



# UNIT 8: RESPONSIVE DESIGN

## Media Queries: Target Sizes

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The following guide is designed to give you a sense of the diversity in sizing on target devices. However, when building your code, try to avoid targeting specific devices. Use your media queries to specify general device widths and heights.

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### TARGET DEVICES

» HTC One

Device Width: 360

Device Height: 640

Pixel Ratio: 3

Query:

@media screen and (device-width: 360px) and (device-height: 640px) and (-webkit-device-pixel-ratio: 3)

» Samsung Galaxy S4/S5

Device Width: 320

Device Height: 640

Pixel Ratio: 3

Query:

@media screen and (device-width: 320px) and (device-height: 640px) and (-webkit-device-pixel-ratio: 3)

» LG Nexus 5

Device Width: 360

Device Height: 592

Pixel Ratio: 3

Query:

@media screen and (device-width: 360px) and (device-height: 592px) and (-webkit-device-pixel-ratio: 3)

» iPad Mini

Device Width: 768

Device Height: 1024

Pixel Ratio: 1

Query:

@media screen and (device-width: 768px) and (device-height: 1024px) and (-webkit-device-pixel-ratio: 1)

» iPad 3 / iPad 4

Device Width: 768

Device Height: 1024

Pixel Ratio: 2

Query:

@media screen and (device-width: 768px) and (device-height: 1024px) and (-webkit-device-pixel-ratio: 2)

» iPhone 4

Device Width: 320

Device Height: 480

Pixel Ratio: 2

Query:

@media screen and (device-width: 320px) and (device-height: 480px) and (-webkit-device-pixel-ratio: 2)

» iPhone 5

Device Width: 320

Device Height: 568

Pixel Ratio: 2

Query:

@media screen and (device-width: 320px) and (device-height: 568px) and (-webkit-device-pixel-ratio: 2)

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### ADDITIONAL RESOURCES

Further lists and documentation can be found on the following sites:

<http://i-skool.co.uk/mobile-development/web-design-for-mobiles-and-tablets-viewport-sizes/>

<http://code-tricks.com/css-media-queries-for-common-devices/>