

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:

- a. **Critical mobile-specific interoperability:** hover trap, touch trap, screen reader swipe trap, on-screen keyboard trap, zoom trap, etc.
- b. **Mobile-specific interaction:** orientation, motion actuation, geolocation, scroll-bars, pinch zoom, touch targets, inactive space, navigational aids, etc.
- c. **Mobile assistive technology support:** screen reader behavior, keyboard behavior, magnification / zoom behavior, inverse colors / grayscale behavior, etc.
- d. **Mobile and Desktop relationship errors:** consistency, restriction of content, choice of content, etc.
- e. **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

Types of errors	Variation in content via:			
	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