Why is it important to design for mobile first?

Jen Kramer

So, in this situation, we're talking about mobile-first as an approach to code. So here, what we want to do is, we want to put all of our styles relating to the mobile design outside of our media query. And then, we're going to put the exceptions to the rule inside our media queries. So, whatever we have for our mobile display, that's outside the media query. Then we have a series of exceptions in the tablet. And we'll have another series of exceptions for desktop display.

The reason that this is really good to do is because we have a bewildering variety of devices out there today. Have you noticed we have tablets the size of phones? We have phones the size of tablets. It's ridiculous. So, you need to make sure that you're going to have some kind of styling that's going to work on all these devices, even if it's a sort of ridiculously oversized screen, something will display. And chances are that's going to be your mobile styles that you're going to want to have as the default.

So, generally speaking, we build things mobile-first. Because if the media queries don't work or if we have a device that doesn't match up with the breakpoints that we plan for, we at least get this basic level of styling.