

TOUCH

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?

DESIGNING FOR TOUCH

- 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.