

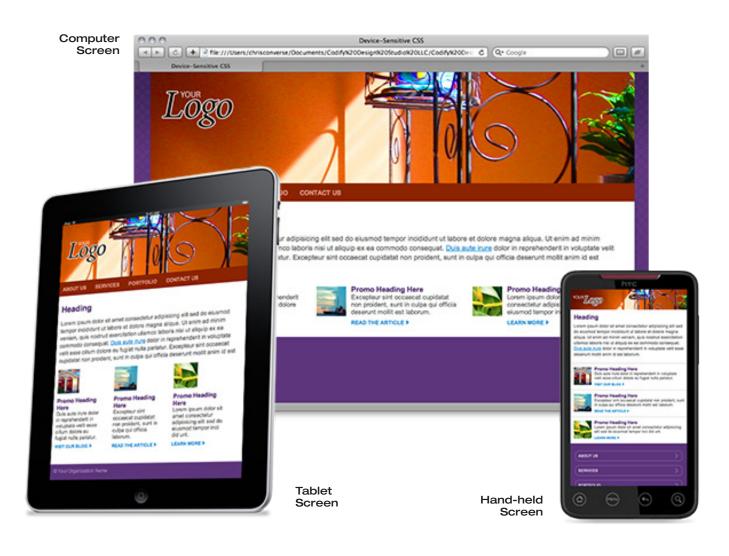


HOW Interactive Design Conference 2012

Advanced HTML 5 / CSS 3 / jQuery Chris Converse

# Responsive Web Design

Using CSS3 media queries in conjunction with HTML and imagery, designers can altar their web designs to accommodate varying screen sizes. This approach allows for one set of HTML code, and the CSS adapts the presentation base don the viewport size of the device browsing the web page.



Use this QR code to view this responsive design example on your camera-enabled device, or visit:

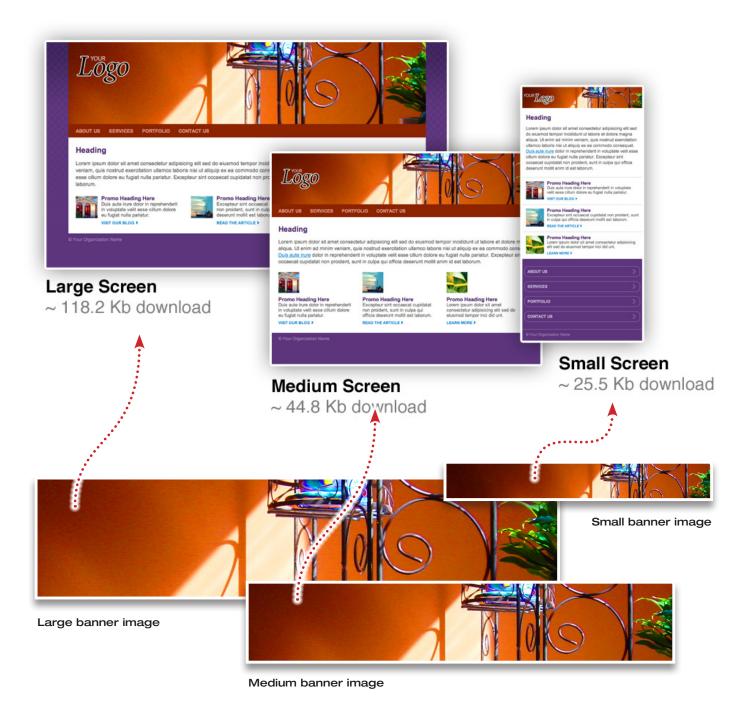
http://codifydesign.com/go/psd-to-html





### Responsive Download

By referencing imagery with CSS, it is possible to altar the download size of your web page. The following web design boasts a 79% download savings for visitors on hand-held devices.

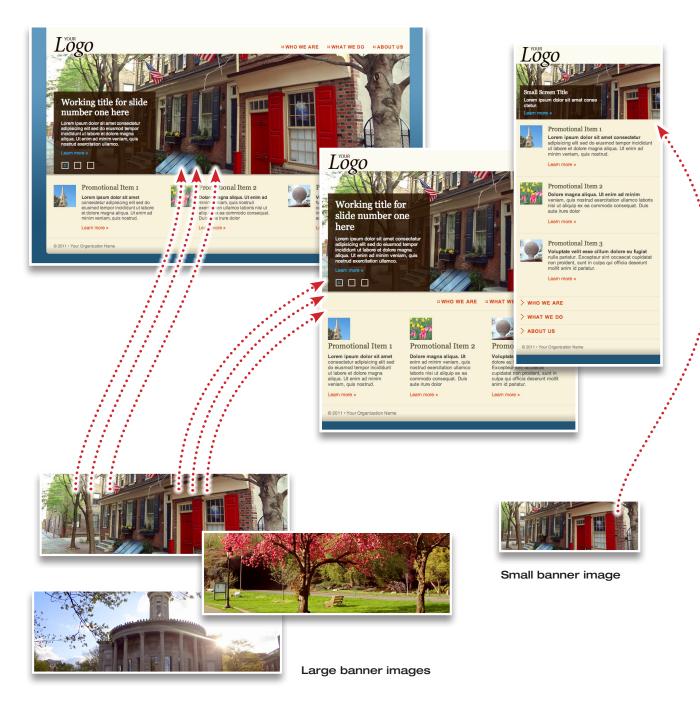


 $<sup>\</sup>hbox{$^*$ Learn to create this responsive design from Chris Converse on HOW U: $$http://codifydesign.com/go/how and the converse of the convers$ 

## Responsive Experience

Many websites have some interactive, or animated, component for on their website to attract attention and promote deeper aspects of the site. While these user experiences are great on larger screens, the effect can be lost on hand-held devices.

Through the use of JavaScript, we can dynamically load an interactive experience based on the user's screen size.





## Responsive Experience (continued)

The following example demonstrates an animated, and interactive, marquee for large and medium screens. If the device supports over 500 horizontal pixels, a JavaScript loads three images, lines them up with CSS, and creates an interactive experience for your user.





## Twitter Bootstrap

The folks who brought you Twitter have created a responsive, grid-based, framework for creating web layouts and interactive experiences. The framewrok is free, open-source, and tested in all modern browsers.

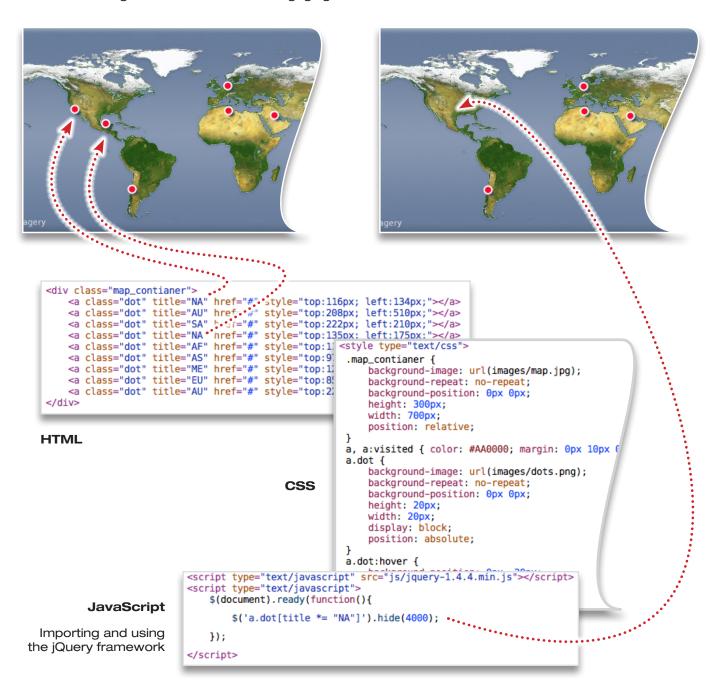
Read more at: http://twitter.github.com/bootstrap

Get 50% off an online course at: http://codifydesign.com/go/how

## JavaScript and jQuery

jQuery is an open-source framework that makes it easy to manipulate HTML with JavaScript. jQuery statements, usually starting with a dollar sign (\$), can be intermixed with standard JavaScript.

The much-simplified querying capability that jQuery offers has lead to it's wide scale adoption across most websites making use of interactive and engaging content.



<sup>\*</sup> Learn to create this Interactive Map from Chris Converse on Lynda.com



### CSS 3 Animation

State-based animations can now be handled through CSS. Many browsers are now supporting these animation attributes, and can provide an enhanced user experience as CSS properties change according to various screen sizes and orientations, status of user-feedback elements, or even representing the status of a user's progress within an application.

Try it for yourself on your iPad:

http://codifydesign.com/chris/lynda/samples/course-0010/





The Teapot Shelf

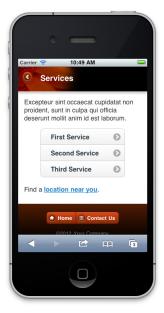


### jQuery Mobile

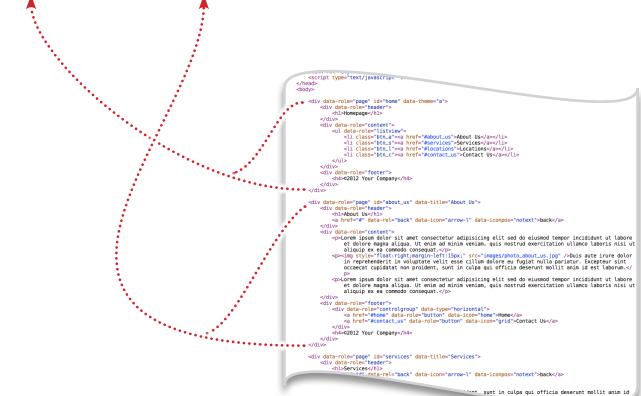
Another option to responsive design for mobile devices is to change the user experience altogether. Frameworks like jQuery Mobile transform DIV areas and separate HTML files into a more app-like user expereince for mobile phones and tablets.











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## Responsive Frameworks

The "best of both worlds" option for user experience options across devices is to load varying frameworks based on screen size. The idea here is to altar the user experience while maintaining a core set of content across those experiences.

Preview this for yourself at: http://codifydesign.com/go/how



Large screen rotating panels



Small screens marked up for jQuery Mobile



Printer-friendly version includes CSS-based page breaks and a QR code







Medium screen rotating panels. Includes touch events for iPads



### Learn more jQuery from Chris Converse on Lynda.com

Get a FREE 7-Day Trial from Chris. Find an activation link at:

http://lynda.com/trial/chrisconverse



### **Creating a Responsive Web Design**

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