Module 2 Response Paper

The use of many breakpoints can actually be detrimental to your design, especially when dealing with a possible linear layout. Not everything needs to change a very large amount when going from a small screen to large besides the obvious font sizes and picture sizes. When working in break points though, and something I think Professor Cheney as well as the whole program has really driven home, is that you need to think in terms of devices instead of brands. I.e. Desktops, tablets, phones, watches and not Apple, PC, Microsoft. Again, another great thing this program has done is stress that sketches should be done not just for mobile or desktop but all three major browsing devices so that I as the designer can get a good idea on how everything needs to change at those specific breakpoints.

These have all been major breakpoints, doing large changes to your web page as a whole. But there are also minor breakpoints that change smaller things on your page like maybe one specific image changes width or font size increases a few points. The three main content areas to be thinking about when sketching are:

- Text
    - Think about margins and padding and even column sizes/width
    - A large role in text is clickability and touchability; a large finger may have trouble selecting the correct link if there is not enough space to touch it. Make sure to test links and have area around them so that no one becomes frustrated with your site
- Navigation
    - Think about the initial look of the webpage before the javascript comes into play, it still needs to be accessible and looking good
- Tables
    - Inserting plain tables into HTML and then sprucing them up with blocking in CSS and charting in JS