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| Rapid Application Development |
| Assessment 2.1 |
| Adaptive Versus Responsive |

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# Adaptive Versus Responsive

## Adaptive Design

Adaptive design within computer science refer to an application have multiple fixed layouts. Depending on the size of the screen being used and the device itself will depend on which of these layouts will be used. For example a Desktop computer and a mobile phone will have very different looking applications. Adaptive design will only have that same layout no matter of resizing it on a page, it detects the screen and chooses from that.

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| **Pros And Cons Of Adaptive Design** | |
| **PRO** | **CON** |
| * Easier for UX Designers | * Does not allow of “odd” sized devices |
| * Easier for developers | * Can be clunky |
| * Faster loading times |  |

## Responsive Design

Responsive design within computer science refers to an application changing its design depending on the space that is available to it. For example, the same application would look very different on a desktop computer as opposed to the same application on a mobile device.

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| **Pros And Cons Of Responsive Design** | |
| **PRO** | **CON** |
| * Faster Development Times (Overall) | * Longer Coding time (for developers) |
| * Requires UX designers and Developers to be working closely | * Not every device has a perfect user experience |
| * Works well for all devices regardless of minimum size | * Once a max size has been created, larger devices will only stay at that size |

## What is to be used for this application

For this application we have chosen to go with responsive design. This is because it is slightly more developer friendly as well as having a better feel as to what the user experience is when it comes to making an application.

Another reason that we have decided to use responsive design for this project is because we are such a small team that we are both the UX designer and the developers therefore making it easier to determine what the overall look and feel of the project will be.