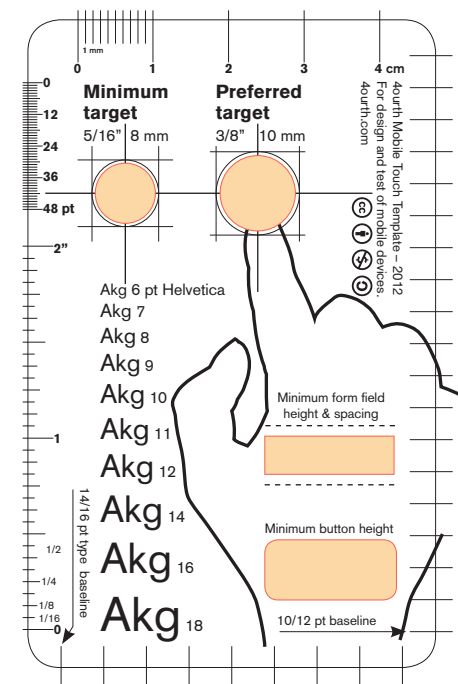


4ourth Mobile Touch Template (3-3/8" x 2-1/8")

29 JUL 2012

Revisions:

- Changed type scale to Akg for easier measurement comparisons (x-height, descenders, etc.)
- Added squared-item and alignment gridlines to the two target circles.
- Added "and spacing" to "minimum form field height" label.
- Increased point scale to 48 pt total size.
- Added "type" to label of "14/16 pt baseline."
- Extremely minor alignment changes for design purposes mostly.



29 JUL 2012

- No changes. Pending templates from sleeve manufacturer

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 August 2012
 4ourth.com

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.

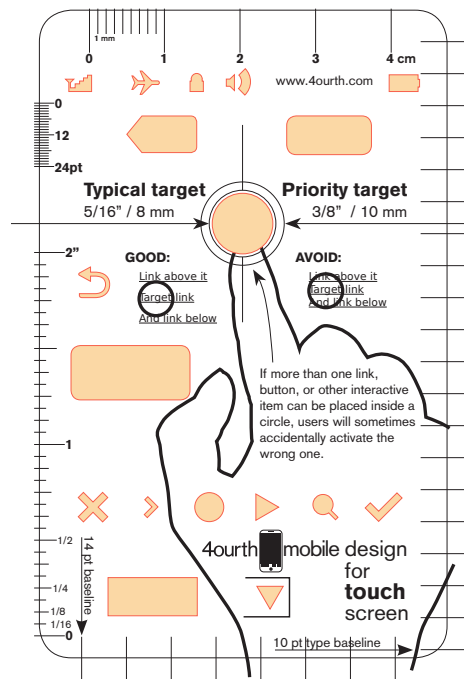
Buttons up against the bezel can be 40% smaller in that one dimension.

Effective overflow touch area
 Bezel
 Edge of screen
 Screen
 Actual touch area

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

16 FEB 2012

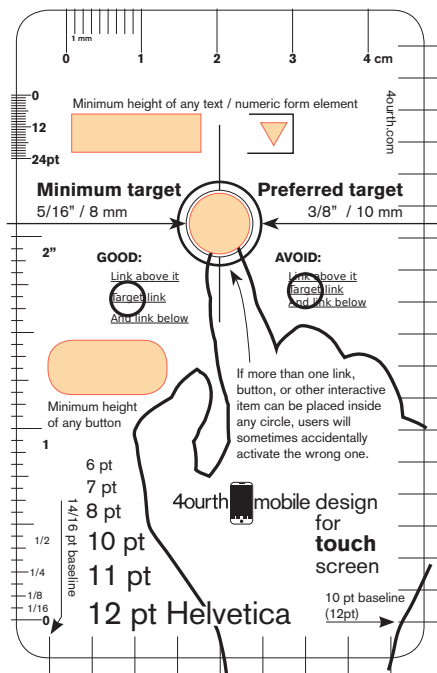
As laser cut for prototypes.



20 JUN 2012

Revisions:

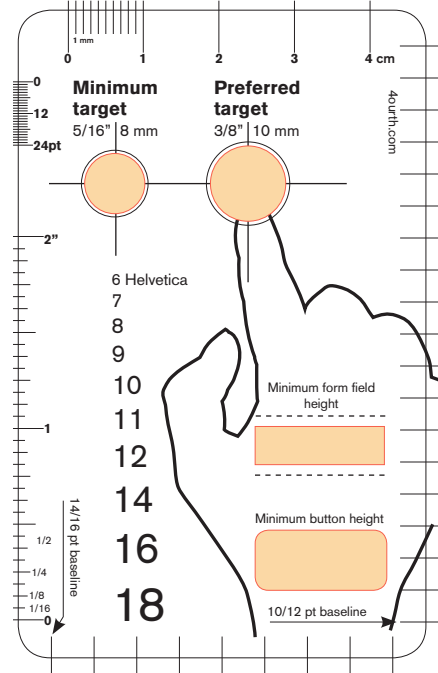
- Baselines centered, to allow flipping template and making straight lines w/o right-angle tool.
- Baselines incorrectly sized! Now correct and labeled.
- Removed OS-specific icons.
- Added type scale.
- Increased some line weights.
- Renamed targets to be more clear.
- Labeled remaining items.
- Moved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



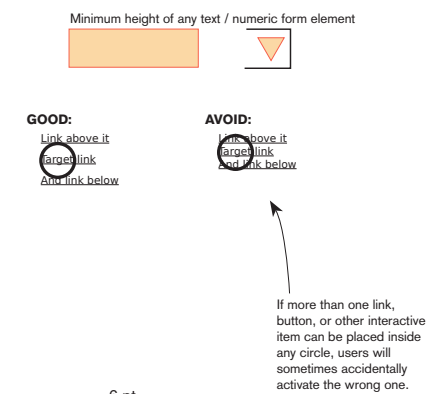
25 JUN 2012

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

Steven Hooper

steven@4ourth.com

+1 816 210 0455

@shoobe01

shoobe01 on:      

www.4ourth.com