. **Help and documentation**

\* http://www.nngroup.com/articles/ten-usability-heuristics/