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Unit 2: Summary on "Designing or Breakpoints"

I really like the title of this article, "Designing for Breakpoints". For web designers and developers, that title is quite thought provoking when it comes to designing and developing the web. And in the first paragraph of this article I really like that he says to design your website to have the least number of major breakpoints as possible. To do this he talks a lot about repeatedly sketching your website to find out what the best break points are for responsive design. Sketches are great because they can be changed easily.

He then goes on to talk about the content to think about when sketching your website. He focuses on three main parts of the content: Text, Navigation, and Tables. When he talks about text, I like that he talks a little about touchability and clickability. Designers may design a link with desktop users in mind who click the link with their mouse, but they forget to design for the mobile users who touch the link with their finger. When the link is on a touch device it needs to be a little bigger for the user's finger to touch.

When he talks about designing responsively for navigation, I like that he says to think about designing the navigation with out JavaScript. That really gets you thinking about the best way to design the navigation for your website. And then you can enhance it with JavaScript later.

And lastly, he says some great things about Tables and designing them to be responsive. He says that tables are hard to deal with when it comes to small screens. He gives a list of four different tables to categorize your tables into to better understand how they'll work with the different screen sizes. They are: Small-screen-friendly tables, Blockable tables, Chartable tables, and Difficult tables. Then he says to start with the base design of your table and use progressive enhancement to make it better from there using CSS and JavaScript.