

#### Class 5







# Turn in Content Assignment



# Content Assignment Group Updates



#### Overview

Content Assignment + Review (20 min)

HTML Basics 2 Assignment (15 min)

**Images Continued (10 min)** 

Break (10 min)

Mobile First (40 min)

Sketching & Assignment (15 min)

Hands-On Sketching (45 min)



### Quiz Question!

Get out a piece of paper and write your name.



# How Can We Use the Constraints of Mobile Devices to Improve Our Designs? (One Example)



### HTML Basics 2 Review



## Image Optimization



## Optimizing Images

Use Vectors for all Graphical Elements
Resize the Image Dimensions
Degrade the Quality (Save for Web)
Use Different Responsive Images (Later)
Caching/CDN (Later)



## Optimizing Images

http://codepen.io/challahan/professor/xERdXg/



### Mobile First



# How Can Focusing On the Constraints or Capabilities of Mobile Devices Help Improve Our Websites?



# What new capabilities does mobile provide that could enhance our user's experience?



# Luke Wroblewski Mobile First Clip

https://vimeo.com/38187066

14:00 mark



## Sketching



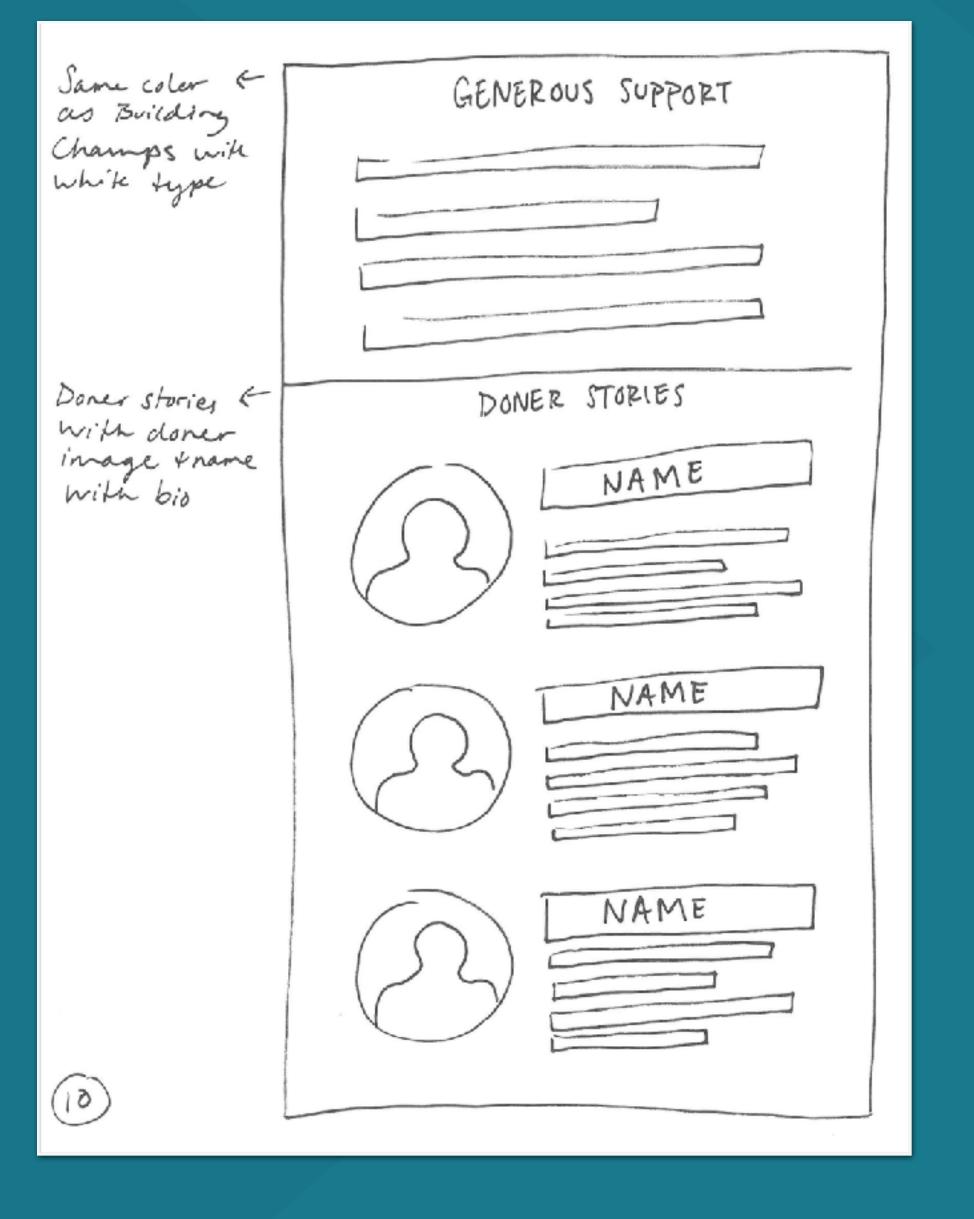
### Why Do We Sketch?



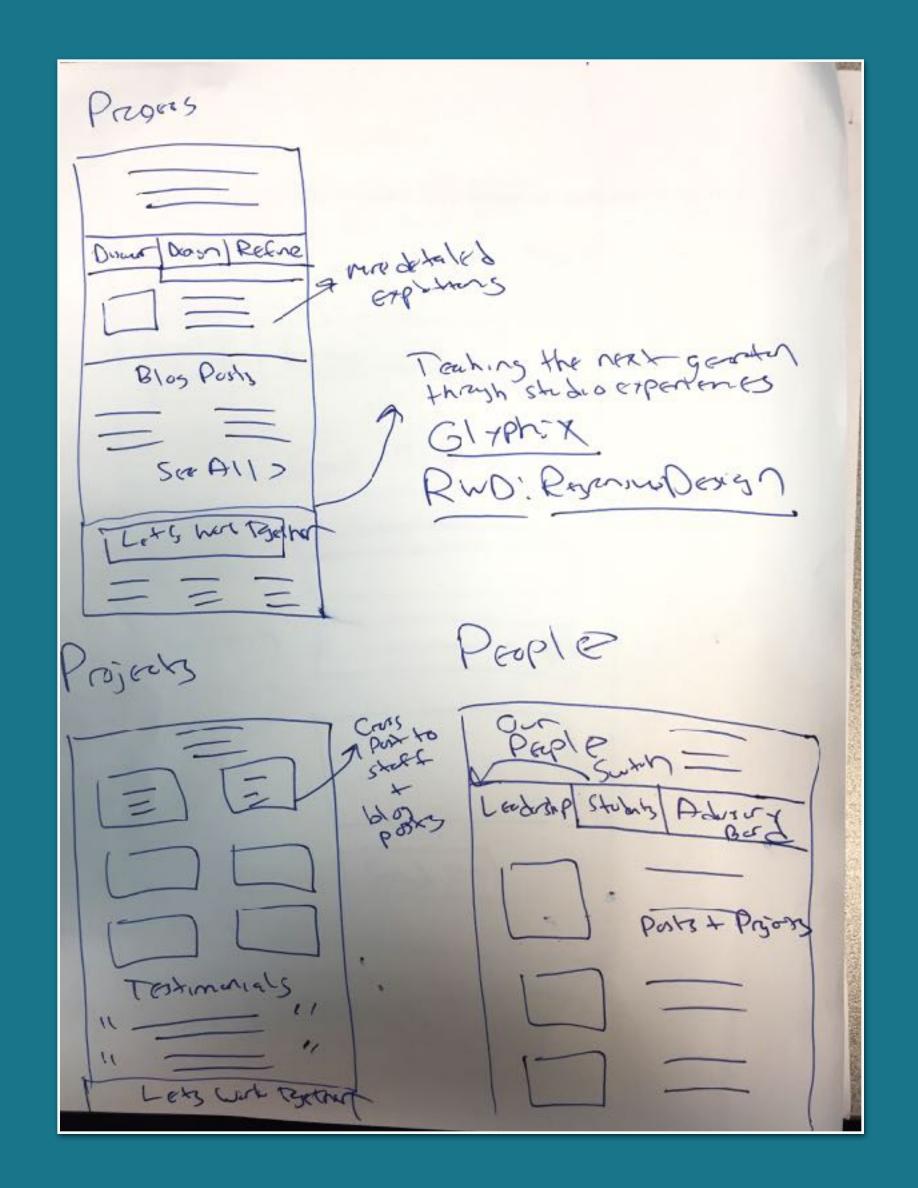
## How Can We Sketch Mobile-First?

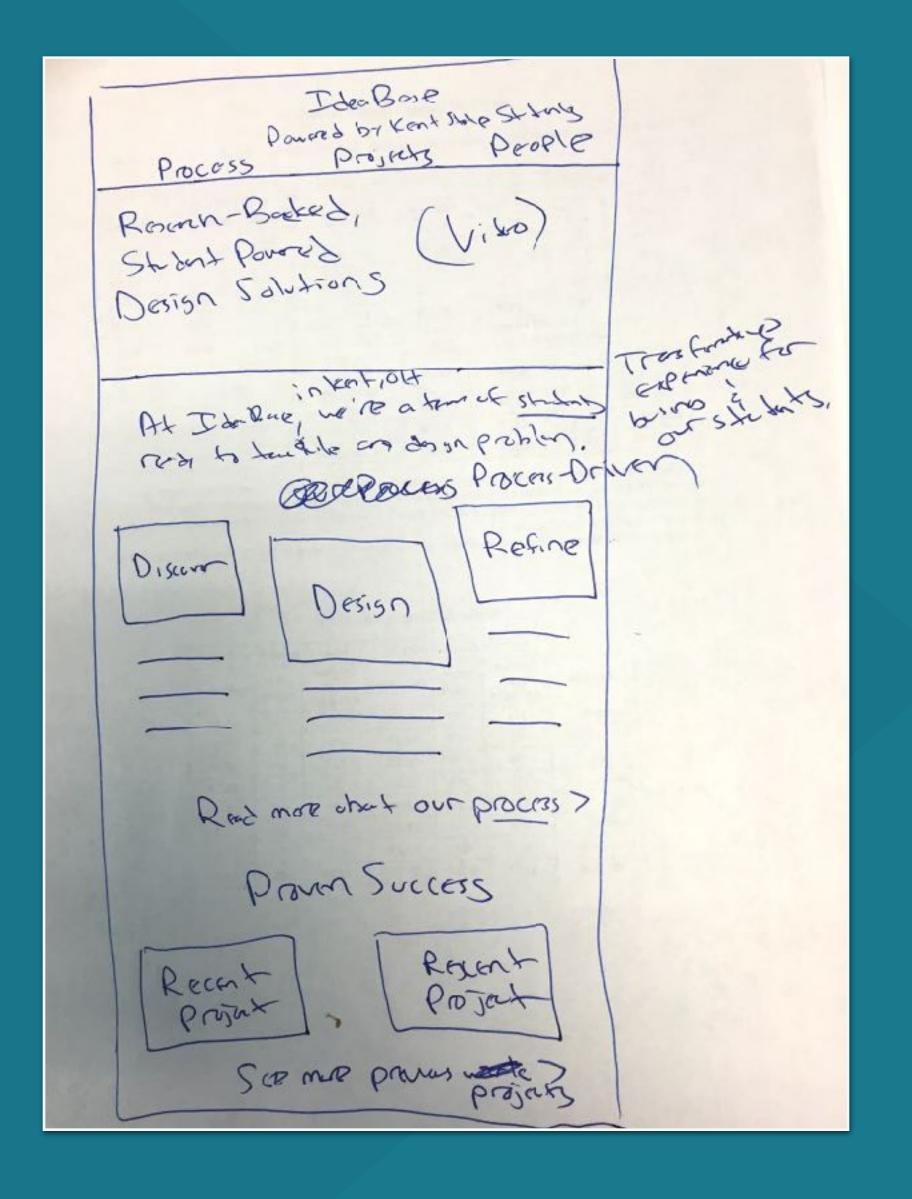


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	ALL TOURNAMENT \$4,999-\$2,500
	ATHLETICS DIRECTOR'S CIRCLE \$2,499-\$1,000
	VARSITY CIRCLE \$499-\$250

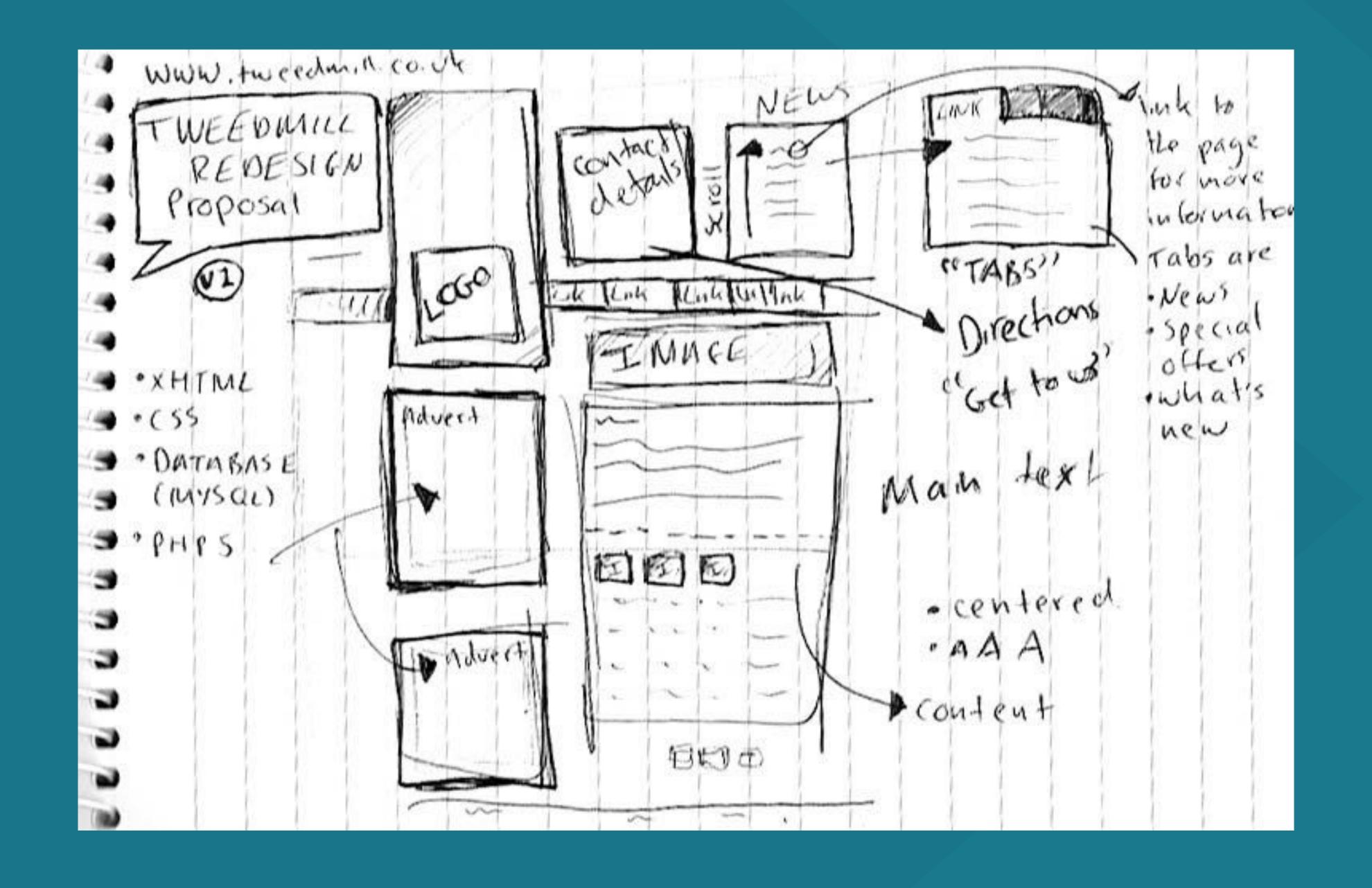












### Information Architecture



## Sketching Assignment

http://rwdkent.com/class/assignments/sketching



# Sketching Assignment Hands-On



#### For Next Class

DUE: Sketching Assignment

READ: HTML&CSS Book - Ch. 10 Introducing CSS

READ: Style Tiles and How They Work by Samantha Warren

READ: Our New Responsive Design Deliverable - The Style Prototype

READ: Responsive Comping - Obtaining Client Feedback Without Mockups

by Matt Griffin

