RESPONSIVE DESIGN STRATEGIES

```
html { font-size: 20px; }
@media (max-width: 600px) {
   html { font-size: 16px; }
}
```

- · Start writing CSS for the desktop: large screen;
- · Then, media queries shrink design to smaller screens.



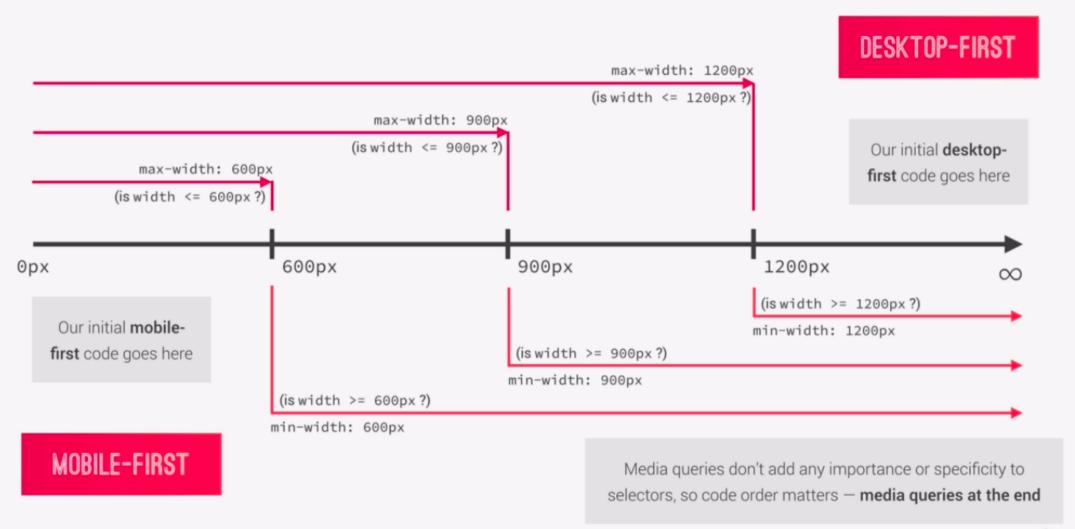


MOBILE-FIRST

- · Start writing CSS for mobile devices: small screen;
- · Then, media queries expand design to a large desktop screen;
- · Forces us to reduce websites and apps to the absolute essentials.

```
html { font-size: 16px; }
@media (min-width: 600px) {
  html { font-size: 20px; }
}
```

RESPONSIVE DESIGN STRATEGIES: MAX-WIDTH AND MIN-WIDTH



IS MOBILE-FIRST RIGHT FOR YOU?



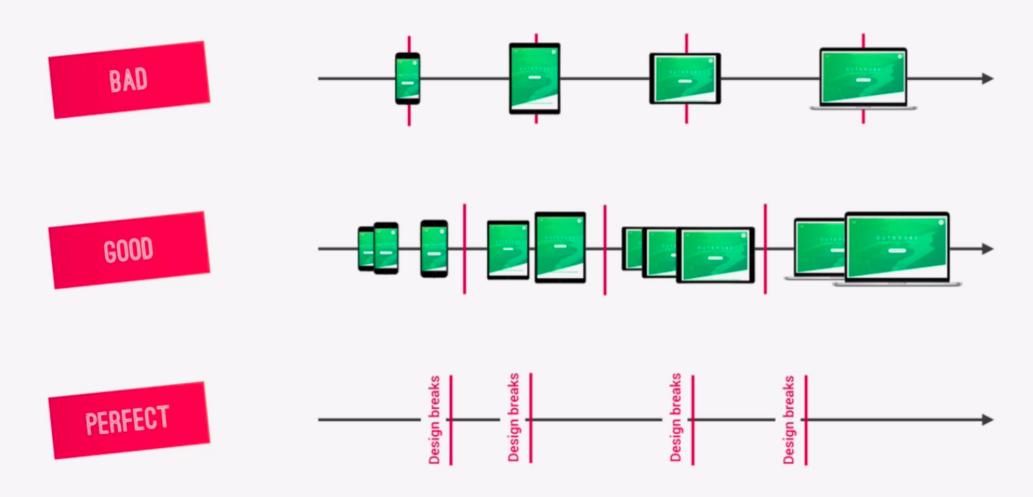
- 100% optimised for the mobile experience;
- · Reduces websites and apps to the absolute essentials;
- Results in smaller, faster and more efficient products;
- Prioritizes content over aesthetic design, which may be desirable.



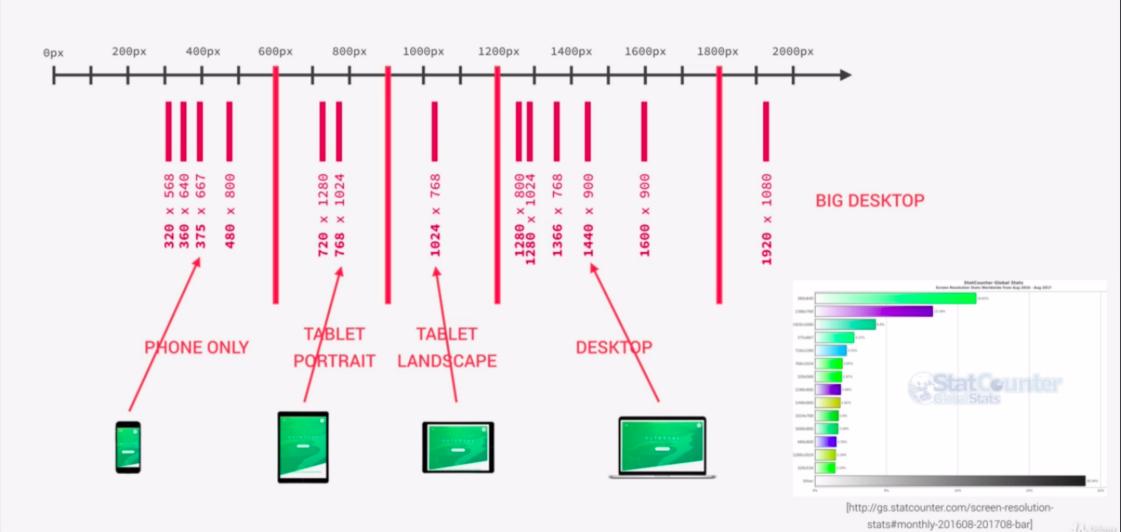
- The desktop version might feel overly empty and simplistic;
- More difficult and counterintuitive to develop;
- Less creative freedom, making it more difficult to create distinctive products;
- Clients are used to see a desktop version of the site as a prototype;
- Do your users even use the mobile internet? What's the purpose of your website?

NO MATTER WHAT YOU DO, ALWAYS KEEP BOTH DESKTOP AND MOBILE IN MIND

SELECTING OUR BREAKPOINTS: THE OPTIONS



SELECTING OUR BREAKPOINTS: A GOOD APPROACH



WHAT YOU WILL LEARN IN THIS LECTURE

- How to use a powerful Sass mixing to write all our media queries;
- How to use the @content and @if Sass directives;
- Taking advantage of Chrome DevTools for responsive design.



WHAT ARE RESPONSIVE IMAGES ANYWAY?



The goal of responsive images is to serve the **right image** to the **right screen size** and device, in order to avoid downloading unnecessary large images on smaller screens.







