

Media Arts Seminar: Responsive Web Design

MART 194F – 01 | CRN: 10468

Summer 2014 | Thursdays, 5:30 – 8:15 p.m. | Room 603

Instructor: Brianna Kirkland | Email: brianna.kirkland@sfcc.edu

Class Webpage: <http://www.sfcc.purplepaisleyproductions.com/rwd/sum2014>

Course Outline

BECOMING RESPONSIVE

- Why bother with Responsive Design?
 - The changing landscape of devices on the web.
 - One code base to rule them all.
- Planning stages: Mobile First vs. Desktop Down
 - The pros and cons of each, and what works for you.
 - Changing to a responsive workflow, and mindset.
- The pillars of RWD:
 - Fluid grids and typography
 - Flexible images
 - Media Queries

GETTING FLEXY

- Fluid Typography
 - Doing some calculations
 - Using relative units for font sizing
 - Relative line heights for flexibility
- The Flexible Grid
 - Moving from Pixels to Percentages
 - More fun with math
- The Golden Rule: Target / Context = Result

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THE TROUBLE WITH TRIBBLES IMAGES

- So what's all the fuss about?
 - File sizes, bandwidth concerns, and multiple device resolutions; oh my!
- Adaptive Images
 - Using max-width: 100%
 - How to flexibly tile background images
 - The wonders of overflow: hidden
- Discussion of techniques in the wild
 - What are my options?
 - What were almost my options? (A little history on the possible solutions that could've been)
 - How to stay up to date with changes.

MEET THE MAGICAL MEDIA QUERIES

- What the heck are Media Queries?
 - Media types of old, meet media queries of today.
 - Getting to know the feature list.
 - Using the almighty viewport tag.
- Identifying the design's break points
 - Common break points
 - Why you should embrace the unknown!
- More discussion of the responsive workflow
 - Content First: Why Mobile First starts with content parity.
 - Using display:none is not so mobile friendly
 - Adaptive vs Responsive, which is better? The discussion continues.