Mobile-First Learning Video Readiness Checklist

One pass through the player, formats, data controls, offline and background playback, tracking, and accessibility for a phone-first learning video product.

A. Player & layout

- [ ] Portrait layout: video on top, learning context below; full-screen on rotate
- [ ] Touch targets at least 24x24 CSS px (WCAG 2.5.8 AA); 44 px for primary controls
- [ ] Recorded lessons stream as HLS / MPEG-DASH adaptive bitrate
- [ ] Captions on by default; on-screen text legible at phone size

B. Formats for the phone

- [ ] Vertical (portrait) video for talking-head, demos, and how-tos
- [ ] Micro-lessons of ~3-7 minutes, one idea each, with a knowledge check
- [ ] No hour-long webinars reposted to mobile unchanged

C. Data & offline

- [ ] Wi-Fi-only download switch; per-quality data estimate shown before download
- [ ] Data-saver cap on cellular streaming quality
- [ ] Offline downloads: visible queue, storage indicator, auto-cleanup of watched
- [ ] Persistent (offline) DRM license for protected content (Widevine / FairPlay)
- [ ] Background / lock-screen audio via the Media Session API (Opus speech)

D. Tracking & accessibility

- [ ] xAPI / cmi5 statements queue offline and sync to the LRS on reconnect
- [ ] Orientation not locked (WCAG 1.3.4); content reflows to 320 px (WCAG 1.4.10)
- [ ] Tested on a low-end phone and a metered / throttled connection



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This checklist covers player layout, formats, data controls, offline playback and accessibility on phones. Our seven-volume handbook goes through the stack behind it: Volume 3 for ABR ladders, players, offline DRM and QoE, Volume 1 for mobile encoding and Volume 4 for Opus speech and captions.

WHAT YOU WILL FIND INSIDE

- ABR ladders for metered mobile connections
- Offline playback with persistent DRM licenses
- Player recovery from stalls on weak networks
- Opus speech audio and caption accessibility

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Vol. 1 · Video Encoding — pixels and color to H.264, HEVC, AV1, quality metrics and AI

Vol. 2 · Video Streaming I — network transport, contribution and ingest, HLS, MPEG-DASH, CMAF

Vol. 3 · Video Streaming II — ABR, CDNs, players, WebRTC, DRM and the economics of delivery

Vol. 4 · Audio for Video I — PCM, codecs, loudness, accessibility, real-time voice processing

Vol. 5 · Audio for Video II — jitter buffers, lip sync, Atmos, quality metrics, neural codecs

Vol. 6 · AI for Video I — models and inference, computer vision, speech, search, generative video

Vol. 7 · AI for Video II — real-time pipelines, agents, serving, cost, compliance, verticals

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