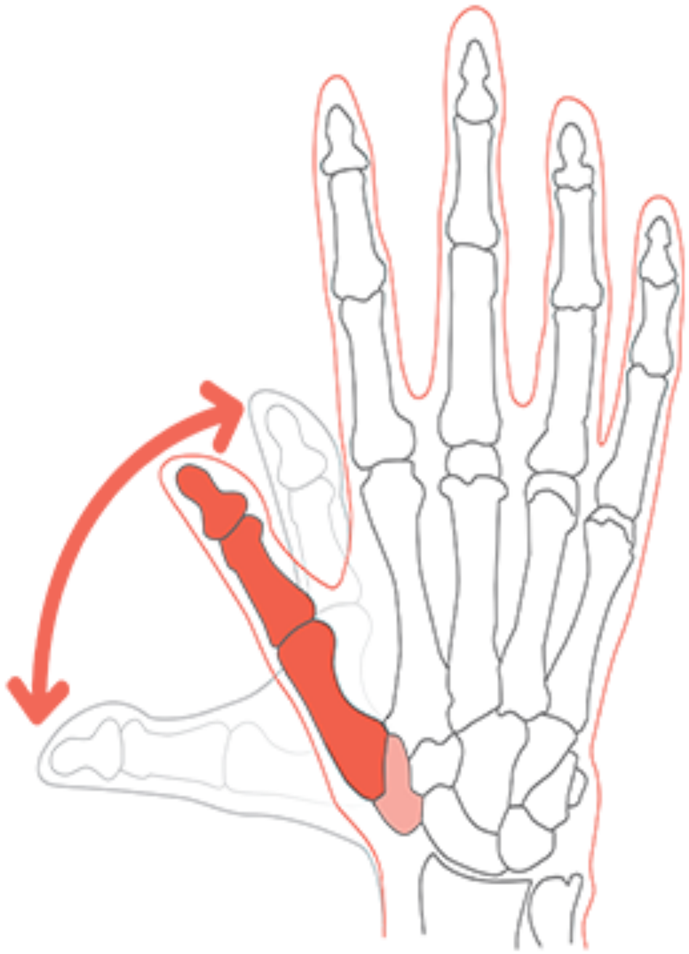
The Checklists

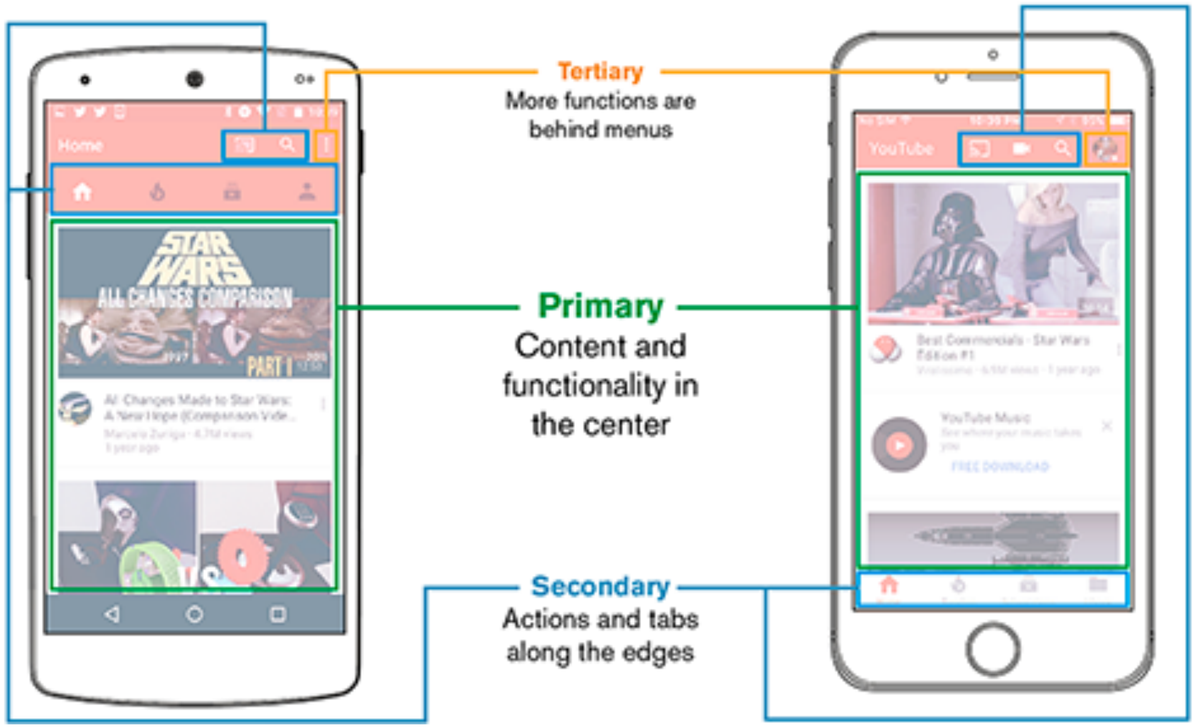
01 Designing For Touch



Thumb-Driven Design

Thumbs drive most interactions on mobile screens. Usually we touch the screen with one thumb. We use hands interchangeably.

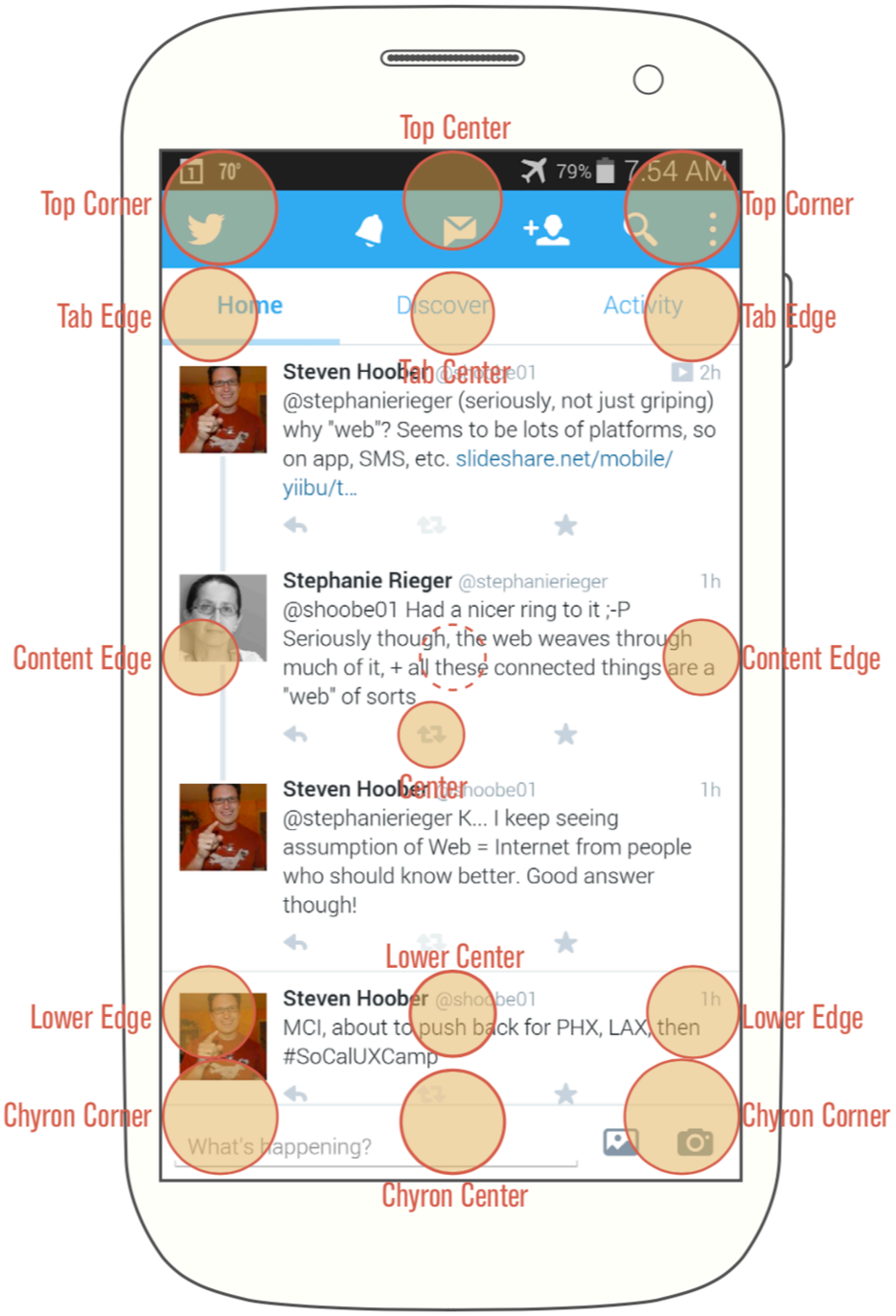
Steven Hoober, "Design for Fingers, Touch, and People", March, 2017.



Design Around Priorities

Primary content at the center.
Secondary actions along the top and bottom edges (e.g. as tabs).
Tertiary functions behind menus, in one of the corners.

Steven Hoober, "Design for Fingers, Touch, and People", March, 2017.



Test With Accuracy Dots

A set of representative touch sizes placed onto the real-size mock-up. They give **adequate** sizes for planning around touch **(in)accuracy**.

4ourth Mobile Touch Overlay, http://4ourth.com/TouchOverlay/

Touch Design Checklist

01 – Input is never precise: are hit targets at least 48×48px?

02 – Are icons on sliders, filters, drop-downs large enough?

03 – Do we expose critical navigation at the bottom on mobile?

04 – Are critical CTAs always floating at the bottom on mobile?

05 – Are tooltips displayed above the pin (if there is space)?

06 – Have we tested for frequency of rage clicks/taps?

07 – Can users tap on the same spot to undo actions?

08 – Do we increase tap areas on imprecise taps?

09 – Have we measure time needed to complete a task on mobile?

10 – Do we have at most 5 tabs at the bottom on mobile?

11 – How do we maximize the speed of users to get from A to B?

12 – Do we remove parallax and autoplay for slow phones?

Summary

01 – Phones are getting cheaper but not better.

02 – Performance constraints pose design limitations.

03 – Consider network/memory-aware interfaces.

04 – Mobile interactions are short but numerous.

05 – Consider budget of <30sec for standalone tasks.

06 – Larger devices prompt longer interactions.

07 – Test thumb-driven designs with accuracy dots.

08 – One-handed grip and thumb taps matter most.

09 – Input is always imprecise due to inaccurate taps.

10 – Group icons well; for tiny targets, undos matter.