Choosing Devices and Level of Support

When you’re setting out to create a mobile experience for an application, one of the first questions you have to be able to answer is, “Which devices are you going to support and what is the experience on those devices?” Answering this question is not always intuitive or straightforward because it depends on a number of factors.

## Objectives

Describe how to choose specific devices to target based on specific criteria and data such as target market, current site activity, and features needed by the application. Additionally, answer these questions:

* Should I consult market research for my target region(s)? If so, what are some good examples?
* How do I find out what features are supported by specific devices?

## Notes

This topic is closely related to the topic “Testing Mobile Web Experiences” and may be merged with it later since this is a preliminary step to testing.

Granted, we’ve also been trying to figure out the best way to convey this in the form of guidance, but the Liike team has been working on this for a longer-than-expected time, which clued us in to thinking this would be a useful bit of guidance.