

Chapter 1

Responsive Design

A List Apart — 2010 Article by Ethan Marcotte

<http://alistapart.com/article/responsive-web-design>

Native Apps

Apple Human Interface Guidelines — iOS Design Themes

<https://developer.apple.com/ios/human-interface-guidelines/overview/themes>

Material Design Guidelines

<https://material.io/guidelines>

Windows Design Guidelines

<https://developer.microsoft.com/en-us/windows/apps/design>

Material Design Guidelines — Layout — Units and Measurements: Density-Independent Pixels (dp)

<https://material.io/guidelines/layout/units-measurements.html#units-measurements-density-independent-pixels-dp>

Apple Human Interface Guidelines - TV Page Controls

<https://developer.apple.com/tvos/human-interface-guidelines/interface-elements/page-controls>

Apple Human Interface Guidelines — iOS Page Controls

<https://developer.apple.com/ios/human-interface-guidelines/controls/page-controls>

Multiscreen Considerations

Material Design Guidelines — Device Metrics

<https://material.io/devices>

Apple Human Interface Guidelines — iOS Image Size and Resolution

<https://developer.apple.com/ios/human-interface-guidelines/icons-and-images/image-size-and-resolution>

Apple Human Interface Guidelines — Complication Images

<https://developer.apple.com/watchos/human-interface-guidelines/icons-and-images/complication-images>

Chapter 2

Designing Mobile and Tablet interfaces

Material Design Guidelines — Usability — Accessibility: Style

<https://material.io/guidelines/usability/accessibility.html#accessibility-style>

Apple Human Interface Guidelines — Gestures

<https://developer.apple.com/ios/human-interface-guidelines/user-interaction/gestures>

Material Design Guidelines — Patterns — Gestures: Touch Mechanics

<https://material.io/guidelines/patterns/gestures.html#gestures-touch-mechanics>

Designing for TV

webOS TV Designer — Design Principles

<http://webostv.developer.lge.com/design/design-principles>

AndroidTV — Design Principles: Designing for TV

<https://designguidelines.withgoogle.com/android-tv/design-principles/designing-for-tv.html#>

Apple Human Interface Guidelines — tvOS Design Themes

<https://developer.apple.com/tvos/human-interface-guidelines/overview/themes>

Windows Dev Center — Device primer for Universal Windows Platform (UWP) apps

<https://docs.microsoft.com/en-us/windows/uwp/design/devices>

Samsung Develops — Design your app for Samsung Smart TV

<http://developer.samsung.com/tv/design>

Chapter 4

Bootstrap

Bootstrap overview

<https://getbootstrap.com/docs/4.0/layout/overview>

Foundation

Zurb Foundation Website Showcase

<https://zurb.com/responsive>

Zurb Foundation Mobile Grid

<https://foundation.zurb.com/grid-3.html>

Material Design

Material Design Platforms — Platform adaptation: When to adapt

<https://material.io/guidelines/platforms/platform-adaptation.html#platform-adaptation-when-to-adapt>

Material Design Resources — Layout templates: Desktop and Whiteframes

<https://material.io/guidelines/resources/layout-templates.html#layout-templates-tablet>

Material Design — Components

<https://material.io/guidelines/components/bottom-navigation.html>

iOS Human Interface Guidelines

Apple Human Interface Guidelines — Navigation

<https://developer.apple.com/ios/human-interface-guidelines/app-architecture/navigation>

Apple Human Interface Guidelines — Gestures

<https://developer.apple.com/ios/human-interface-guidelines/user-interaction/gestures>

Apple Human Interface Guidelines — Buttons

<https://developer.apple.com/ios/human-interface-guidelines/controls/buttons>

Apple Human Interface Guidelines — iOS Apps

<https://developer.apple.com/design/resources/#ios-apps>