

Hover Interactions

Summary

Don't use hover as the primary action to trigger anything essential. Ever. For 🙌 the 🙌 rest 🙌 of 🙌 your 🙌 life. [\[1\]](#)

The Case Against Primary Hover Interactions

Detecting Touch

Because screen size is a lousy way to detect touch and we don't have any other reliable technical solution for doing so, it is safe to say that there is no reliable way to detect if a user is interacting with a website using touch, a mouse, a combination of the two, or some other means entirely. Because there is no reliable way to detect touch, the best approach is to assume that every screen is a touchscreen, and to design accordingly.

2-in-1 Devices

To add to this complexity, the number of Windows and Chromebook laptops that offer touch screens has exploded. Every major PC manufacturer now sells a 2-in-1 tablet laptop device (including Apple). The IDC claims 2-in-1 tablets will make up 30 percent of all tablets shipped by 2020. [\[1\]](#)

Legitimate Use Cases for Hover Interactions

Hover Actions are Still Important

Mice and trackpads aren't going anywhere yet. Using the hover action for them can give important user feedback about whether something is clickable or what the outcome may be. [\[1\]](#)

- Do use hover as clear feedback on clickable elements for people using a mouse.
- Do use hover to trigger shortcut actions, but make sure they are optional.
- Always have a primary way to do the same actions with your fingers.

References

1. [Hover is dead. Long live hover.](#)
2. [The Responsive Hover Paradigm](#)