Abstract

Field testing of software applications developed for mobile devices is a challenge due to unique features of mobile devices. Unreliability of wireless networks, limited bandwidth, changing context, phasing network disturbance or noises problems and different data transfer time for different applications. Methodologies used in testing of desktop applications cannot be directly applicable to a mobile context. The large number of users involved in field testing along with the variety of problems reported by them increases the complexity of managing the field testing process. The contribution of this paper is to propose a generic framework, detecting noise and estimation of time for different mobile applications to conduct field tests for mobile applications with focus on field testing, detecting network disturbance and estimation of time for different mobile applications.

References

Field Testing of Mobile Applications: An Effective Approach


- Challenges, Methodologies, and Issues in the Usability Testing of Mobile Applications, by Zhang, D et al.
- Visualizing the Results of Field Testing, by Brian Chan et al

Index Terms

Computer Science  
Software Engineering

Keywords

Field Testing  Laboratory  Usability  Mobile