RESPONSIVE WEB DESIGN



Webcom Meeting April 17, 2013





Responsive Design: Definition

- A responsive website responds to the user's:
 - screen size
 - platform/browser
 - device
 - orientation



■ Provides an optimal viewing experience across all devices using the same codebase and content.

Statistics

- Mobile users will exceed desktop users by 2014: (Morgan Stanley)
- Over 30% of Americans own a tablet computer or e-reader
- 69% of US mobile users access the internet on their phones daily
- 25% of US users access the web ONLY through their mobile device
- In the US many mobile-only users are older people and many come from lower income households
- 17% of visitors accessed Maryland.gov through their mobile devices

Myths of Mobile

- Mobile users are rushed and distracted
 Mobile users can and should be as relaxed as desktop users
- Mobile = Less

 Mobile users expect to be able to do as much as desktop users
- Complexity is a dirty word Mobile users don't mind complexity, as long as content is clearly presented and easy to navigate
- Extra taps and clicks are evil Users are happy to click more if the clicks are meaningful and logical
- The mobile web is different from the desktop web

 There is no difference. We need to make the web accessible from all devices.

Best Practices

- Start Small (Mobile First)

 Mobile first does not mean mobile only!
- Content Audit

 Responsive design should be driven by the website content
- Make It Modular

 Dividing up content will make RWD easier to implement
- Exit Photoshop, Enter Browser

 The sooner the site can be viewed in a browser, the better
- **Test Always** *In different browsers, monitors and devices*

How is Responsive Web Design Achieved?

- Adaptive layout intelligent use of CSS media queries to modify the layout in ways that suit different screen sizes.
- Fluid grids and layouts uses relative units like percentages instead of fixed-width units like pixels.
- Flexible media/images images and other media (like videos) are scaled using relative units so they don't expand beyond their containing element.

How is Responsive Web Design Achieved?

Media Queries

- Combines a media type and a condition to specify how web content will appear on a particular device.
- Conditions such as min-width, max-width, device-width and orientation control how content is displayed differently.
- For example, **max-width** sets a maximum browser width that a certain set of styles would apply to.

State Agency Template

■ The template was built using the **Twitter Bootstrap** framework.

Bootstrap, from Twitter

Simple and flexible HTML, CSS, and Javascript for popular user interface components and interactions.

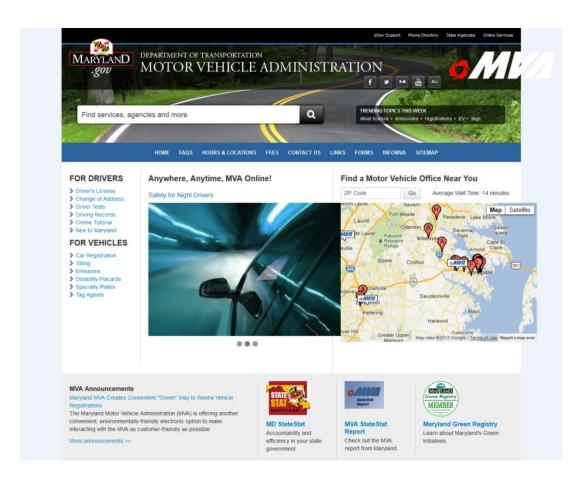
- The framework includes grids, layouts and media queries
- Template is ready for design and markup

State Agency Template

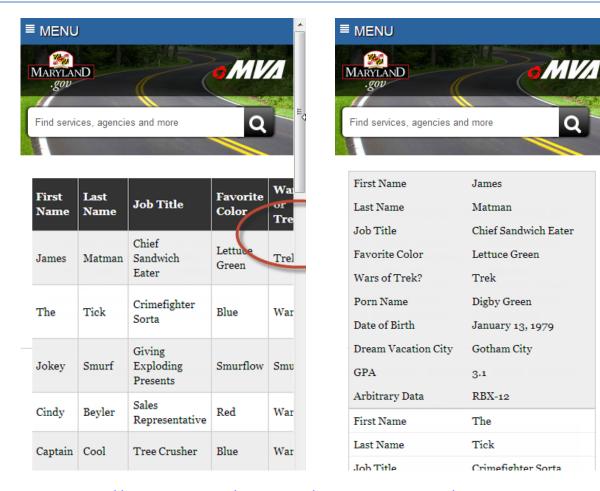
- Be aware of areas that have the greatest potential to break the responsiveness of the templates:
 - Fixed-width images and other media
 - Tables
 - Fixed-width columns

State Agency Template –Images

- Image height and width are not declared in the code
- The CSS resizes the images as needed.
- Set maximum width of image to 100% of the browser width – image will size with browser



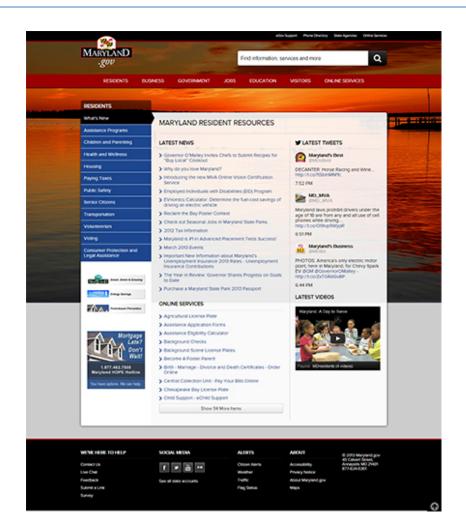
State Agency Template - Tables



http://css-tricks.com/examples/ResponsiveTables/responsive.php

State Agency Template – Content

- Content will reformat itself
- Elements DROP left to right – what's on the RIGHT in desktop will be at the BOTTOM on mobile.





State Agency Template - Content

- Making every piece of content from a large screen available on a smaller screen or mobile device may not always be the best answer.
- Hiding elements for mobile devices may be a good solution, allowing for simpler navigation and more focused content.









Conclusion

- Responsive Web Design is not only about adjustable screen resolutions and automatically resizable images, but rather about a whole new way of thinking about design.
- The goal is to provide a consistent user experience across sizes and devices.
- A responsive site should be more cost-effective than separate device-specific sites because code, assets, and process are shared and reused.

Additional Resources

- Smashing Magazine: Responsive Web Design: What It Is and How To Use It http://coding.smashingmagazine.com/2011/01/12/guidelines-for-responsive-web-design/
- CSS Tricks: Media Queries for Standard Devices http://css-tricks.com/snippets/css/media-queries-for-standard-devices/
- 1st Web Designer: A Brief Overview of Responsive Design

 http://www.1stwebdesigner.com/design/responsive-design-overview/
- Responsive Web Design: A Visual Guide
 http://net.tutsplus.com/tutorials/html-css-techniques/responsive-web-design-a-visual-guide/

