



# Web Design Basics

# Objectives

- Browser compatibility
- Browser variants
- Mobile-first Performance
- Good Design practices
- Accessibility

# Browser Compatibility Issues

- Designing for multiple browsers is a challenge
  - Test your work in as many browsers as possible
  - Test with both older browsers and new browsers
  - Try to minimize differences across browsers
- Modern browsers have better adherence to web standards

# Browser Compatibility Issues

Follow these guidelines:

- Test your work in multiple browsers and devices
- Know your audience
- Follow [W3C](#) standards
- Validate your code



# Browser Variants

Many variables affect how web pages appear – many of which you cannot control  
Your designs must be portable and accessible by respecting User defined preferences



# Mobile-First Performance and Tuning

Depends on

- Image size (requires optimization)
- Text based content
- CSS styles that are stripped of duplication and redundancy
- Simplistic grid layouts



# Cache and Download Time

- Web pages are stored on web servers
  - Web addresses connect to a specific web server
  - The server serves up the file(s) for download
  - All text and images are downloaded
- On return visits, your computer loads the files locally unless content has changed
  - Local files are stored in the browser cache
  - Take advantage of the cache by reusing graphics

# Device and OS Issues

- Users' devices vary widely in equipment and design and this is just ***one*** of the design variables you cannot control
  - Test your content on as many device types as possible keeping the following in mind:
    - browser versions
    - monitors and display software
    - font choices



# Multiple Screen Resolutions

- Screen resolution is the width and height of the computer screen in pixels
  - This is a variable you cannot control
  - Most monitors have many screen resolutions to choose from, mobile devices are fixed
- Wide-screen resolutions (2176x1224 19:6)
- Verses mobile phone screens (480x320)

# Canada



	Screen resolution	Share
1.	750x1334	24.77%
2.	1080x1920	20.20%
3.	1440x2960	16.71%
4.	1440x2560	8.58%
5.	1125x2436	5.13%

## Widths widths and more widths....

The width of the device is of primary importance because...

1. We do not want people to scroll horizontally
2. The length of text on a page should determine its' length
3. Tied to the way media queries target screen sizes.

750px – most common portrait  
1080px – most common landscape

Retrieved from: <https://deviceatlas.com/blog/most-used-smartphone-screen-resolutions#Canada>

# Mobile Devices

- Smart phones and tablets
  - test on these devices as well
- Designing for mobile devices has many challenges
  - CSS media queries let you specify style rules for different device types
  - Many web sites now offer content designed for mobile

# Mobile Devices

- There are two strategies for serving content to mobile devices:
  - Separate mobile site – designed specifically for mobile devices
  - Responsive site – designed to adapt to different screen resolutions – best practice



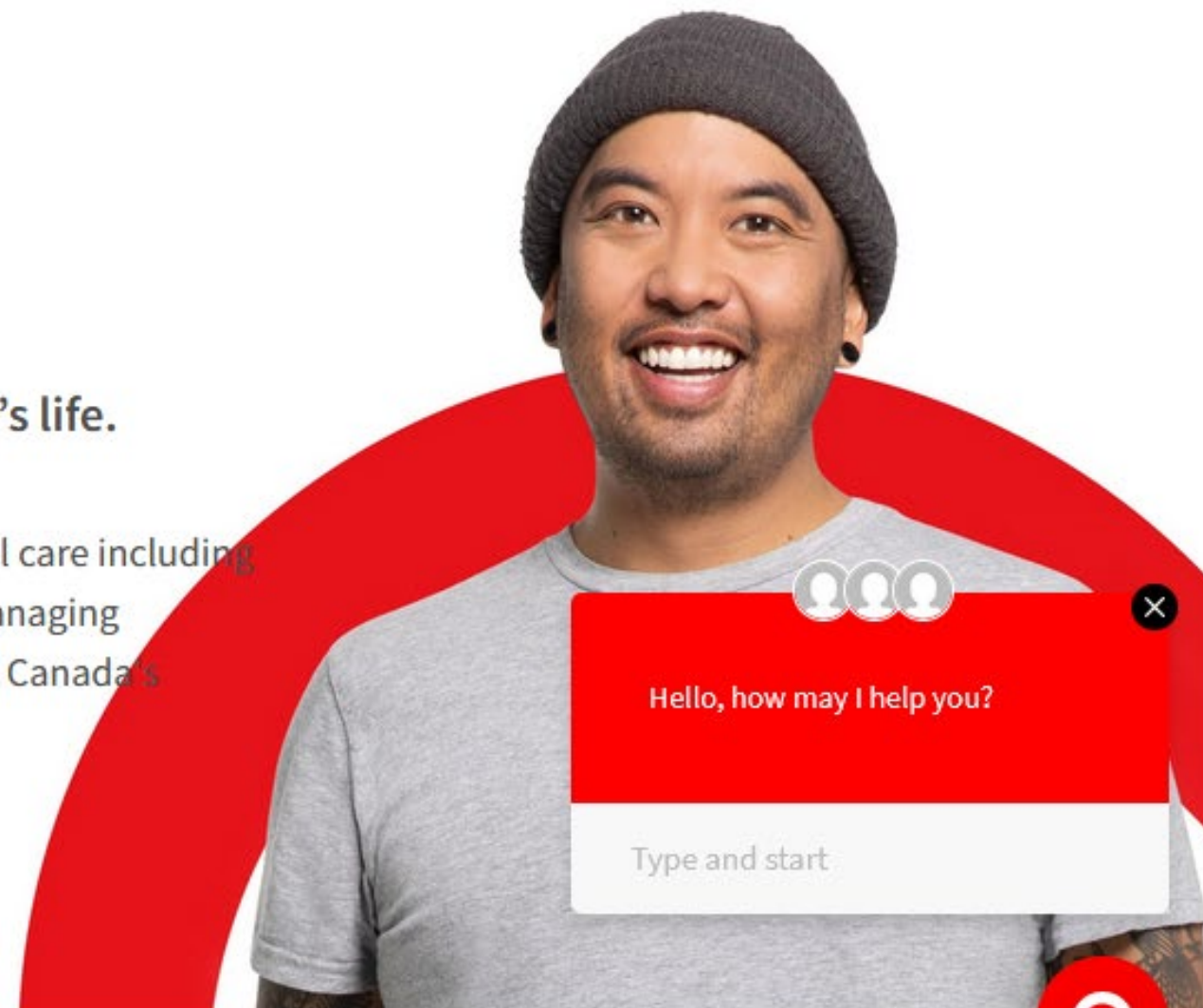
# Donating blood

About an hour of your time could change someone's life.

Blood and blood products are a critical part of everyday medical care including major surgeries, medical procedures, cancer treatments and managing diseases and disorders. As a blood donor you form a vital link in Canada's lifeline, helping many Canadians wake up healthy each day.

## All topics in donating blood

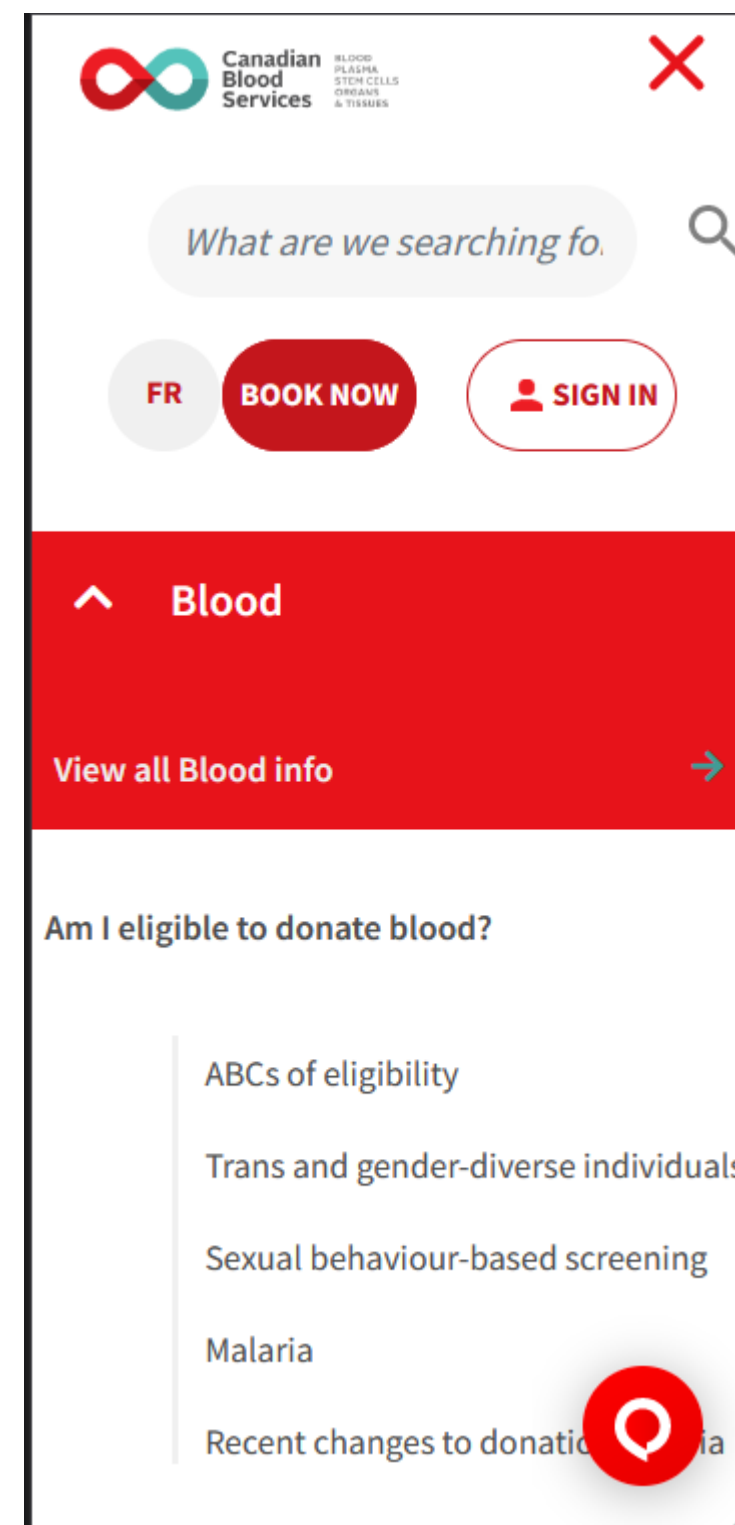
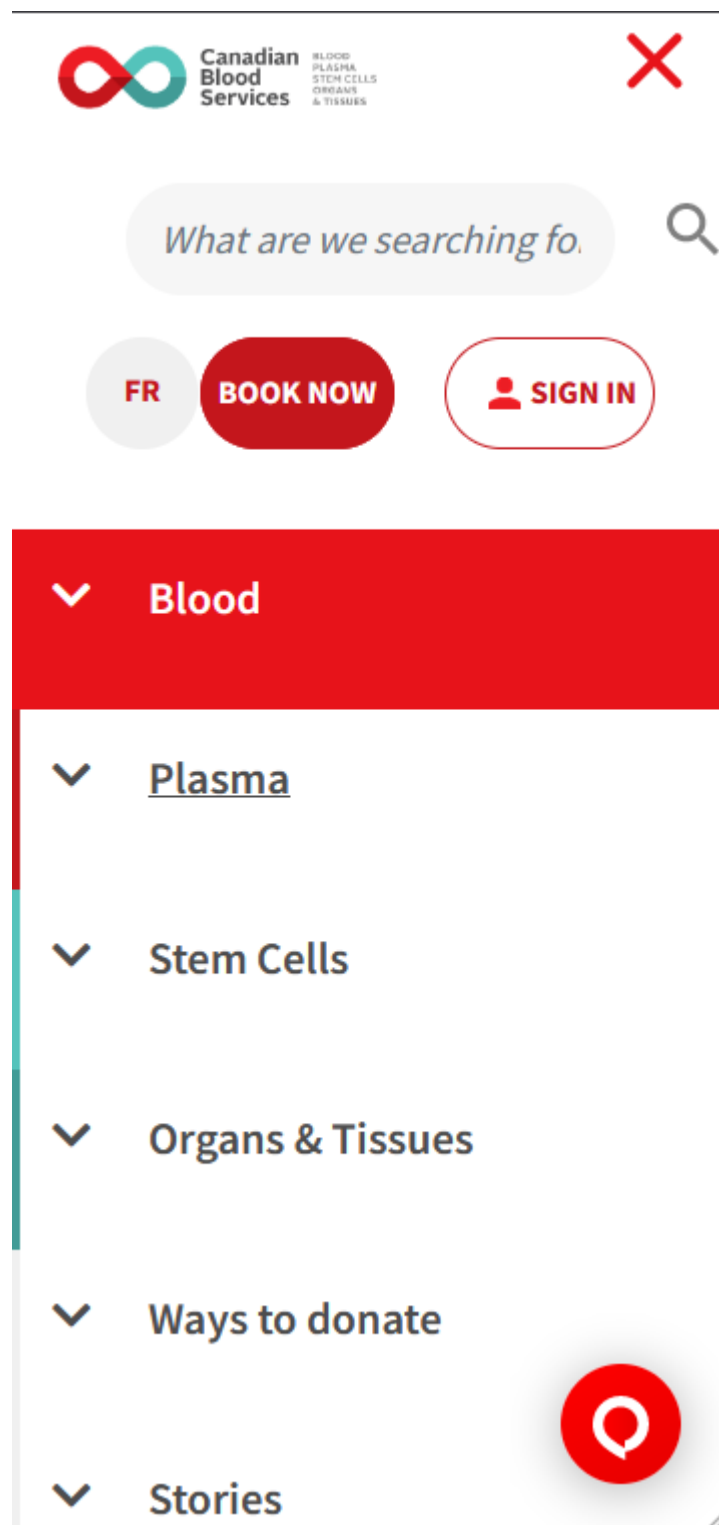
- [What is my blood type?](#)
- [Donation process](#)
- [Rare Blood Program](#)



Hello, how may I help you?

Type and start







Canadian  
Blood  
Services

BLOOD  
PLASMA  
STEM CELLS  
ORGANS  
& TISSUES

[Hospital services](#) [Research](#) [Careers](#) [Shop](#) [About us](#)

[Français](#)

[BOOK NOW](#)



[SIGN IN](#)



▼ [Blood](#)

▼ [Plasma](#)

▼ [Stem Cells](#)

▼ [Organs &  
Tissues](#)

▼ [Ways to  
donate](#)

▼ [Stories](#)

← [Blood](#)

# Donating blood



# Design best-practices



# Balance Design and Content

- Access to your content and *user needs* should guide your design
  - A web site's design should complement the content and support the reader
  - Many sites have unnecessary design elements that can distract the user
  - Always choose simple and direct designs that showcase content and allow easy access

# Create a Unified Site Design

- Plan the unifying themes and structure for your site
  - Communicate a visual theme with your design choices
  - Consider more than each page
  - Plan smooth transitions
  - *Use a grid to provide visual structure*
  - Include active white space

# Plan Smooth Transitions

- Plan to create a unified look
  - Reinforce identifying elements
  - Consistency and repetition create smooth transitions
  - Place navigation elements in the same position on each page
  - Use the same navigation graphics throughout the site

# Use a Grid to Provide Structure

- The structure of a web page is imposed by a grid
- The grid is a conceptual layout device
- Impose a grid to provide visual consistency
  - The grid aligns your content into columns and rows
  - You can break out of the grid to provide variety and highlight information (the 960 grid)
  - The grid provides page margins and gutters between elements

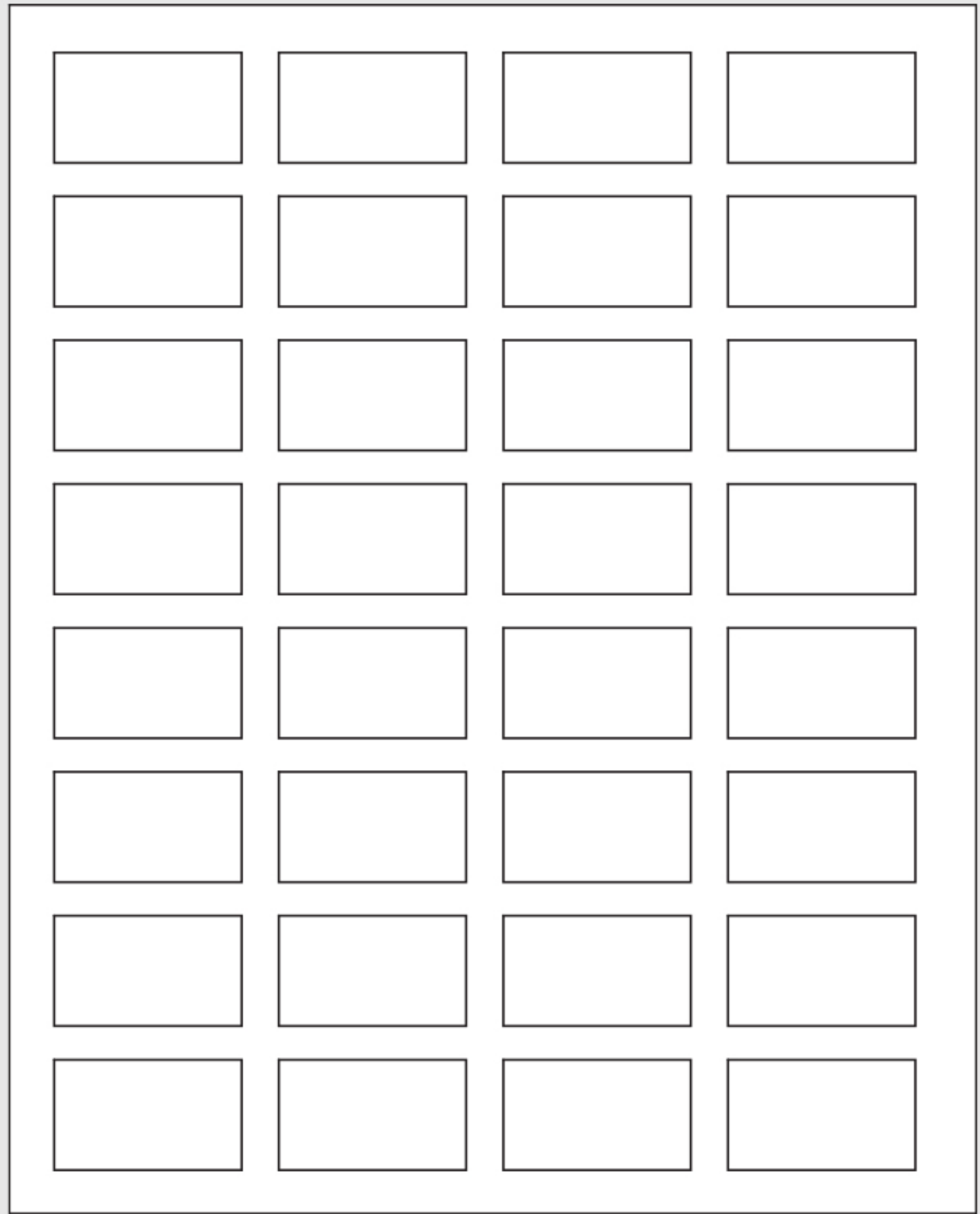


Figure 2-14: Four-column grid  
© 2015 Cengage Learning®

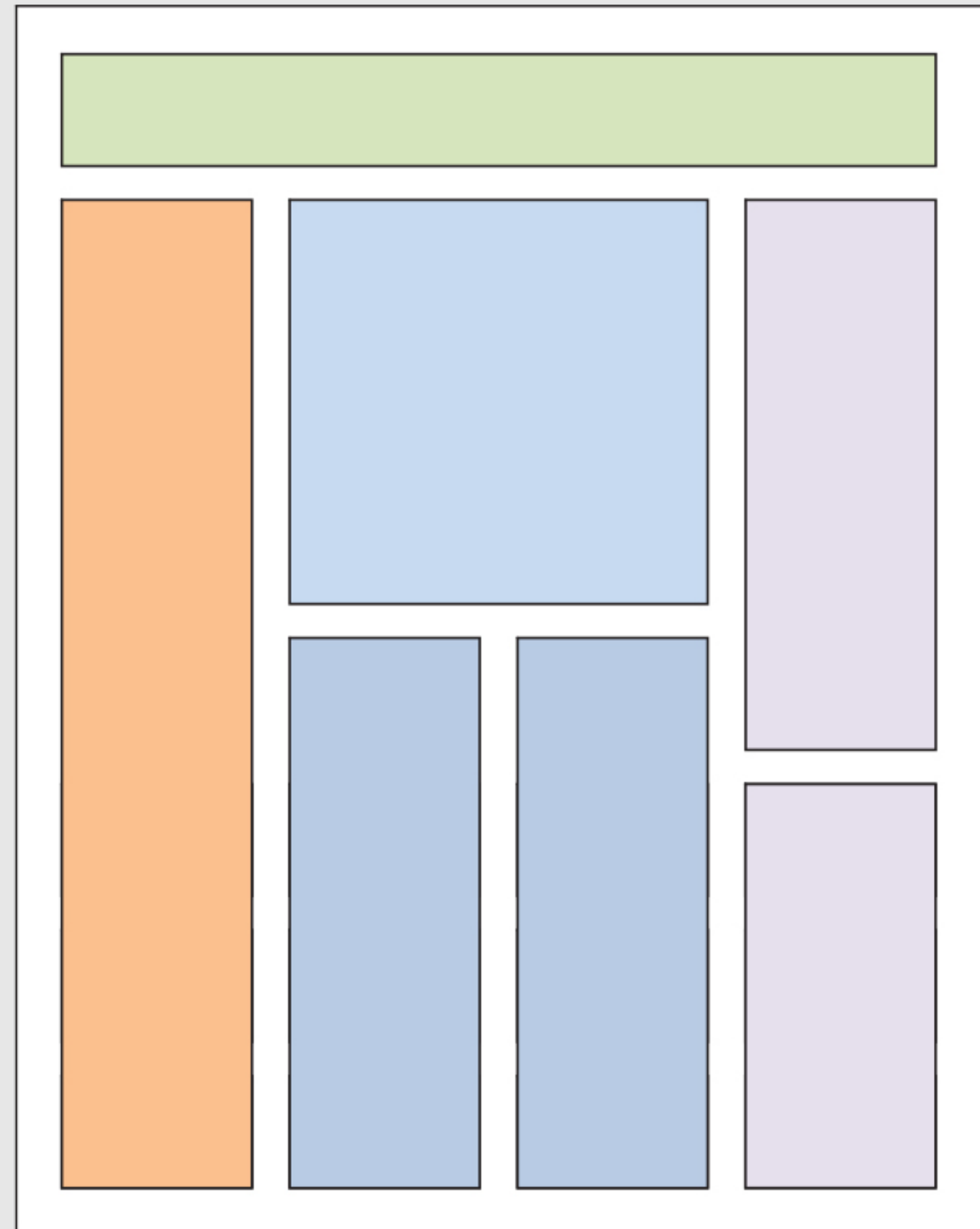
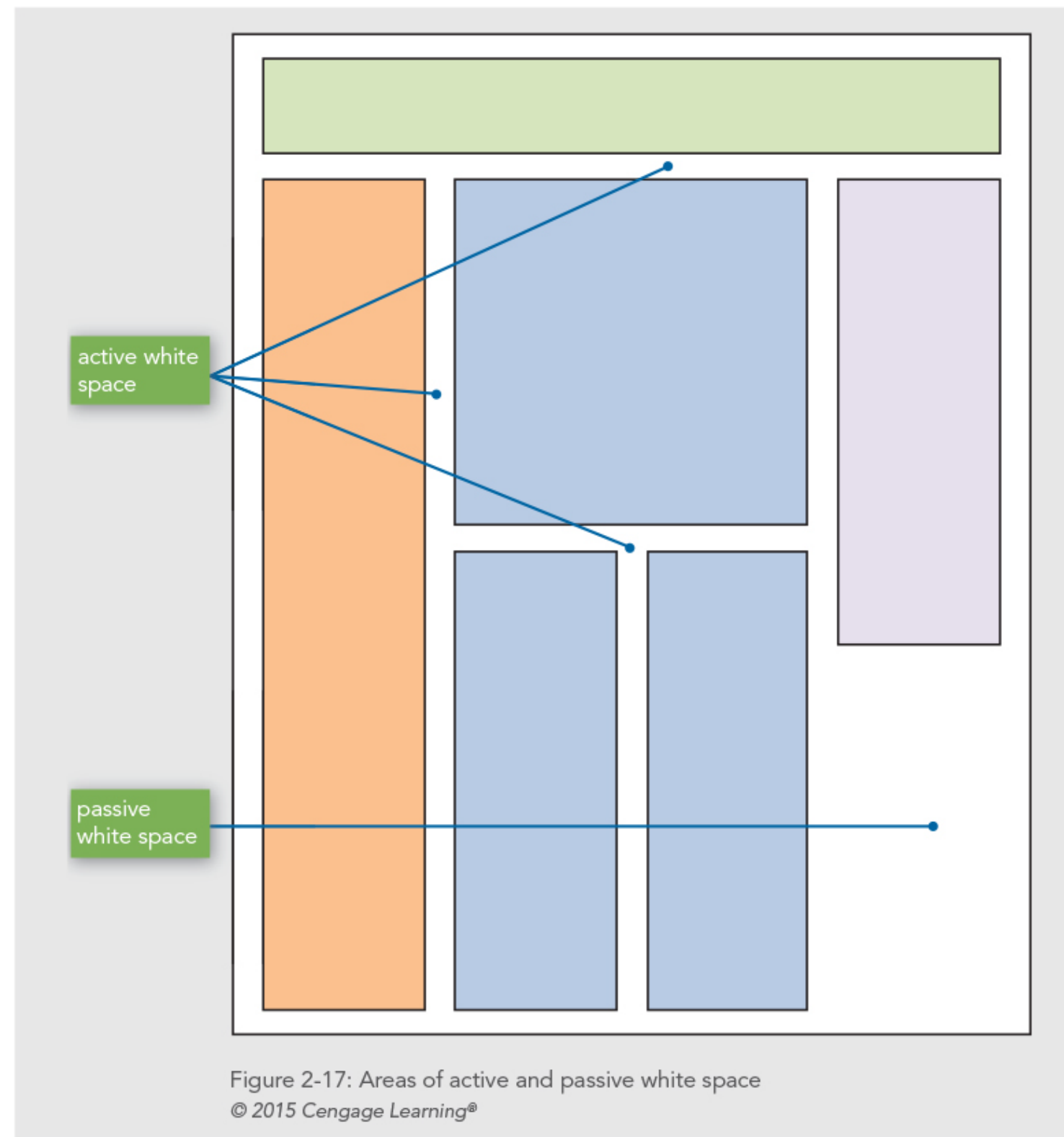


Figure 2-15: Four-column grid with layout elements  
© 2015 Cengage Learning®



# Design for the User

- Keep your design efforts centered solely on your user
  - Find out what users expect from your site
  - If you can, survey them with an online form
  - Create a profile of your average user
  - What do users want when they get to your site?



# Use Active White Space

- White spaces are the blank areas of the page
  - Use white space deliberately
  - Good use of white space guides the reader

# Design for the User

- Keep your design efforts centered solely on your user
  - Find out what users expect from your site
  - If you can, survey them with an online form
  - Create a profile of your average user
  - What do users want when they get to your site?

# Design for Interaction

- Think about how the user wants to interact with your information
- Design for your content type
- Decide whether the user is likely to read or scan
- Design pages for reading or scanning based on the content type

# Keep a Flat Hierarchy

- Do not make users navigate through too many layers of information
- Include sections on topic-level navigation pages
- Create content sections organized logically by theme
- Follow the three clicks rule
- Use consistent navigation
- Consider providing a site map

# Use Hypertext Linking Effectively

- You determine where users can go on your web site
- Let users move from page to page or section to section as they please
- Use contextual linking
- Avoid the use of “click here”
- Provide plenty of navigation options



# Reformat Content for Online

- Cannot post print documents directly online – only in PDF
- Text length, font, and content length do not transfer well
- Re-design paper content for online display
- Do not centre align all your text on a webpage – choose one alignment.

# Design for Accessibility

- Design your pages to be accessible to users with disabilities or technological barriers
- Common accessibility features can be unobtrusive additions to your site
- Developing accessible content naturally leads to creating good design
- Follow W3 Accessibility Initiative guidelines at [www.w3.org/WAI/](http://www.w3.org/WAI/)

# Accessibility Features

- Optional navigation links—Lets users with screen readers skip repetitive navigation links
- High-contrast version—Lets users switch to a legible alternate page version to make text easier to read
- User-controlled font size—Lets users adjust the font size for optimal legibility
- Access keys—Lets users access sections of the site with keystrokes
- Alternative text – Required for all images