Responsive Design

Sep 8th 2021

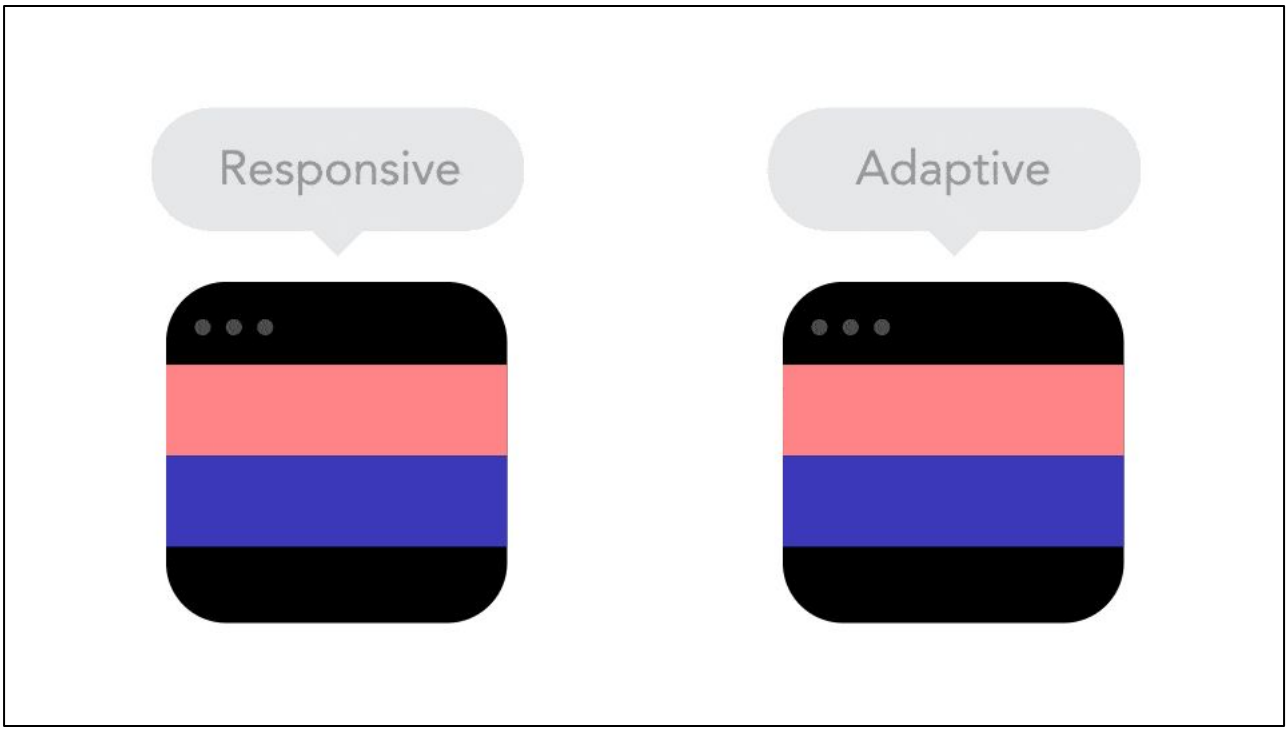
Web & Mobile Design - DMA 331

Something to ask students

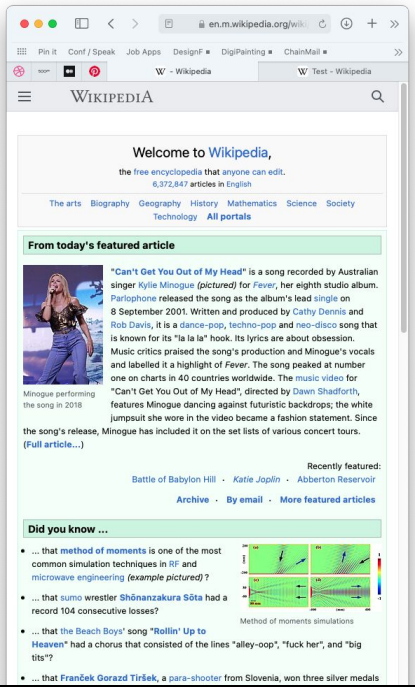
Reading Discussion

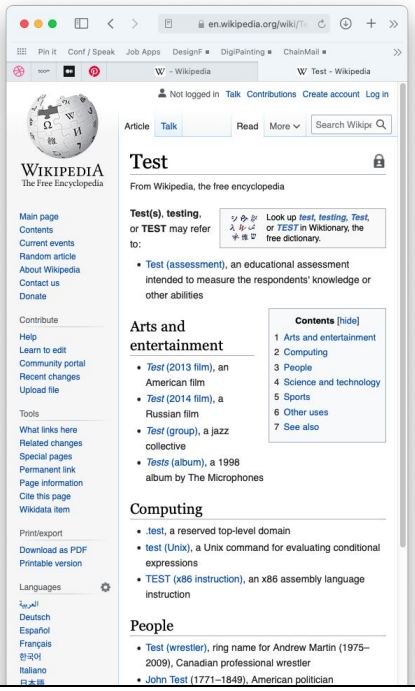
Responsive vs Adaptive

Fluid scaling and resizing vs fixed views that present at load. Responsive responds to browser resizing where adaptive loads a version of the site on launch



https://danielswanick.com/gifs-explaining-responsive-design/





Adaptive… regardless of browser size it renders the same thing…

https://en.m.wikipedia.org/wiki/Main_Page
https://en.wikipedia.org/wiki/Test

Why Use Dedicated ‘M.’ Mobile Sites?

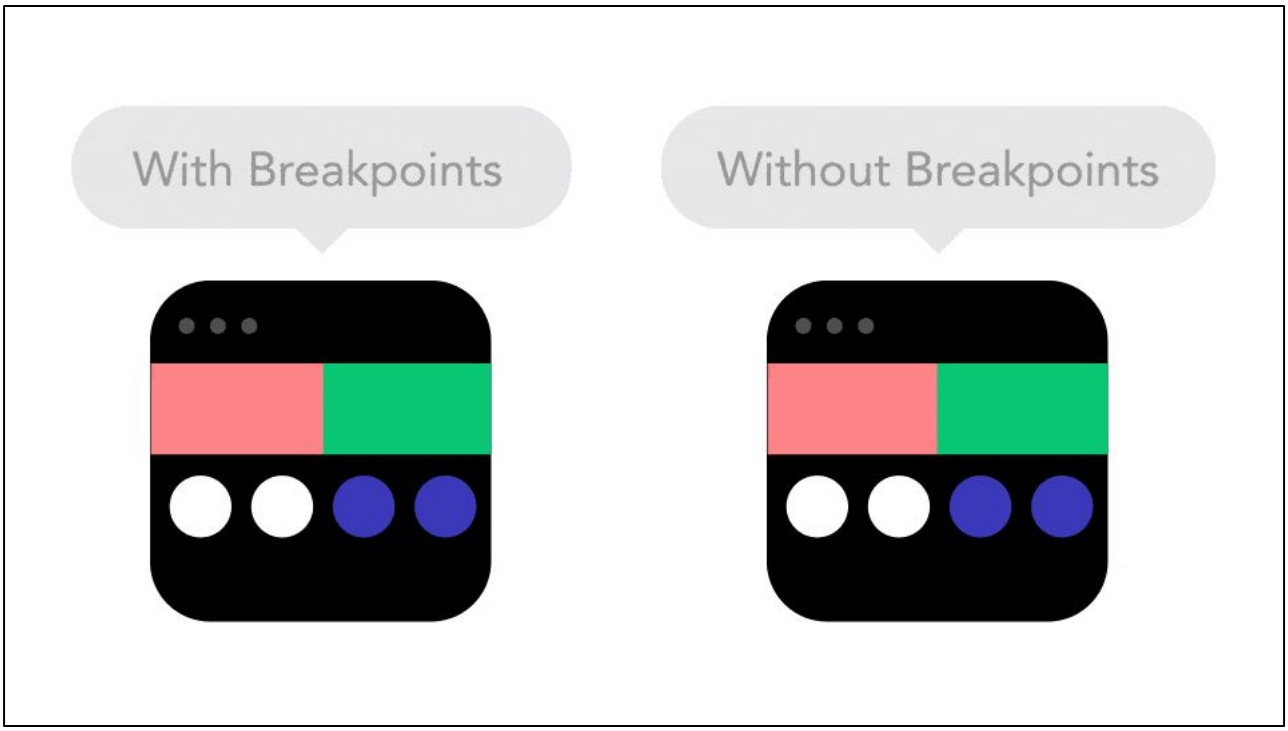
related to the idea of ‘M.’ or mobile site vs main sites

One of the readings mentioned that they have largely fallen out of favor,... but there are still reasons

Why use Dedicated ‘M.’ Mobile Sites?

Pros	Cons
Performance	Maintenance
Unique domain	Unique domain

Unique domain - Pro sharable and findable
Unique domain - Sharing the link to desktop you get the wrong experience



https://danielswanick.com/gifs-explaining-responsive-design/

https://os-system.com/blog/native-vs-hybrid-app-how-to-make-the-right-choice/

Native apps are built for a specific OS (iOS, Android, MacOS) and have independent codebases. Hybrid apps, on the other hand, can work across OS and share the same code base.

Hybrid apps are **less time-consuming to develop and need less maintenance**. Having a single shared codebase allows developers to add new functionalities once. Native apps are more flexible and **offer better performance as well as security**. They offer a **better user experience and allow integration with OS-level features** such as a camera, mic, GPS, Bluetooth, etc.

This of course goes beyond mobile OSes and includes desktop and actually its more popular on desktop app through something called Electron Apps… slack is one of them!

Let’s Play with Figma

Figma and the assignment convo

Designing Responsively

Are the users moving around?

Where are your users?

Mobile First?
Desktop First?

Is this a web app?

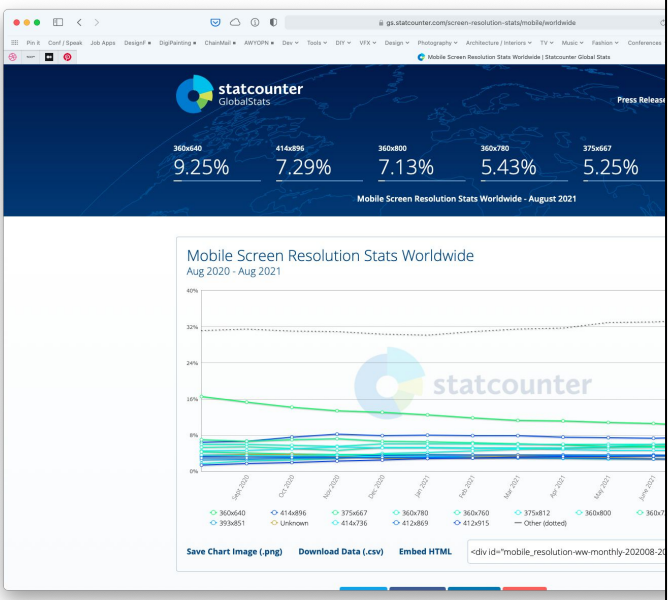
Do we want a native app?

Are the users desk bound?

Some questions you want to ask yourself… at the end of the day either approach can work.. Being consistent will help you and the team in the long run

Picking your device sizes to design for

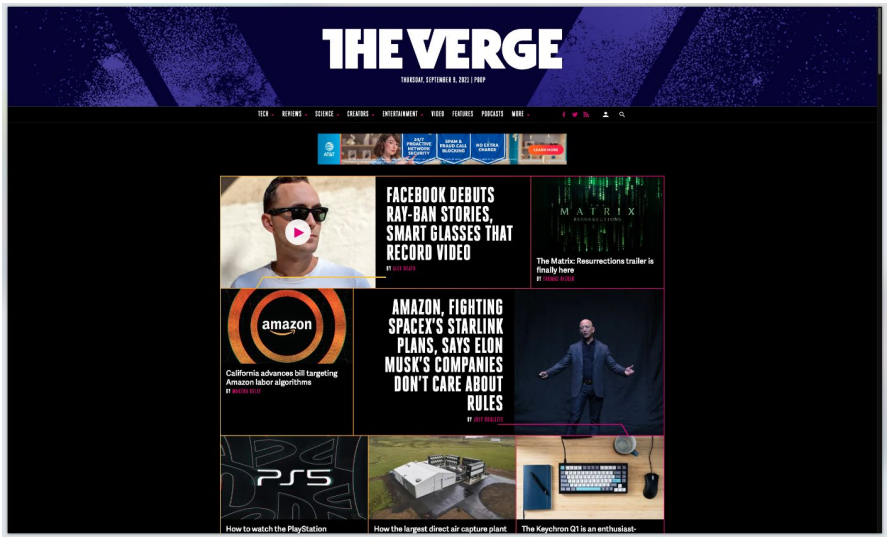
Maybe you want to shoot for the middle ground or the smallest device for the most constraints Think about leveraging an existing grid system.

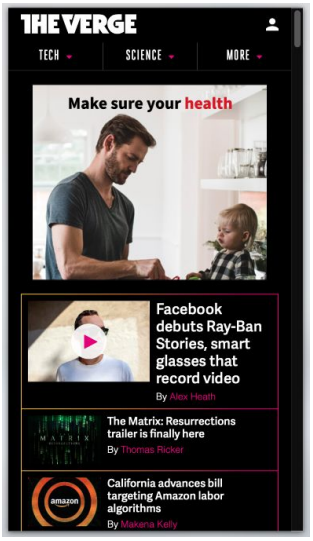


https://gs.statcounter.com/screen-resolution-stats/mobile/worldwide

Consider content flow and hierarchy

Dynamic space constraints change these properties

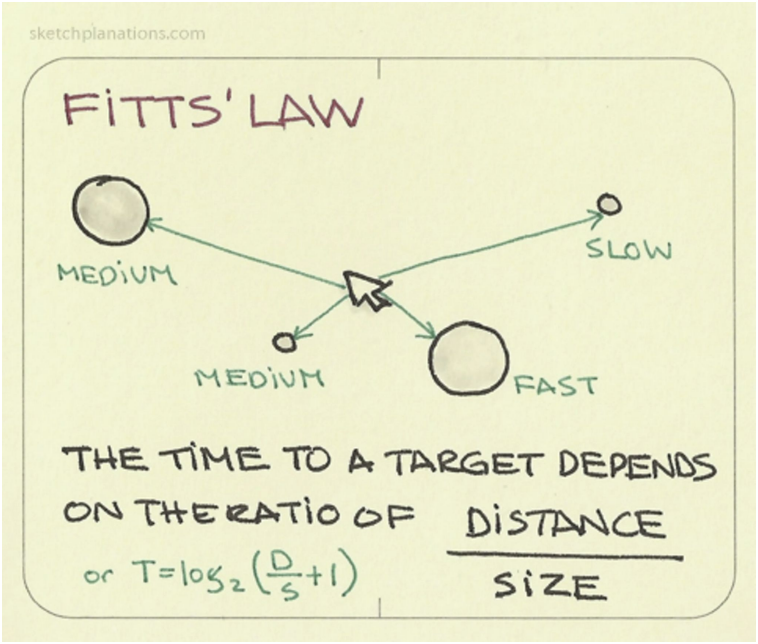




Scaling, font weight, ad placement, navigation retooling

Precision of the tool + Click target size

Different considerations.. Things like hover size / scale

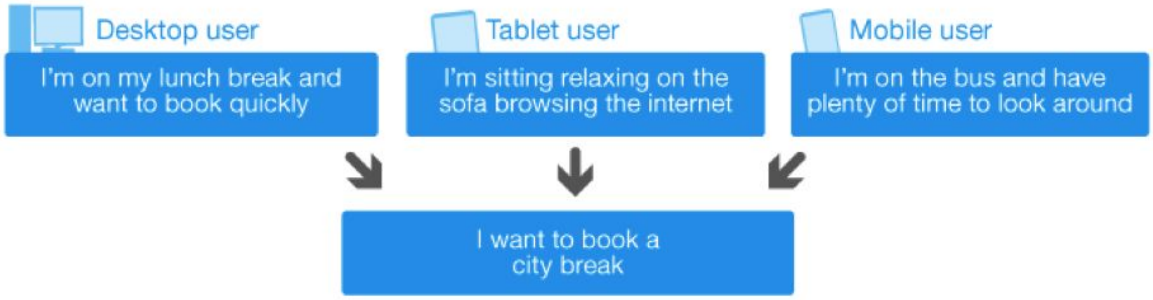

sketchplanations.com
FITTS' LAW
MEDIUM
SLOW
MEDIUM
FAST
THE TIME TO A TARGET DEPENDS ON THE RATIO OF DISTANCE / SIZE
or $T=\log_2\left(\frac{D}{S}+1\right)$

See how aspects of the Bootstrap grid system work across multiple devices with a handy table.

	Extra small <576px	Small ≥576px	Medium ≥768px	Large ≥992px	Extra large ≥1200px
Max container width	None (auto)	540px	720px	960px	1140px
Class prefix	`.col-`	`.col-sm-`	`.col-md-`	`.col-lg-`	`.col-xl-`
# of columns	12				
Gutter width	30px (15px on each side of a column)				
Nestable	Yes				
Column ordering	Yes				

https://getbootstrap.com/docs/4.0/layout/grid/

Do your user needs change on device size?



https://www.uxbooth.com/articles/how-to-design-a-mobile-responsive-website/

Naming Artboards

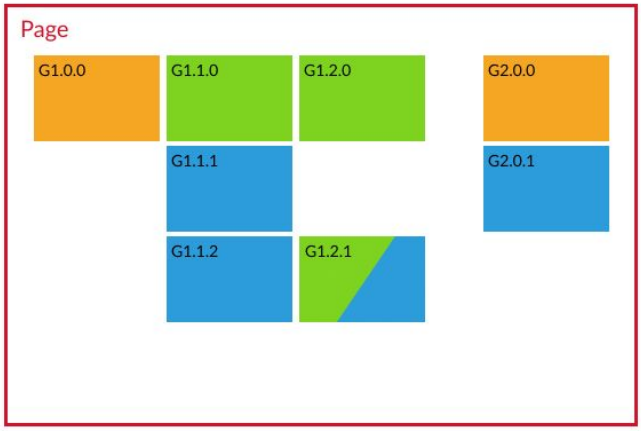
G1.0.0

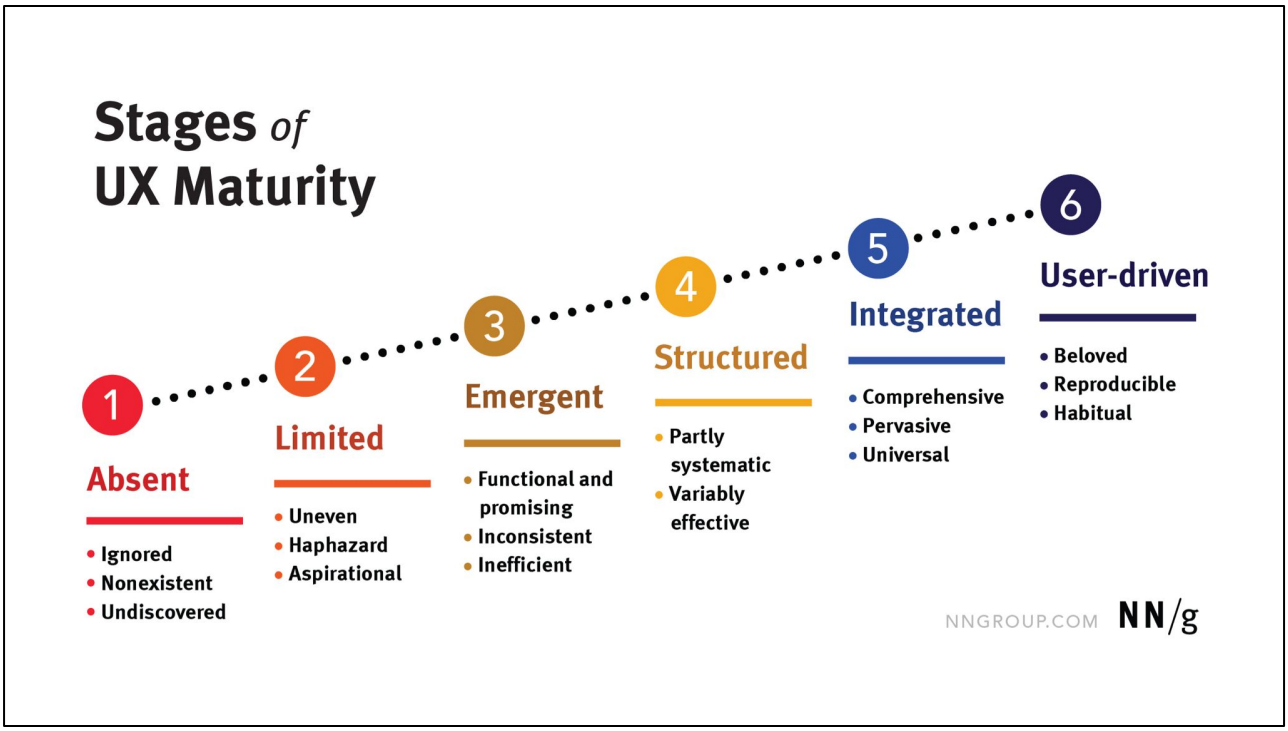
Related User Group

Unique Flows

Steps in a Flow

Iterations of a Step





Stage 1: A company at this stage is either **oblivious to UX or believes it does not need it**.
Stage 6: UX is the **norm — habitual, reproducible, and beloved** across the organization. Few companies operate at this stage.

Other Concepts

- Onboarding
- Hierarchy, constraints,
- Information Architecture
- Context is key, consider things like will this app be used at night or in the car? That will inform what you need to worry about and how to prioritize

- Possible Projects: Weather application design, Health app, radiology?, Car Context for a mobile Interface?
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- Students may be coming into this completely new
- Exposing students to my experiences and knowledge is important… maybe share something weekly
- Ask students if there is anything specific they would like to get out of the class… what topic do you want to cover?