

Responsive Web Design Training

Come on our essential 1-day Responsive Web Design training course to find out what you need to do to make your website accessible from all screen sizes.

Experienced trainers will give you an interactive overview of what to consider when building responsive web content. If you choose our Mobile Web Design week then you'll also learn HTML5, CSS3 and JavaScript - the practical skills to put this new knowledge of responsive web design in action.

Objective

After attending our Responsive Web Design training course, you will know:

- The current mobile market - mobile devices and mobile browsers
- Techniques for creating flexible, responsive web sites using media queries
- Best practice design for mobile devices
- How to use tools & resources for testing

Details

Duration: 1 Day

Who is this course for

This training course is suited to developers with a good working knowledge and practical experience with HTML, CSS and tableless layouts. Familiarity with JavaScript is an advantage.

Course Content

Introduction

- Mobile market overview: devices, operating systems and browsers
- One web vs. mobile web
- Mobile First
- Progressive enhancement

Getting started

- How mobile devices display web pages
- Screen resolution: CSS pixels vs. device pixels
- The viewport tag
- The Safari auto-zoom bug
- `webkit-text-size-adjust`

Responsive web design

- Flexible grids
- Flexible fonts
- Flexible images & background images
- Common screen sizes - resolution breakpoints
- Media queries

Content delivery - know your audience

- What content do people need?
- How people browse - mobile mindsets
- Browser dimensions, bandwidth & context

Design tips and best practice

- Displaying & hiding content
- Simplifying navigation
- Linearizing layouts
- White space
- Font sizes, faces & spacing
- Text readability
- Minimising input from user
- Making calls from links
- Linking the full version of a site

Testing

- Validation and markup
- In-browser testing
- Creating a suite of representative devices
- Online & offline emulators
- Testing services

