

## Lecture 7

Previous lecture:

**Task 1:** Sign-up for a Github account: ... Done?

**Assignment 4:** ... Done!

**Project 1.2 - Evaluation:** Challenges in general: The technical part of the product

Literature:

01.11	6 lessons	Mobile First (Luke Wroblewski: <a href="http://vimeo.com/38187066">http://vimeo.com/38187066</a> (video 1:02:31)
8:30		Mobile First, Content First: <a href="http://www.youtube.com/watch?v=OHUa2_JXH9Y">http://www.youtube.com/watch?v=OHUa2_JXH9Y</a> (video 12:21)
		Responsive Navigation: <a href="http://responsivenavigation.net/">http://responsivenavigation.net/</a>

### Today's Learning Goals

Responsive Web Design – Mobile First

Responsive navigation

## Responsive Web Design

Wrapping up from previous lecture:

**Responsive Web Design (Ethan Marcotte, 2010)**

1. Fluid Layout
2. Flexible Images and Media
3. Media Queries
4. Viewport: `<meta name="viewport" content="width=device-width, initial-scale=1.0" />`

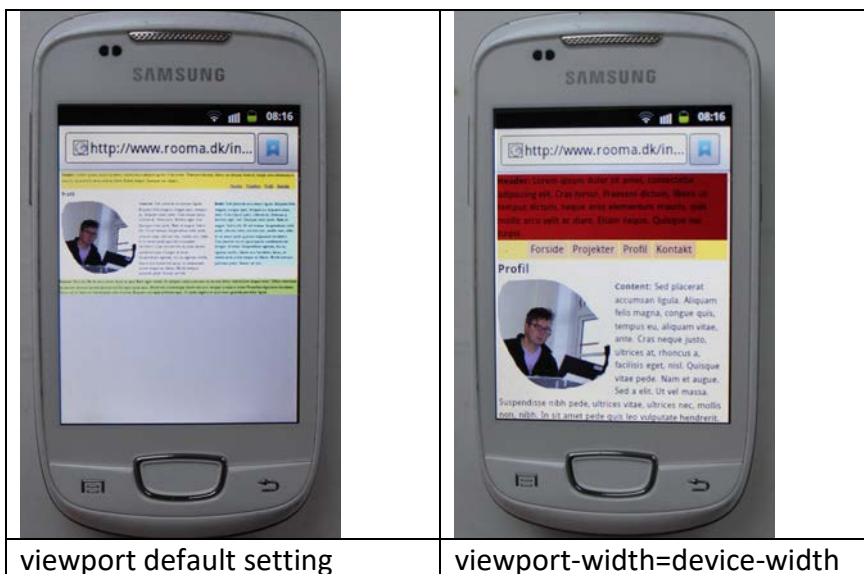


Fig. 1: Samsung Galaxy mini (GT-S5570)

RWD examples: <http://mediaqueri.es/>

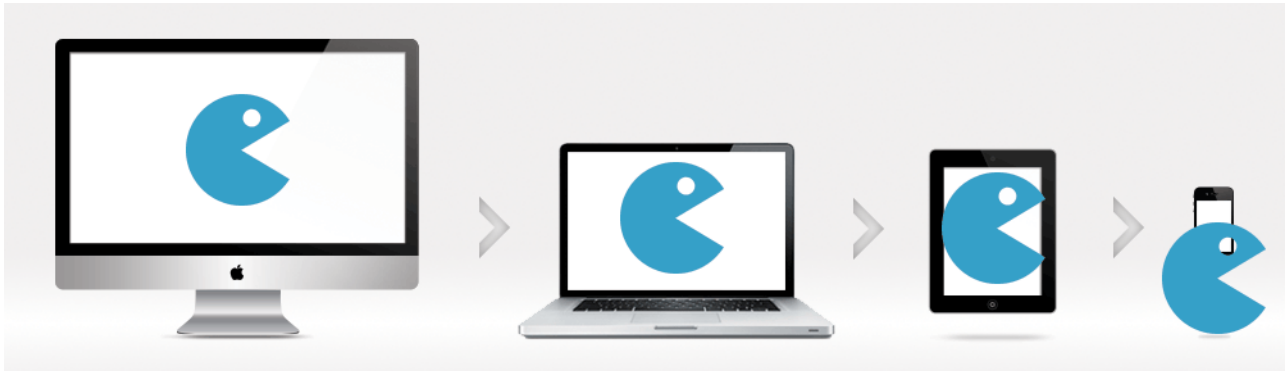
Two different approaches:

1. Build for desktop, and then use media queries for smaller screens – Previous lecture!
2. Baseline for all devices and then go from small screens to larger – Mobile First – Today!

Re 1:

1. Build for desktop, and then use media queries for smaller screens.

### The Top-Down approach

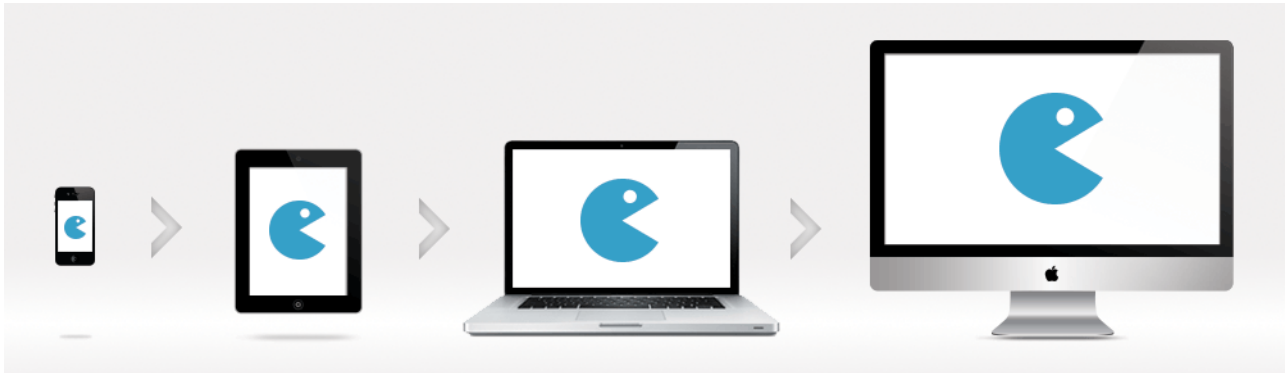


Pros:

By means of Fluid Layout, Flexible Images and Media Queries it is possible to modify the layout of an existing site that is otherwise designed primarily for large screens (desktop / laptop), so that the usability increases for users accessing the site from other devices such as tablets and smartphones.

Cons:

The large amount of data from the desktop version is still present in the small units. "Display: none;" surely results in that an element, such as a large picture, does not appear, yet it is still loaded and it is still adding to a reduction in performance on a smartphone where bandwidth and processor are factors.

**Mobile First approach****Mobile First (Luke Wroblewski, 2009)**

Source:

Mobile First (Luke Wroblewski): <http://vimeo.com/38187066> (video 1:02:31)

Luke Wroblewski homepage: <http://www.lukew.com/ff/entry.asp?933>

**GROWTH = OPPORTUNITY**

- Rise in mobile computing

**CONSTRAINTS = FOCUS**

- Screen size (320 x 480px)
- Performance
- Time & Place
- (Touch)

**CAPABILITIES = INNOVATION**

- Touch
- Location
- Device orientation
- Extending your capability

**Task 1 – Mobile First:** (follow me: MF-Basic implemented in template from CSS Generator)

- assignment4-rwd to lecture7 ...

**Task 2 – Mobile First – responsive navigation menu:** (follow me: MF-Basic implemented in template from CSS Generator)

- lecture7 to lecture7-nav ...

**Testing RWD**

Mobile coding and testing tools p. 332

The Responsinator: <http://www.responsinator.com/> (runs localhost!)

Mobile Emulator: <http://www.mobilephoneemulator.com/>

Matt Kersley: <http://mattkersley.com/responsive/> (runs localhost!)

The Viewport Emulator: <http://www.viewportemulator.com/> (runs localhost!)

Web Developer (extension to the browser) also has tools to simulate different screen sizes.

**Assignment 5 - hands on "Svendeprøven" (apprenticeship test)**

See the folder Assignments on Canvas – (Interaction\_Development\_Assignment\_05)

Spend all the time you can find: the goal is to optimize your skills in Responsive Web and Mobile First, - skills you will need in Project 1.3.

Hand-in on Canvas: Deadline: Thursday, November 7 at 8:30 am

**Next lecture**

Literature:

07.11 8:30	6 lessons	Performance 2: <a href="https://developer.yahoo.com/performance/rules.html">https://developer.yahoo.com/performance/rules.html</a> CSS Frameworks: Bootstrap, Skeleton, HTML5 Boilerplate etc.: <a href="http://bestreviews2017.com/best-css-framework-2017/">http://bestreviews2017.com/best-css-framework-2017/</a> HTML5 Boilerplate: <a href="https://html5boilerplate.com/">https://html5boilerplate.com/</a>
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