

App Publishing Checklist

Is your app ready to publish?



Before you release your app and make it available for users to install and share, here is a list of things to check. This checklist can be used by those responsible for checking digital publications in your organisation.

<input type="checkbox"/>	<p>1. Content Checks</p> <p>Ensure that the app content has passed through the checks required by your organisation:</p> <ul style="list-style-type: none">• Has it been proof-read for spelling mistakes and punctuation?• Have any illustrations been checked for appropriateness and clarity?• Is the formatting consistent, e.g. use of heading styles, line spacing, etc.?• Has the content been approved for publication?• Are you using an approved orthography? <p>If you are using RAB to create apps to be used by a limited number of users, such as a community reviewers' committee, or if it is a trial orthography which you will want to update in a few months, please see the section below on 'Expiry Date or Limited Device Distribution'.</p>
<input type="checkbox"/>	<p>2. Permission to Distribute Content</p> <p>Ensure that you have the necessary permissions to distribute the content in the app:</p> <ul style="list-style-type: none">• Do you have permission to distribute the text?• Do you have permission to distribute the audio files, if any?• Do you have permission to distribute each of the images, if any? <p>Remember that for text, audio and images, the copyright can be held by different owners. You must have permission for each.</p> <p>You will have permission if:</p> <ul style="list-style-type: none">• You are the owner (intellectual property rights holder) of the content, or• You have been given permission from the rights holder to distribute their content. Such permission may be granted: (i) in a license, such as a Creative Commons license, or (ii) in a specific agreement signed between you and the rights holder. <p>It is important to know whether you have permission to distribute the content in <i>digital</i> publications. For example, if you know you have the permission to use a certain image in a printed booklet, you will also need to check whether you have permission to use it in an app.</p>
<input type="checkbox"/>	<p>3. App Installation and Navigation</p> <p>Install the app on at least two different smartphones with different Android versions. Choose models of phones that are owned by typical users, i.e. test on low and mid-range phones and not simply the fastest and most expensive phones you can find.</p> <ul style="list-style-type: none">• Does the app install OK?

	<ul style="list-style-type: none"> • Are you able to navigate around the app without any problems? Try selecting books, playing picture story books, scrolling, swiping between pages, searching for words, etc. • Is text highlighting synchronized correctly when the audio is playing? • Are you able to view the contents of the about box?
<input type="checkbox"/>	<p>4. App Name</p> <p>This is the main title of the app, displayed on the user’s phone under the app icon.</p> <ul style="list-style-type: none"> • Is the name short enough, e.g. “Giryama Stories” rather than “A Collection of Short Stories in the Giryama Language”? Otherwise some of the name will be cut off when displayed on the phone. • Is the name clear and understandable by speakers of the language? Is it better to use a name in a language of wider communication or a name in the local language? • Is mixed case used, e.g. “Tharaka Stories”, not “THARAKA STORIES”? • Remember that app names will be displayed using the system font and not the app font. Are special characters avoided in the name which would require a special font? • If the app will be used in different countries with different official languages, have you provided translations of the app name, where appropriate? E.g. if you want the app name to be ‘Suba Stories’ in English-speaking countries and ‘Contes en suba’ in French-speaking countries.
<input type="checkbox"/>	<p>5. App Icon</p> <p>The app icon is the icon that represents the app on a user’s smartphone or tablet.</p> <ul style="list-style-type: none"> • Is the image clear and not blurred? • Will typical users understand what it represents? • Is it culturally appropriate? • Is the quality of the design sufficiently professional?
<input type="checkbox"/>	<p>6. Splash Screen</p> <p>The splash screen is the image that appears full screen when the app is loading. It is optional, but if it is included:</p> <ul style="list-style-type: none"> • Is the image clear and not blurred? • Will typical users understand what it represents? • Is it culturally appropriate? • Is the quality of the design sufficiently professional?
<input type="checkbox"/>	<p>7. Navigation Drawer Image</p> <p>The navigation drawer image is displayed at the top of the drawer that slides in from the side of the screen when the user taps the hamburger icon or swipes in from the side of the device.</p> <ul style="list-style-type: none"> • Is the image clear and not blurred? • Will typical users understand what it represents? • Is it culturally appropriate? • Is the quality of the design sufficiently professional?

<input type="checkbox"/>	<p>8. Fonts</p> <p>Are the font(s) readable and suitable for the language and app content? Are special characters displayed correctly?</p> <p>Is the default font size reasonable? i.e. the size of the text when someone launches the app for the first time. If you have an Arabic script, you may need to specify a default font size that is larger than the typical default Roman script font size.</p> <p>If you use a font with a non-Roman script (such as Arabic, Ethiopic, Thai), or if you use a Roman script with combining diacritics (´, `), check that phones with different Android versions are displaying these correctly. In particular, Android versions 4.3 and lower will need Grandroid enabled within the app, otherwise the characters will not be displayed properly.</p>
<input type="checkbox"/>	<p>9. Package Name</p> <p>The package name uniquely identifies the app. It is a lowercase dot-separated string without spaces, such as org.mamara.stories.</p> <ul style="list-style-type: none"> • Does the package name begin with your organisation’s website name reversed? E.g. “org.mamara” rather than “mamara.org”. Ensure you have the right to use this organisation’s address. • Are the other components of the package name well chosen? It is a good idea to include the language name or code (e.g. ‘mamara’ or ‘myk’) and the type of publication (‘stories’). <p>The package name can be seen by users when they view the app’s store details in Google Play so it is important to chose it well. You cannot change an app’s package name in the future if you want to update the same app.</p>
<input type="checkbox"/>	<p>10. About Box Information</p> <p>Check that the About box of the app has the following information, where appropriate:</p> <ul style="list-style-type: none"> • The title of the app. • A description of the app, e.g. Stories in the Mamara Language of Mali • Contact information for your organisation, e.g. your website address, telephone number, postal address, etc. Are hyperlinks used for websites and phone numbers so that the user can tap on the web address to go to the site, or tap on the phone number to launch the phone dialer? • Copyright information for the text as required by the rights holder, e.g. Text: © 2014 Association pour la promotion de la langue Mamara. • Copyright information for the audio as required by the rights holder, e.g. Audio: © 2015 Association pour la promotion de la langue Mamara. The © symbol is used to represent the copyright of a sound recording. If the font you are using does not include ©, you could use (P) instead. • Copyright information for the images as required by the rights holder, e.g. Illustrations: © 2015 Ousmane Diarra. Used with permission.

	<ul style="list-style-type: none"> • License information: tell the users of the app what they can do with the app and its contents, e.g. <p style="text-align: center;">The text in this app is made available to you under the terms of the Creative Commons License: Attribution-Noncommercial-No Derivative Works.</p> <p style="text-align: center;">http://creativecommons.org/licenses/by-nc-nd/4.0/</p> <p>Separate licences for different content as needed, e.g., what the end user may do with text, as well as what they can do with audio or with images.</p> <p>Choice of language: Ensure that the about box information is in a language that many of your users and members of the wider community will understand. Think of the way in which you would use an official language on the copyright page of a printed local language book. For example, for South American language apps, provide the license in Spanish or Portuguese rather than (or as well as) English. Creative Commons license wording in several languages is available via links on the Creative Commons website.</p> <p>IMPORTANT: If you are unsure about any of these details, please do not guess them. Please contact those responsible for digital publishing in your organisation for advice and suggested wording.</p> <p>Do not simply copy the About Box information from a printed copy of the text. The publisher information, licences, publishing date you find on a printed front matter page will often be different from what is needed for an app. A digital publication is not the same as a printed publication.</p>
<input type="checkbox"/>	<p>11. Books and Book Names</p> <p>Are all the books included that should be included? Make sure that you are not missing out a book by accident.</p> <p>Look at the list of book names for the app:</p> <ul style="list-style-type: none"> • Are they consistent, i.e. not a mixture of full names and abbreviations? • Is mixed case used, i.e. “Chicken and Millipede”, not “CHICKEN AND MILLIPEDE”?
<input type="checkbox"/>	<p>12. Search</p> <p>If Search is enabled in the app:</p> <ul style="list-style-type: none"> • Is search working OK? • Have special character input buttons been specified for the search screen? These are the buttons that a user can press in addition to the phone’s system keyboard.
<input type="checkbox"/>	<p>13. Interface Language and Translations</p> <p>Look at the language used for the interface menu items and search screen, e.g. “Search”, “About”, “Match whole words”, etc.:</p> <ul style="list-style-type: none"> • Is a choice of appropriate interface languages provided for typical users? What is the default interface language when users first install the app? Is it best to default to using English, French, Chinese, a local language, etc.? • If the interface elements have been translated into a local language, have they been checked for comprehension?

<input type="checkbox"/>	<p>14. KeyStore for App Signing</p> <p>All Android apps are signed with a keystore key. You can use the same keystore for multiple apps, or a different keystore for each app.</p> <ul style="list-style-type: none"> • Has the app been signed with a Keystore that you have generated for publishing? i.e. does the keystore contain some of your organisational details rather than being just a temporary keystore that you created quickly for in-house testing? • IMPORTANT: Is the keystore file being kept safe somewhere? When you update your app, you will need to use exactly the same keystore file.
<input type="checkbox"/>	<p>15. Audio-Text Synchronization</p> <p>If you are using audio-text synchronization to highlight the text phrase-by-phrase as the audio is playing, is the highlighting working accurately?</p> <p>If the app contains picture story books, are the pages advancing at the right moments in time with the audio?</p>
<input type="checkbox"/>	<p>16. Audio File Distribution</p> <p>If your app uses audio, how have you decided to distribute the audio files?</p> <ul style="list-style-type: none"> • Package inside the app: Check that the app size is not too large. The limit for publishing an app on Google Play is 100MB. If you want users to be able to share the app via Bluetooth, it would be better if it was much smaller than this. • Distribute in an external folder: Do you have a good distribution strategy for making the audio files available to people? • Download from the internet: Are you hosting the audio files on a reliable server? Test that this download works when you try to play an audio file in the app.
<input type="checkbox"/>	<p>17. Expiry Date or Limited Device Distribution</p> <p>If you want to limit the lifetime of the app, e.g. it is a trial version:</p> <ul style="list-style-type: none"> • Has an expiry date been specified? • What message will be displayed to the user when the expiry date is reached? • Will users continue to be able to use the app after seeing the expiry message? <p>If you want to limit the devices that can install the app, e.g. you want a restricted team to be able to use it:</p> <ul style="list-style-type: none"> • Have you specified a list of approved device IMEI numbers in the app? • If you try to run the app on a device which is not included in this list, does it show an error message?
<input type="checkbox"/>	<p>18. Archiving</p> <p>If you are the rights holder of the app content, have you followed your organisation's guidelines, if any, regarding archiving the text, images and recorded audio.</p>
<input type="checkbox"/>	<p>19. Publishing, Distribution and Marketing Strategy</p>

	<p>Where are you going to make your app available? Which app store developer account would be the most strategic?</p> <ul style="list-style-type: none"> • Will you publish your app on a store page together with other apps from around the world? • Or on an app store page together with apps from your country or region? • Or a store page together with other kinds of apps for the same language (e.g. dictionary apps)? <p>Do you need to create a new developer account?</p> <p>Will you also distribute your apps offline, e.g. using a BibleBox or Lightstream, or via memory cards?</p> <p>How are you going to let people know about your app? Will you use social media (e.g. Facebook) marketing? Do you have a budget for paid advertising, e.g. using Facebook Ads?</p> <p>IMPORTANT: Please take this subject of app marketing strategy seriously. It is not enough to create and publish an app: we want to see it used!</p>
<input type="checkbox"/>	<p>20. Google Play Store Details</p> <p>If the app will be published on the Google Play store, check the following store details:</p> <ul style="list-style-type: none"> • App title • Short and full descriptions: These should describe the app clearly to the target audience in the most appropriate language(s). Mention the country and alternative language names to increase the chance of users finding the app when they search on Google Play. Google encourages you to “highlight what's great about your app. Share interesting and exciting facts about your app to help users understand what makes your app special.” You must not include user testimonials, excessive details or long lists of keywords. See https://play.google.com/about/storelisting-promotional/metadata/ for more details. • High-res app icon: This should be the same as the app icon but a higher resolution 512x512 version. Ensure it is clear and not blurred, i.e. it might not work well to take a 144x144 icon and stretch it to 512x512. • Feature graphic: The feature graphic is displayed at the top of your store listing page in the Play Store app. Do not include any copy or important visual information near the borders of the image - specifically near the bottom third of the frame. Try to center align any logo or information in the vertical and horizontal center of the frame. • Screenshots: You need to specify at least 2 screenshots of the app running on a smartphone. You can add up to 8 screenshots for each device type: phone, 7-inch tablet and 10-inch tablet. Have the screenshots been chosen well to demonstrate the app’s features? • Support email address: Do you have an appropriate email address to publish on the app’s store page for support questions and feedback? Avoid using a personal email address such as john.smith@gmail.com, or a work email account that is unrelated to the publishing of your apps. It might be best to create a new email address for this purpose.
<input type="checkbox"/>	<p>21. User Testing</p> <p>Ask a few people to install the app and give you their feedback before you make it available to the world.</p>

**22. Final Approval**

After completing this checklist, have you been given the go ahead to publish the app by the person responsible for approving digital publications in your organisation?

Last updated: 04 December 2017