What are some responsive design techniques you think more designers should use?

Jen Kramer

So, one of the things you've learned is the concept of mobile-first. And we know that mobile-first is a really important approach to use from a code perspective. But it's also important to know when you can break the rules. So, just because we say mobile-first is the right way of doing things, it doesn't mean that desktop-first isn't occasionally the right way to go.

Desktop first, of course, means exactly the opposite of mobile-first. We're going to start with our desktop styles as our defaults, and we're going to move into tablet and mobile styles as exceptions to the rule. Why might you do this? If you have a website that is, by default, primarily a desktop site with only a few people using the mobile devices, and those sites certainly exist, you may want to take a desktop-first approach for that.

Another thing depends on what it is that you're styling. So, if you are working with an HTML table, for example. Table's display could be very wide and very long. When you try to make a table responsive, you actually break the way the table fundamentally works. You take the display table, and you turn it into a display block. You can stack things on top of each other. It's actually more code to write that mobile-first than it is to write it desktop-first.

So, it's also possible to do a mix of media queries. You might start most of the site with mobile-first and a few things desktop-first. That's OK too. So, it all depends. You just have to learn the rules first, and then you can learn when to break them.