The paper reports on an experiment, which compares the occlusion methods: display blanking (via an Android application) and classical occlusion glasses with liquid crystal shutters. According to ISO 16673:2007 both methods are applicable. Therefore, the results and findings are compared and discussed for three use cases: Occlusion software application (display blanking) as a teaching aid, self-test for software developers and laboratory tests. For most tasks, both methods yield comparable results. Using display blanking for teaching purposes and propagating the method could be valuable. For the use in a typical developer workbench/desktop self-test, the operator must be aware that various influences can result in an underestimation of occlusion metrics. Nevertheless, it would be a benefit if developers apply the method in an early phase. For laboratory tests, we would further recommend the use of occlusion glasses.