

The 4ourth Mobile Touch Template includes two cards, to check different parts of your mobile designs, by measuring directly on the actual screens.

Check touch target sizes →

Convert from physical to digital units →

Points to...	Multiply
Web/Windows px	1.34
Web EM	0.8
Android SP or DP 2.0	2.0
iOS Points	2.25

Version: July 2021

List of touch sizes by zone, for quick reference →

Typographer's scale (points) →

Type scale →

← Fractional inch ruler

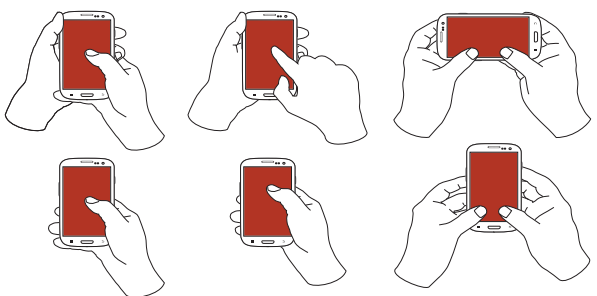
← Metric ruler (mm/cm)

← Circles are clear. Remove the protective film from the back

Oops! I messed this up, 22 - 36 are not the right type size. The data is correct, but don't measure off them. Maybe even get a Sharpie and scribble them out like I did here :(

Touch accuracy varies by position on screen

People hold devices in many ways, and tap with fingers and thumbs. There's no one method that's most used, so don't design too specifically, but plan for change, even for users switching which hand they use.



Use this guide to determine if a touch target is safe, based on where on the screen. The four circle sizes cover most cases, on phones, tablets, and computers.

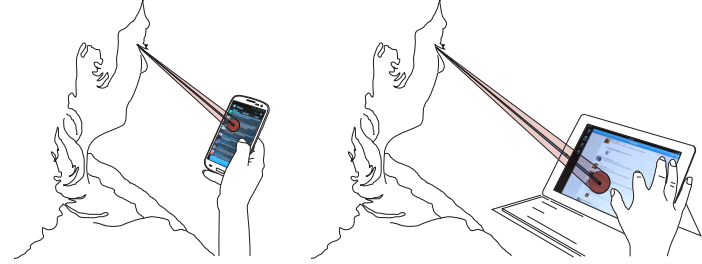
Center the target (or the most likely click area, like the first word in a label) in the circle. If any other clickable area is inside the circle, it is too close. Safer yet is no other targets inside the dashed outer ring

Buy more Touch Templates at 4ourth.com/tt
 Learn more about designing for fingers, thumbs and people at 4ourth.com/Touch



People only read and touch what they can see

Different devices are used at different distances from the eye. Angular resolution means the same perceived size has to be bigger on-screen the further away.



Check your designs by holding the guide up to actual text on the screen. Slide up and down until the guide text matches the size of the type on screen. The three letters give you a way to measure the three types of letterforms:

