

For a mobile planet Jan Lemmens

AMPLEXOR









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for a mobile planet





The past decade we focused on Web design for PC's. Today, we have to change everything to play with the current and future usage models of the Web.





look further



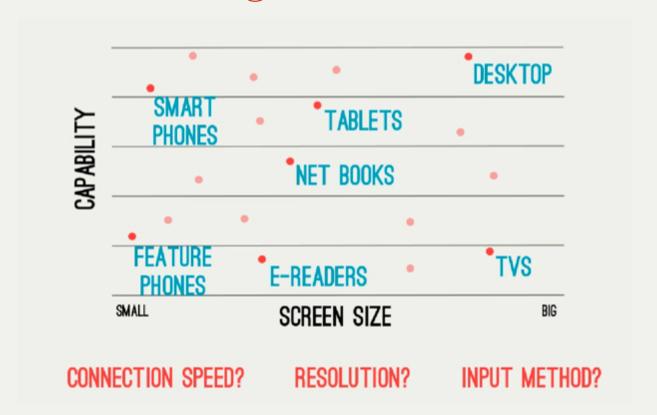


ACROSS DEVICES





arrange these devices into segments...





don't focus on devices, focus on the web



1. accessibility

2. performance

3. content



classic web technology basics

HTML CSS Javascript



new web technology extensions/enhancements

Media Queries

Modernizr

Polyfills

Flexbox



experimental

standards

adoption



```
@media(orientation:landscape) {...}
@media(min-resolution: 300dpi) {...}
@media(pointer:coarse) { ... }
@media(luminosity:washed) {...}
```





50 50 -webkit-border-radius: 50px; -moz-border-radius: 50px; border-radius: 50px; CSS3 ✓ WebKit ✓ Gecko ✓ CSS3 50 50

vendor prefixes

1. accessibility







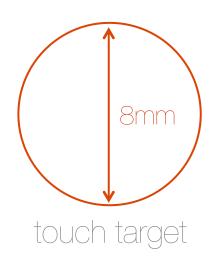


Smart App Banner

```
<meta name="apple-itunes-app"
    content="app-id=123" />
```



assume touch











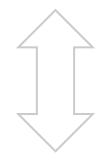
primary purpose of a page should be visible at page load







design components in Photoshop





decide upon composition in the browser





pick a smart default

look at your statistics

MOBILE FIRST







never do device or browser detection

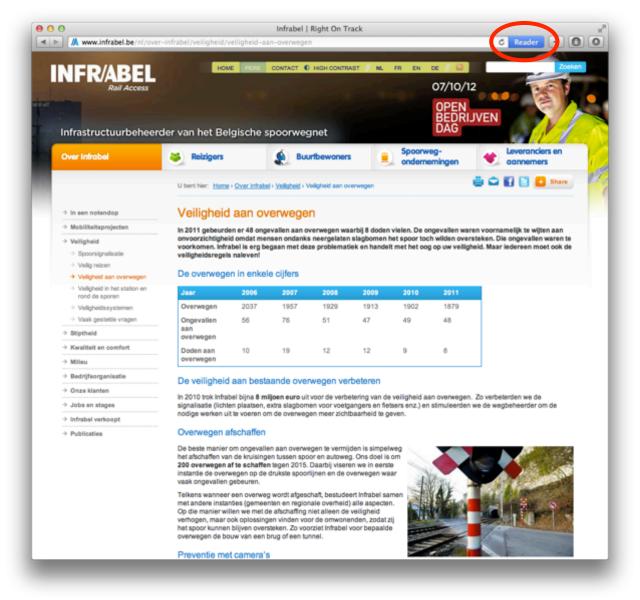


use web standards

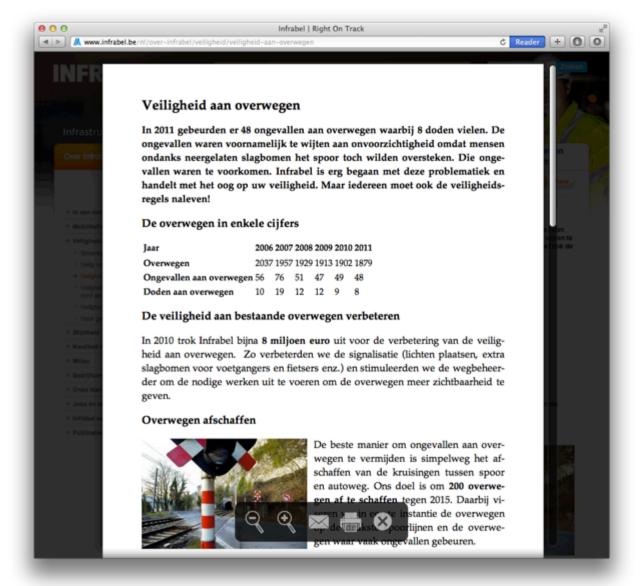














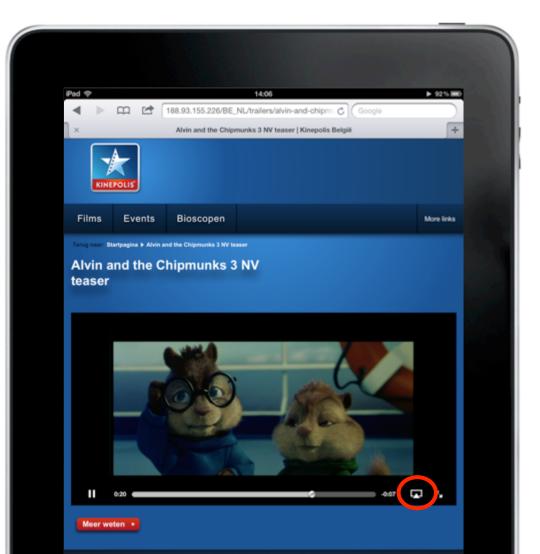


use of HTML5 standard components

interface can differ between devices, but is often optimal

avoid Javascript (slow) or custom solutions (not accessible)











web projects need massive customer interaction and feedback.







lot's of communication during iterations => shorter TTD



2. performance







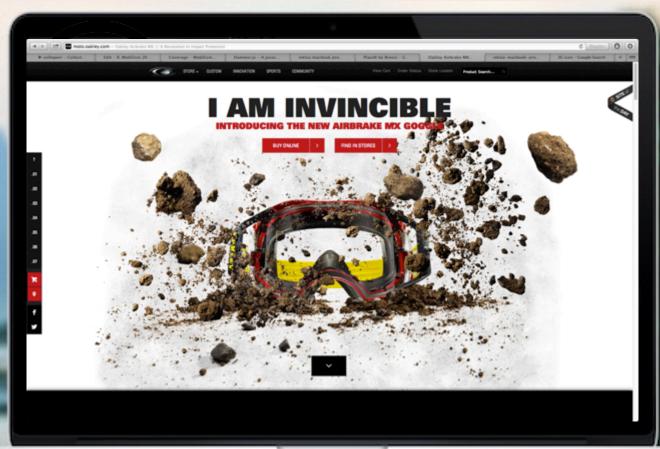


connection speed

PC's traditionally don't move...









connection speed mobile



mobiles move.

PC's can be mobile too!



100 kB on GPRS

10 sec



ys own

images
Javascript



Retina = size x 4 use an opt-in!



don't use big images (e.g. max 320px width)

compress all images



responsive images

SAMPLE MARKUP FOR 'PICTURE'

```
<picture>
    <source media="(min-width: 40em)"
srcset="big.jpg 1x, big-hd.jpg 2x">
         <source srcset="small.jpg 1x,
small-hd.jpg 2x">
         <img src="fallback.jpg" alt="">
         </picture>
```

SAMPLE MARKUP FOR 'SRCSET'

```
<img src="fallback.jpg" alt=""
srcset="small.jpg 640w 1x, small-
hd.jpg 640w 2x, med.jpg 1x, med-
hd.jpg 2x ">
```



only include scripts when needed

do not load entire libraries for simple operations (e.g. use min.js instead of jQuery)



never use Javascript for animations!
use CSS

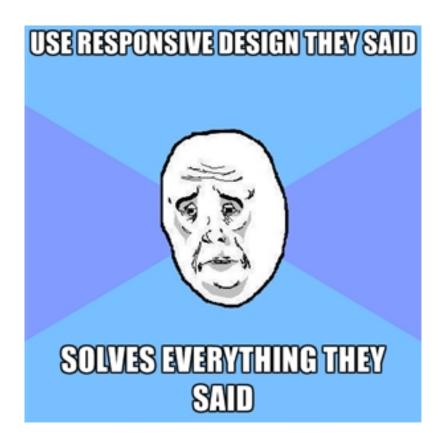
(feels sluggish because of low FPS)



Responsive Design

one web, one URL.





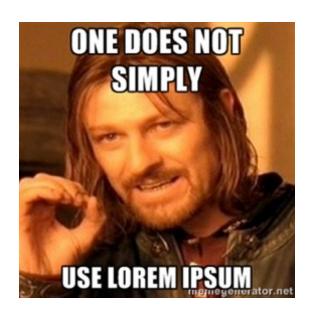


Responsive Design same content for all users

=> use conditional loading



get and use representative content





don't think about pages, think about components



be careful with 3rd party content

<iframe>
<embed>



API's will get very important



3. content strategy



why do people visit websites?





content strategy

structure priority reuse







back to basics keep it simple

performance compatibility content focus accessibility





testing early continuous using real devices



