



Mobile UX Checklist

30+ checks before you ship a mobile experience





01

TOUCH

- Are primary actions easy to tap?
- Are touch targets comfortably sized?
- Is there enough space between competing actions?
- Can key tasks be completed with one hand?
- Are swipe/gesture interactions supported by clear alternatives?

SAVE THIS:

Don't design for the cursor. Design for the thumb.



02

LAYOUT

- Does the UI adapt to different screen sizes?
- Is important content visible without unnecessary scrolling?
- Are navigation elements reachable?
- Are sticky elements covering content?
- Does the layout work in portrait and landscape where relevant?

SAVE THIS:

Mobile = Less space → More prioritization.



03

NAVIGATION

- Can users tell where they are?
- Is the navigation predictable?
- Can users easily go back?
- Can users recover from accidental navigation?
- Can users reach their most important destinations quickly?

UX PRINCIPLE

Jakob's Law

Users expect your product to work like products they already know.

Familiar patterns reduce learning effort.



04

FORMS

- Are you asking only for necessary information?
- Are fields clearly labelled?
- Does the appropriate keyboard appear?
- Can users see what they've entered?
- Are errors specific and actionable?
- Is information preserved when something goes wrong?

SAVE THIS:

Good mobile forms:

Ask less → Type less → Think less → Finish faster.



05

PERFORMANCE

- Does the interface respond quickly?
- Is loading communicated?
- Are slow connections considered?
- Do images load efficiently?
- Is there a useful offline/poor-network experience where appropriate?

UX PRINCIPLE

Doherty Threshold

When systems respond quickly enough, users can maintain a productive flow. Perceived responsiveness matters.

Remember:

A technically fast product can still feel slow.



06

FEEDBACK

After every important action, ask:
“Does the user know what just happened?”

- Success state
- Error state
- Loading state
- Progress state
- Next step

SAVE THIS:

No feedback = uncertainty.

If the system is doing something: **Show it.**



07

ACCESSIBILITY

- Is text readable?
- Is contrast sufficient?
- Are controls clearly labelled?
- Can assistive technologies understand the interface?
- Does the experience work without relying only on colour?
- Are text sizes and interactive elements usable?

SAVE THIS:

Accessibility isn't a feature. It's part of the UX.



08

CONTEXT

This is the checklist designers often forget.

Ask: Where is the user?

- On a train?
- Walking?
- Cooking?
- Outside?
- In bed?
- Distracted?
- On poor internet?

Then ask:

- “Does my design still work here?”

SAVE THIS:

The user doesn't live inside your Figma file.



THE 10-SECOND MOBILE UX TEST

Before you ship, put your phone down.
Pick it up naturally.

Now ask:

1. What do I notice first?
2. What can I tap?
3. What should I do next?
4. What happens after I tap it?
5. Can I recover if I make a mistake?

If you can't answer these quickly...
Your user probably can't either.



5 UX LAWS TO REMEMBER

This would make an excellent screenshot/save slide:

01 — Fitts's Law

Bigger + closer targets are easier to hit.

02 — Hick's Law

More choices → more decision time.

03 — Jakob's Law

Users expect familiar patterns.

04 — Miller's Law

Don't overwhelm working memory.

05 — Doherty Threshold

Fast feedback helps maintain flow.



THE "RED FLAG" CHECK

If your mobile experience contains these...

- × Tiny buttons
- × Long forms
- × Hidden navigation
- × Unclear errors
- × No loading feedback
- × Important actions below the fold
- × Text that's difficult to read
- × Too many competing CTAs
- × Gestures with no alternative
- × Desktop UI squeezed onto mobile

**Stop. Don't polish it yet.
Fix the experience first.**



THE GOLDEN RULE

Mobile UX isn't about making desktop smaller.

It's about designing for:

- Thumbs.
- Small screens.
- Limited attention.
- Real-world context.
- Real-world constraints.

**Design for the person.
Not the device.**



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