Testing Mobile Web Experiences

## Desktop browsers

* + Primarily for feature testing
  + Advantages
    - Can be automated
    - Can control screen size
    - Can spoof the user agent
    - Can monitor network traffic
  + Disadvantages
    - Least accurate

## Emulators & Simulators

* + Firt's list
  + Explain distinction
  + Advantages
    - Least expensive
    - More visually accurate than desktop browser
  + Disadvantages
    - Limited to manual testing
    - Extensive setup time
    - Time consuming

## Hardware devices

* + Options
  + Hands-on (purchasing/borrowing)
  + DeviceAnywhere
  + Advantages
    - Most accurate
  + Disadvantages
    - Most expensive

Topic should include gotchas & lessons learned from the test team.