Module 9 Response Paper

Designing for all possible devices and screen sizes just comes with the job now as a web developer, you cannot assume you are only going to support one browser or operating system or type of device; everything needs to be responsive. Navigation will be how your user can actually find things inside of your sometimes small but sometimes endless website and it has to be up to snuff. Simplifying menus is the first step to good design, no longer can you have a drop down inside of a dropdown inside of a dropdown. If you cannot nail down a good navigation then your content is worthless; if they cannot even navigate and it is never seen it is as if you never wrote it.

Navigation has three parts:

1. Where am I?
    a. What can I see and how do I know where I am?
2. Where can I go?
    a. What other links can I follow to my destination?
3. Where have I been?
    a. Is it easy to know that pages I have been to without having to check by clicking the back button?

An open and easily seen menu doesn't try to hide anything, it is an assistant to the user and not a hindrance. However, sometimes a menu needs to be more complex than just links at the top of the screen; you may have pages within pages. A hamburger menu that can provide drop down links inside of it is not flashy but it does solve a problem of an overloaded menu. But there are other solutions like Off-Canvas menu which "slides" the page over to display the menu