1. **Review Analytics** - Current versions of your website and application may have existing analytics. This may help determine which devices to focus testing efforts on for future releases.

2. **Test On Real Devices** - Real devices offer the advantages of hardware and platform combinations that may not exist on emulators. Examples such as geo-location, accelerometers and physical actions, such as shake or rotate.

3. **Test Orientation** - Test the responsiveness for the relative position the device is held. Mobile devices come in different shapes and sizes. Testing device orientations help cover site responsiveness and breakpoints.

4. **Test Social Compatibility** - In today’s world, social media is trending as the primary distribution approach for sharing and respurposing content. It is important to test ‘ease of use’ for the end user to share media content, links, files, comments or notes.

5. **Test Gestures** - The list is continually growing for functional gestures for devices. To cover the most common gestures - test for tap, double tap, drag, flick, pinch, spread, swipe, rotate, press and drag.
6. **Test Interrupts** - Ensure reliable reactions during phone calls, text messages, app notifications, battery warnings, etc.

7. **Test Accessibility** - General functions such as zoom in/out are common to your device. Other standards and functions such as speech, voice activation, colours, inverted colours, UX design guidelines, auto correct/capitalize for forms, WCAG standards, toggle controls (audio and visual), as well as vibrating alerts are other areas to focus your efforts.

8. **Test Sessions & Security** - Check if the applications automatically logs out a user when that user has been idle for a certain amount of time, ensuring that it is not possible to “reuse” the same session and that no sensitive data remains stored.

9. **Test Changes to Configurations Settings** - There are a number of settings that are commonly altered to the end user’s preference. Some examples to test for are enabling or disabling performance boosting, ad blockers, location trackers and JavaScript.

10. **Reporting** - Provide comprehensive reports containing a checklist of all areas tested along with metrics, error logs and annotated screenshots that are adequate for developers to recreate the error noted.

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