Mobile Testing Methodology Overview

Please note that this methodology does not include those errors already included in WCAG2. In order to ensure your mobile site is fully accessible, you need to meet WCAG2 and this mobile testing methodology.

**Step 1: Identify what needs to be tested**

**Identify devices**

Recommended devices and browser combinations:

* iPhone, Safari
* iPad, Safari
* Android phone, Chrome
* Android tablet, Chrome

**Identify the site type and variations of the page**

There are three types of sites on the web and each type has different mobile testing requirements:

* **Desktop web sites:** that have only one display, whether viewed on desktop or mobile or tablet device;
* **Responsive web sites:** that change depending on the screen size or other feature as determined by the developer;
* **m.dot sites:** that have a particular display for mobile and tablet sites. The m.dot site must also be tested against the entirety of WCAG2, **in addition** to the standard www version of the site.

Responsive sites contain multiple variations or versions of a page. It is important that **each variation of the page is tested** and that **all functionality is available on all variations of the page**. People with disabilities may be restricted to one variation of the page only. Developers can vary one or both of the following:

* **Variation in content** included on the page; and
* **Variation in the presentation** of components displayed.

**Step 2: Conduct specific mobile tests**

In addition to the errors that are tested on desktop – such as alternatives to images, and coding headings and tables – there are five more types of mobile testing errors:

1. **Critical mobile-specific interoperability**: hover trap, touch trap, screen reader swipe trap, on-screen keyboard trap, zoom trap, etc.
2. **Mobile-specific interaction:** orientation, motion actuation, geolocation, scroll-bars, pinch zoom, touch targets, inactive space, navigational aids, etc.
3. **Mobile assistive technology support**:screen reader behavior, keyboard behavior, magnification / zoom behavior, inverse colors / grayscale behavior, etc.
4. **Mobile and Desktop relationship errors:** consistency, restriction of content, choice of content, etc.
5. **Non-specific mobile issues common on mobile:** alternatives for items only displayed in mobile (e.g. hamburger menus), underlined links, reference to attributes, etc.

Mobile Testing Methodology Overview

**Desktop web site testing**

| Types of errors | Testing methods |
| --- | --- |
| Critical mobile-specific interoperability | Device |
| Mobile-specific interaction | Device |
| Mobile assistive technology support | Device and assistive technology |
| Non-specific mobile issues common on mobile | Simulator or Window or Device |

**Responsive web site testing**

|  | Variation in content via: |
| --- | --- |
| Types of errors | Device | Operating system | Browser | Screen size |
| Critical mobile-specific interoperability | Device | Device | Device | Device |
| Mobile-specific interaction | Device | Device | Device | Simulator or Window or Device |
| Mobile assistive technology support | Device and assistive technology | Device and assistive technology | Device and assistive technology | Device and assistive technology |
| Mobile and desktop relationship errors | Device**and** Desktop | Device**and** Desktop | Device**and** Desktop | Simulator or Window or Device**and** Desktop |
| Non-specific mobile issues common on mobile | Simulator or Window or Device or Desktop | Simulator or Window or Device or Desktop | Simulator or Window or Device or Desktop | Simulator or Window or Device or Desktop |

**m.dot site testing**

| Types of errors | Testing methods |
| --- | --- |
| Critical mobile-specific interoperability | Device |
| Mobile-specific interaction | Device |
| Mobile assistive technology support | Device and assistive technology |
| Mobile and desktop relationship errors | Device **and** Desktop |
| Non-specific mobile issues common on mobile | Simulator or Device |