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

**Check触摸 target sizes**

- Card 1 (Green) Touch Sizes
- Card 2 (Yellow) Text and Measurements

**Convert from physical to digital units**

- iOS Points 2.25
- Android SP or DP 2.0
- Web EM 0.8
- Web/Windows px 1.34

**List of touch sizes by zone, for quick reference**

- 11 mm / 31 pt
- 9 mm / 28 pt
- 7 mm / 20 pt
- 12 mm / 34 pt

**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.

![Image of a mobile device with various finger placements]

*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.

**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.

![Image of a mobile device with a magnifying tool]

*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.*

**Buy more Touch Templates at 4ourth.com/tt**

**Learn more** about designing for fingers, thumbs and people at 4ourth.com/Tact

[@twitter.com/shoobe01](https://twitter.com/shoobe01)
[@facebook.com/shoobe01](https://facebook.com/shoobe01)
[@linkedin.com](https://linkedin.com)
[@youtube.com](https://youtube.com) etc: shoobe01