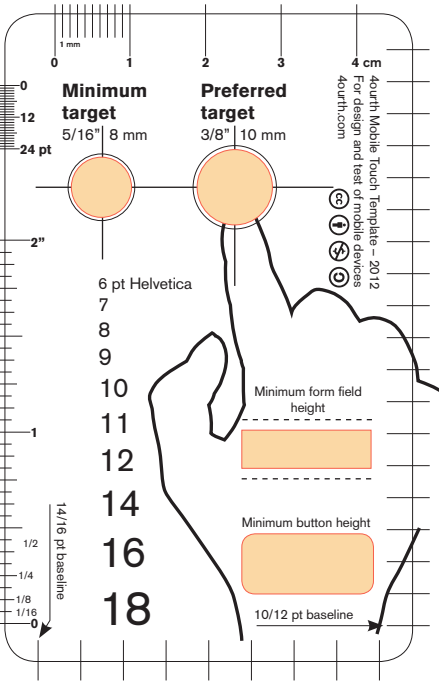


# 4ourth Mobile Touch Template (3-3/8" x 2-1/8")

13 JUL 2012

Revisions:

- Additional branding, labeling info.
- Added CC icons.
- Labeled size of text as in pt.
- Some space tweaks to make things more readable.



- Added explanatory content to the presumed sleeve the stencil fits inside.
- To the right, example information IF I get to print on two sides. Not sure that's possible.

### 4ourth Mobile Touch Template

Mobile devices have to be designed to work with humans in mind. No pixel-based measures will work. You need to measure real interfaces, on real screens. Put your design (production, prototype or comps) on the targeted device, then inspect with this tool.

**GOOD:**

Link above it  
target link  
And link below

**AVOID:**

Link above it  
target link  
And link below

If more than one link, button, or other interactive item can be placed inside any circle, users will sometimes accidentally activate the wrong one.

Type is measured in points (pt). 1 pt = 1/72". Not the same as an iOS device independent pixel "point."

Minimum sizes:	
10 mm	touch target size
10 pt	type size for readability
10/19 pt	type line spacing for a series of links
12 pt	line spacing for smallest readable text

4ourth Mobile Touch Template  
4ourth.com

August 2012  
CC BY-NC-SA

### Touch Inspection Guidelines

**Visual target** → **Touch area**

Don't measure the visible size of buttons or links. Use the circles on the template to check for interference with adjacent clickable items.

Low-importance items, if the user can click on them when still (not walking, on a train...) can be 20% smaller. This is the 8 mm size on the template.

Same applies to type. 8 pt is just barely acceptable for disclaimers, icon labels and other low-importance text.

Buttons up against the bezel can be 40% smaller in that one dimension.

**Effective overflow touch area**

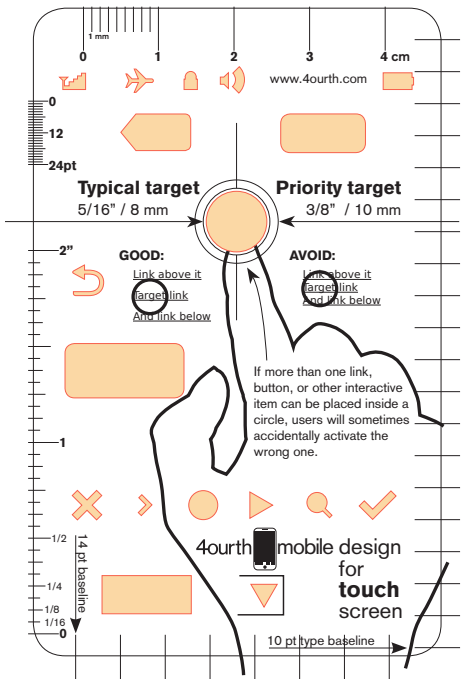
**Actual touch area**

**Bezel**  
**Edge of screen**  
**Screen**

# 4ourth Mobile Touch Template (3-3/8" x 2-1/8")

16 FEB 2012

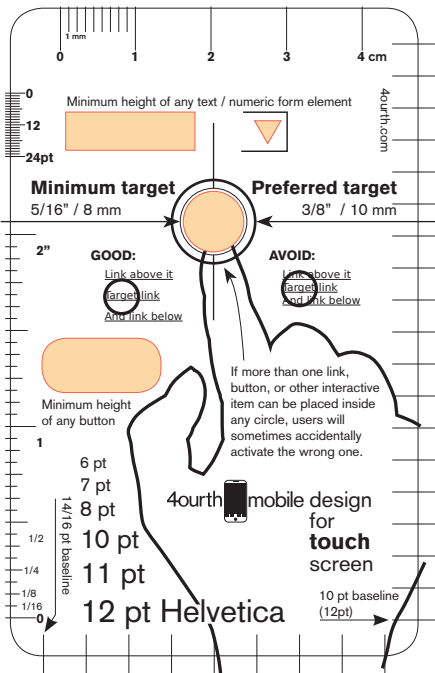
As laser cut for prototypes.



20 JUN 2012

Revisions:

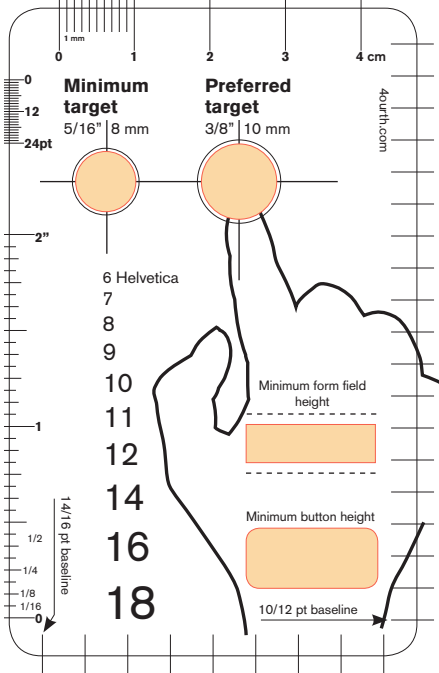
- Baselines centered, to allow flipping template and making straight lines w/o right-angle tool.
- Baselines incorrectly sized! Now correct and labeled.
- Removed OS-specific icons.
- Added type scale.
- Increased some line weights.
- Renamed targets to be more clear.
- Labeled remaining items.
- Moved stuff around.
- Moved all rulers off radiuses



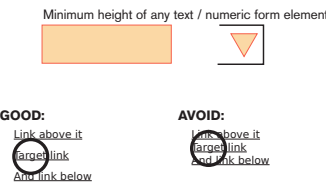
25 JUN 2012

Revisions:

- Removed big branding.
- Fixed a number of typos.
- Changed baseline references to typographers default.
- Moved pt scale slightly.
- Fixed serious error in mm scale.
- Moved hand, and circles. Added another punched circle.
- Added in type scales up to 18 pt.
- Changed the way the button and form are shown.



Add in more brand line. Also creative commons attribution?



6 pt  
7 pt  
8 pt  
10 pt  
11 pt  
12 pt Helvetica

iOS Back and header buttons are common, but too small and OS-specific. Find a place for it, or leave it out?



Would like to put a bigger type scale in there, but it is big!

6 Helvetica  
7 Helvetica  
8 Helvetica  
9 Helvetica  
10 Helvetica  
11 Helvetica  
12 Helvetica  
14 Helvetica  
16 Helvetica  
18 Helvetica



# 4ourth mobile design for every screen

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