**Heuristiken von Nielsen\* -**

1. **Visibility of system status**
   1. **Unsorted List**
      1. **Problem:** Order and additional information seem arbitrary
      2. **Occurrence:** For most list items
      3. **Frequency:** often
      4. **Effect:** Confusing to the user
      5. **Grading: 1**
      6. **Possible Solution:** Make sorting explicit, make additional information consistent
   2. **Sorted List**
      1. **Problem:** Order is implicit only
      2. **Occurrence:** List item page
      3. **Frequency:** Always
      4. **Effect:** Benefit of sorting only when reading the list in detail, thus greater mental workload
      5. **Grading: 2**
      6. **Possible Solution:** Make sorting and categories explicit
2. **Match between system and the real world**
   1. **All variants**
      1. **Problem:** Items are greyed out upon checking
      2. **Occurrence:** When checking an item
      3. **Frequency:** Always
      4. **Effect:** Real world shopping lists do not behave this way. Coupled with low contrast between greyed out and original state, makes detection of checked items challenging
      5. **Grading: 3**
      6. **Possible Solution:** Strikeout of checked items
   2. **All categorized variants**
      1. **Problem:** Inserted items are not appended at the end of the total list
      2. **Occurrence:** When adding an items
      3. **Frequency:** Often
      4. **Effect:** Loss of orientation
      5. **Grading: 4**
      6. **Possible Solution:** Animate the new item or the viewport
3. **User control and freedom**
4. **Consistency and standards** 
   1. **All categorized variants**
      1. **Problem:** Shopping Cart Item might not be the optimal choice
      2. **Occurrence:** On the exit/finish button
      3. **Frequency:** Always
      4. **Effect:** Raise expectation of online shopping functionality
      5. **Grading: 1**
      6. **Possible Solution:** Use different icon
5. **Error prevention**
6. **Recognition rather than recall**
7. **Flexibility and efficiency of use** 
   1. **All variants**
      1. **Problem:** No expert-user interactions available
      2. **Occurrence:** N/A
      3. **Frequency:** Always
      4. **Effect:** No performance improvement
      5. **Grading: 1**
      6. **Possible Solution:** possibilities: Checking of multiple items by swiping over their checkboxes
   2. **All sorted variants**
      1. **Problem:** Sorting/categories are enforced
      2. **Occurrence:** N/A
      3. **Frequency:** Always
      4. **Effect:** Inadequacy for the users’ needs
      5. **Grading: 3**
      6. **Possible Solution:** Add option to manually change sorting
8. **Aesthetic and minimalist design**
9. **Help users recognize, diagnose, and recover from errors** 
   1. **All variants**
      1. **Problem:** Cannot uncheck items
      2. **Occurrence:** After having checked an item
      3. **Frequency:** Always
      4. **Effect:** Cannot recover from errorous checking
      5. **Grading: 4**
      6. **Possible Solution:** Clicking/tapping when checked unchecks
10. **Help and documentation** 
    1. **All variants**
       1. **Problem:** Not available
       2. **Occurrence:** N/A
       3. **Frequency:** Always
       4. **Effect:** No means for users to get help
       5. **Grading: 4**
       6. **Possible Solution:** Add help

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