

Allowing Responsive Web Modules

1st Author Name

Affiliation
City, Country
e-mail address

2nd Author Name

Affiliation
City, Country
e-mail address

3rd Author Name

Affiliation
City, Country
e-mail address

ABSTRACT

UPDATED—September 14, 2015. This sample paper describes the formatting requirements for SIGCHI conference proceedings, and offers recommendations on writing for the worldwide SIGCHI readership. Please review this document even if you have submitted to SIGCHI conferences before, as some format details have changed relative to previous years. Abstracts should be about 150 words and are required.

Author Keywords

Authors' choice; of terms; separated; by semicolons; commas, within terms only; this section is required.

ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g. HCI): Miscellaneous; See <http://acm.org/about/class/1998/> for the full list of ACM classifiers. This section is required.

INTRODUCTION

- Why modules? Reusability (even across applications), reduced code complexity.
- Why responsive design?
- Responsive Modules of today need to be context aware (thus, not very reusable [they only work in a specific layout]).
- What do we want and why? Modules that are responsive relative to its outer frame.

A module is an interchangeable and independent part of a program that typically has a single and well-defined responsibility. Modular programming is a technique to reduce complexity and enable reusability. In order for a module to be reusable it must not assume in which context it is being used.

Responsive Web Design (RWD) is an approach to make the application design respond to the viewport size, in order to support varying devices. This is achieved by using CSS media queries to define conditional style rules.

The problem is that there is no way to make a module responsive without it being context-aware, due to media queries only

being able to target the viewport. Thus, a responsive module using element queries is layout dependent and has therefore limited reusability.

The desired behavior of a responsive module is having its inner design responding to the size of *its frame* instead of the viewport. Only then is a responsive module independent of its layout context.

This can be achieved with the theoretical feature *element queries* that enables conditional CSS rules by an arbitrary element size. This note presents a novel implementation of element queries in JavaScript, and discusses the new possibilities of GUI design.

EXAMPLES OF BROKEN RWD TODAY

- MQ is not the solution to RWD. ($MQ \rightarrow RWD$, $RWD \rightarrow MQ$)
- All elements adapt their inner design by the viewport width.
- Menu Example shows how MQ are broken.
- Limitations of MQ regarding font-size (em).

A SOLUTION

- Parents should decide the layout of their children, and the children should adapt their inner design accordingly.
- Valid language syntaxes (HTML, CSS, JS).

WHY IS A NATIVE IMPLEMENTATION TROUBLESOME?

- Performance issues.
- Cite Tab Atkins of RICG (he states that it is infeasible to standardize this).

A JAVASCRIPT IMPLEMENTATION

- Why is this pragmatic? Compatibility, no impact (performance, language) on apps that do not need responsive modules.
- Satisfies the requirements for a solution given above.
- Present Elq's API.
- Present the performance.
- Note drawbacks (but only drawbacks for added functionality!).

Paste the appropriate copyright statement here. ACM now supports three different copyright statements:

- ACM copyright: ACM holds the copyright on the work. This is the historical approach.
- License: The author(s) retain copyright, but ACM receives an exclusive publication license.
- Open Access: The author(s) wish to pay for the work to be open access. The additional fee must be paid to ACM.

This text field is large enough to hold the appropriate release statement assuming it is single spaced.

Every submission will be assigned their own unique DOI string to be included here.

DISCUSSION AND SUMMARY OF RELATED WORK

- Performance, APIs, Features.
- The mirror functionality of Elq makes it uniquely suitable for nested modules.

CONCLUSION

- Production ready.
- Probably no standard (or not in a long time).

ACKNOWLEDGMENTS

Sample text: We thank all the volunteers, and all publications support and staff, who wrote and provided helpful comments on previous versions of this document. Authors 1, 2, and 3 gratefully acknowledge the grant from NSF (#1234–2012–ABC). *This whole paragraph is just an example.*

REFERENCES FORMAT

Your references should be published materials accessible to the public. Internal technical reports may be cited only if they are easily accessible (i.e., you provide the address for obtaining the report within your citation) and may be obtained by any reader for a nominal fee. Proprietary information may not be cited. Private communications should be acknowledged in the main text, not referenced (e.g., “[Golovchinsky, personal communication]”).

Use a numbered list of references at the end of the article, ordered alphabetically by first author, and referenced by numbers in brackets [2, 7]. For papers from conference proceedings, include the title of the paper and an abbreviated name of the conference (e.g., for Interact 2003 proceedings, use Proc. Interact 2003). Do not include the location of the conference or the exact date; do include the page numbers if available. See the examples of citations at the end of this document and in the accompanying BibTeX document.

References *must be the same font size as other body text*. References should be in alphabetical order by last name of first author. Example reference formatting for individual journal articles [2], articles in conference proceedings [7], books [9], theses [10], book chapters [11], a journal issue [6], websites [1, 3], tweets [4], patents [5], and online videos [8] is given here. This formatting is a slightly abbreviated version of the format automatically generated by the ACM Digital Library (<http://dl.acm.org>) as “ACM Ref”. More details of reference formatting are available at: http://www.acm.org/publications/submissions/latex_style.

REFERENCES

1. ACM. 1998. How to Classify Works Using ACM’s Computing Classification System. (1998).
http://www.acm.org/class/how_to_use.html.
2. Ronald E. Anderson. 1992. Social Impacts of Computing: Codes of Professional Ethics. *Social Science Computer Review* December 10, 4 (1992), 453–469. DOI :
<http://dx.doi.org/10.1177/089443939201000402>
3. Anna Cavender, Shari Trewin, and Vicki Hanson. 2014. Accessible Writing Guide. (2014).
<http://www.sigaccess.org/welcome-to-sigaccess/resources/accessible-writing-guide/>.
4. @_CHINOSAUR. 2015. VENUE IS TOO COLD. #BINGO #CHI2016. Tweet. (1 May 2015). Retrieved February 2, 2014 from https://twitter.com/_CHINOSAUR/status/461864317415989248.
5. Morton L. Heilig. 1962. Sensorama Simulator. U.S. Patent 3,050,870. (28 August 1962). Filed February 22, 1962.
6. Jofish Kaye and Paul Dourish. 2014. Special issue on science fiction and ubiquitous computing. *Personal and Ubiquitous Computing* 18, 4 (2014), 765–766. DOI :
<http://dx.doi.org/10.1007/s00779-014-0773-4>
7. Scott R. Klemmer, Michael Thomsen, Ethan Phelps-Goodman, Robert Lee, and James A. Landay. 2002. Where Do Web Sites Come from?: Capturing and Interacting with Design History. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '02)*. ACM, New York, NY, USA, 1–8. DOI :<http://dx.doi.org/10.1145/503376.503378>
8. Psy. 2012. Gangnam Style. Video. (15 July 2012). Retrieved August 22, 2014 from
<https://www.youtube.com/watch?v=9bZkp7q19f0>.
9. Marilyn Schwartz. 1995. *Guidelines for Bias-Free Writing*. ERIC, Bloomington, IN, USA.
10. Ivan E. Sutherland. 1963. *Sketchpad, a Man-Machine Graphical Communication System*. Ph.D. Dissertation. Massachusetts Institute of Technology, Cambridge, MA.
11. Langdon Winner. 1999. *The Social Shaping of Technology* (2nd ed.). Open University Press, UK, Chapter Do artifacts have politics?, 28–40.