

Responsive Web Design

An Introduction

12/12/12

1. **The What**

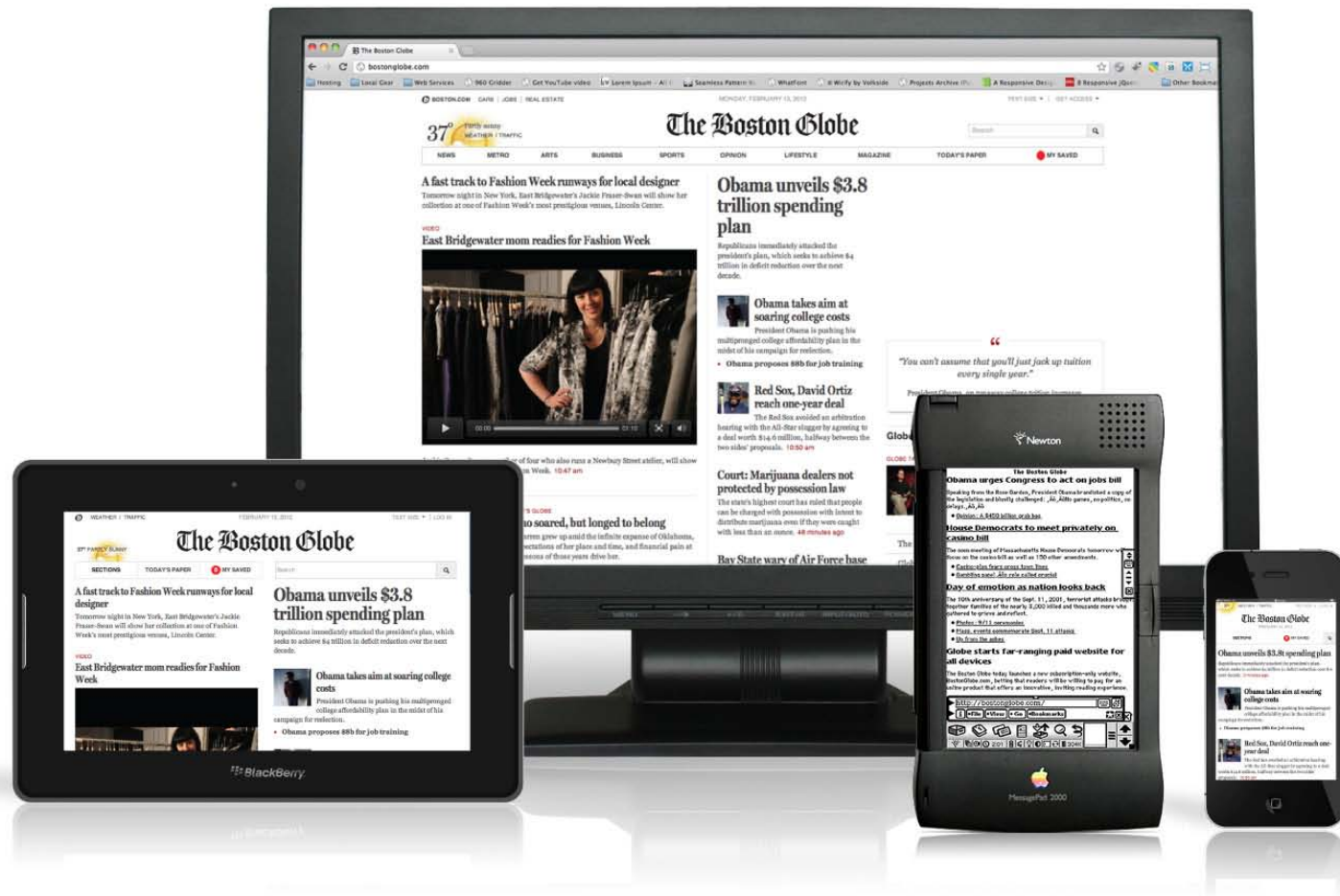
2. **The Why**

3. **The How**

What is RWD?

RWD is a web design approach that hopes to provide an optimal viewing experience across a wide range of screen resolutions and devices.

**Change the layout
based on the viewing
environment.**



bostonglobe.com

microsoft.com

disney.com

Use feature detection to determine capabilities:

- medium (print, tv, handheld, etc.)
- device size
- viewport size
- orientation
- pixel density
- etc.

To make the site:

- easier to read, easier to navigate
- with minimal zooming, minimal panning
- device-agnostic
- work anywhere

Why RWD?

“Day by day, the number of devices, platforms, and browsers that need to work with your site grows.

- Jeffrey Veen



**THIS IS NOT
THE WEB.**



bradfrostweb.com



THIS IS THE WEB.



bradfrostweb.com



THIS WILL BE THE WEB.



bradfrostweb.com

The web is not limited to one size

- Multiple devices
- Multiple screen sizes
- Multiple resolutions

Web traffic from “non-traditional” sources higher than ever

...and growing

Mobile Data!

- 70% of Pandora's traffic
(during March 2012)
- 54% of The Weather Channel's page views
(in October 2011)
- 45% of all searches on Yelp
(as of September 2012)
- Over 20% of all global YouTube views in 2012
(triple the traffic from 2011)

How RWD works?

Use the same:

- codebase
- URL
- content

The 3 main components:

1. fluid grid
2. flexible media
3. media queries

1

Fluid Grid

Using relative units (%) instead of fixed width units (px)

Demo

2

Flexible Media

(images, video, canvas, svg, etc)

Demo

3

Media Queries

Inspect the characteristics of the viewport before applying styles.

Demo



Viewport meta tag

```
<meta name="viewport" content="width=device-width, in  
      itial-scale=1" />
```

Force the browser to use the real size of the physical screen.

[Demo](#)

With RWD we can:

- Change the **layout** based on the viewing environment
- Change the **behavior** based on the viewing environment

JavaScript & RWD

Test media queries in JavaScript using `matchMedia`

Demo

Learn more

- The [original article on A List Apart](#)
- The book: [Responsive Web Design](#)
- [W3C Media Queries Spec](#)
- [Multi-Device Web Design: An Evolution](#)
by Luke Wroblewski
- [mediaqueri.es](#)
A collection of inspirational websites using media queries and responsive web design.
- [This is Responsive](#)
Patterns, resources and news for creating responsive web experiences
- [The Responsinator](#)
A quick (non-quite-accurate) indication of how a site will look on the most popular devices

Questions?

Credits:

1. Presentation created using: [reveal.js](#)
2. [Boston Globe image](#)
3. ["This is the Web" images](#)
4. Benjamin Keen's [Responsive Design Bookmarklet](#)
5. [Pandora Nets 150 Million Registered Users](#)
6. [Weather Channel shines with mobile](#)
7. [Yelp Factsheet](#)
8. [YouTube Statistics](#)