Time to market is the key driver for mobile app development improvement. You have only a few hours to test and everything is a moving target (users, user needs, devices, platforms, features, implementation). What is the next big thing in the fast changing mobile world? The user is continuously online, how fast can you reply? Defects originate from a combination of multiple factors. 'Quality' must be understood from the end-user perspective. Apps are expected to be backwards compatible and future proof for relevant platforms. They operate in an embedded environment and test resources are limited. In How to get an effective process, knowledge and experience on mobile testing in place?

Mobile testing
Mobile testing is validating how an app functions in different situations and conditions. What is one test on one device telling about the bigger group? Mobile testing finds trends in the test results by comparing platforms, devices, OS versions, environments, etc. A tester should confirm whether an app "works", "functions as expected" and "meets the needs of your users" in its environment to ensure that users return.

The TI4Mobile model
The model focuses on the test process in the mobile context. In this way it can be applied to all types of apps (web, hybrid and native). The model focuses on testing as a crucial part of the mobile app development feedback loop. Improving testing increases the capability of the mobile development team to deliver high quality apps. The model is designed as an independent model but can also be combined with other models such as TI4Agile and TI4Automation.

The architecture of the model is similar to many other improvement models. Eight key areas provide the necessary coverage of relevant aspects. Within each key area, growth is expressed by means of the levels *Mobile basics*, *Mobile advanced* and *Mobile expert*. Each next level builds on the previous one (from left to right). Furthermore the model consists of checkpoints. A checkpoint describes a practice that reflects something of significant value to reach a particular level.

The levels are typified as follows:

- **Mobile basics**: *Enabling the conditions that are required for mobile testing*
- **Mobile advanced**: *Mobile perspectives increase the effectiveness of the test process*
- **Mobile expert**: *Continuous quality feedback from unit to end-user and from backend to app*

Follow the hyperlinks in the matrix to the key areas for details.

Key area	Mobile basics			Mobile advanced			Mobile expert			
Organizational mobile awareness	1	2	3	1	2	3	1	2	3	
Device policy	1	2	3	1	2	3	1	2	3	
Mobile testing skills	1	2	3	1	2	3	1	2	3	
Mobile analytics	1	2	3	1	2	3	1	2	3	
Users & personas	1	2	3	1	2	3	1	2	3	
Mobile API	1	2	3	4	1	2	3	1	2	3
Test environment	1	2	3	1	2	3	1	2	3	
Defects analysis	1	2	3	1	2	3	1	2	3	4

Download TI4Mobile model in xls format.