Testing Mobile Web Experiences

One of the first challenges the Liike team faced was deciding on a comprehensive way to test Mileage Stats Mobile across its experiences and devices. There are a number of options in the area of testing and each option comes with its own advantages and disadvantages.

## Objectives

* Explain advantages, disadvantages, and limitations of various ways to test mobile experiences
* Explain how to perform automated mobile web testing with Visual Studio 2010
* Recommendations on setting up the testing environment
  + Necessary browser installations
  + Emulators & Simulators
* Describe the difference between emulators & simulators
  + Attribute @firt’s book?

## Notes

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

Testing options include:

**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