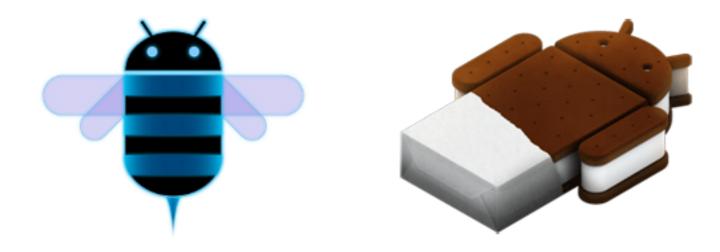
Responsive mobile design

Kirill Grouchnikov Android, Google Inc.



background

- Android 3.0 02/2011
- Android 3.2 07/2011
- Android 4.0 11/2011

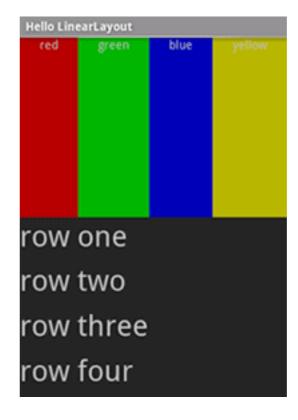


- Market 3.0 07/2011
- Google Play 3.5 03/2012

this talk is not about

Layouts 101

- FrameLayout
- LinearLayout
- RelativeLayout





and not even about

Layouts 202

- android:layout_alignBaseline
- android:layout_alignWithParentlfMissing
- android:fillViewport

• ...

this talk is about

effective use of screen estate for displaying your content

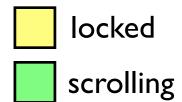
examples

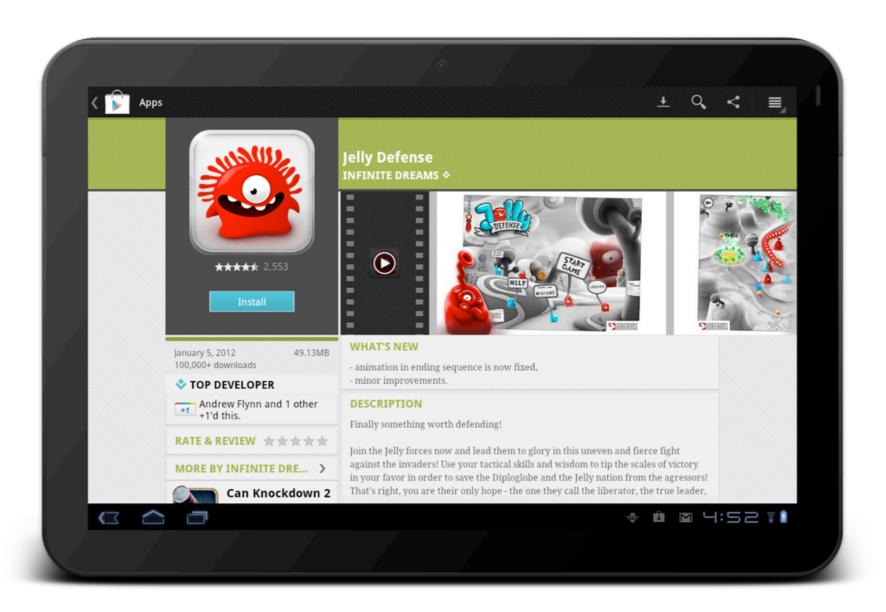


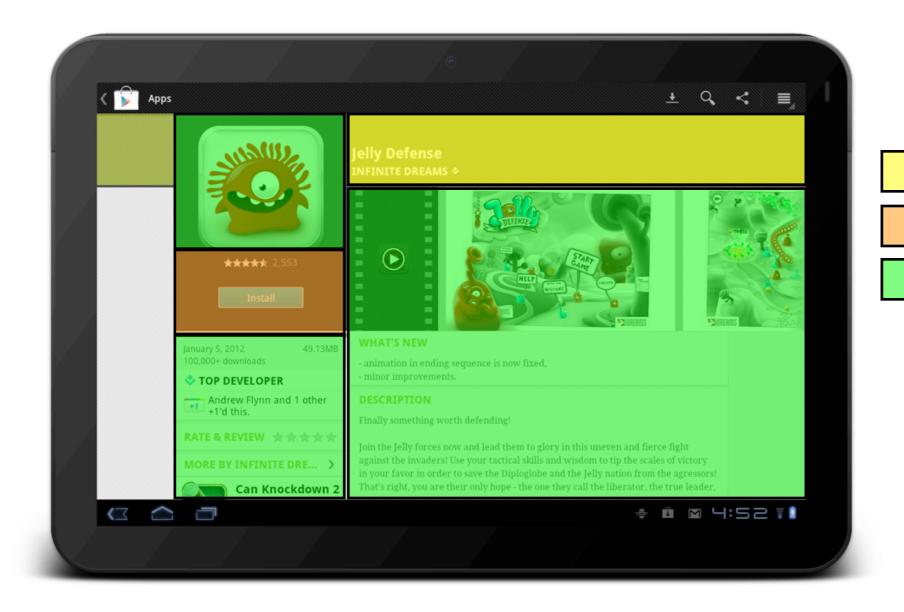










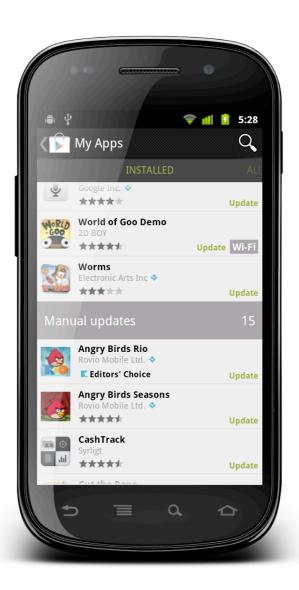


locked

scrolling

scroll-to-snap

my apps + app details





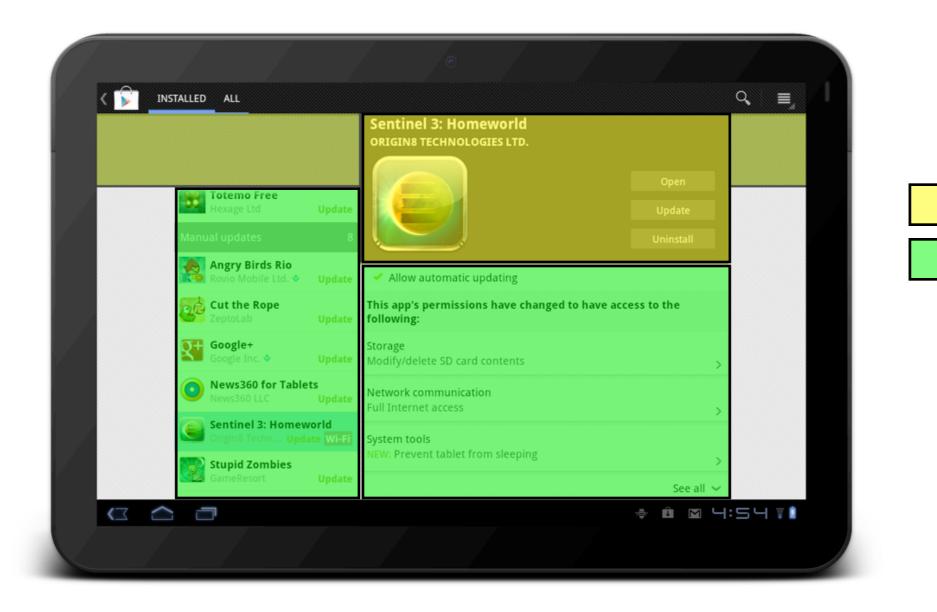
two screens

my apps + app details



combined view

my apps + app details



master

details

locked

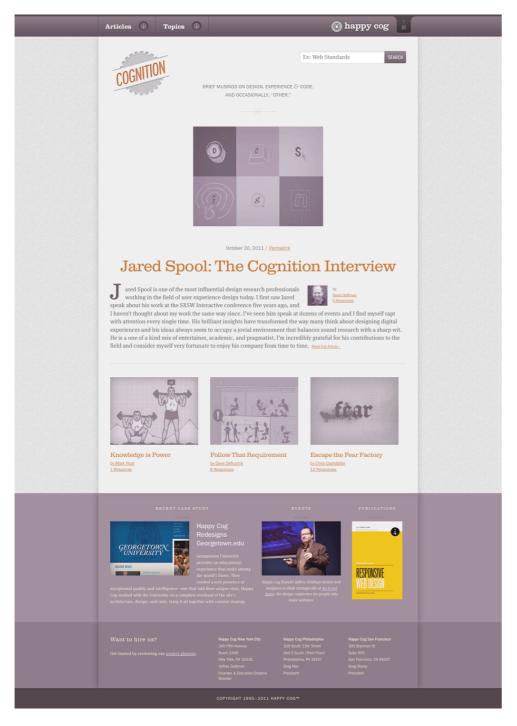
scrolling

same content, same hierarchy

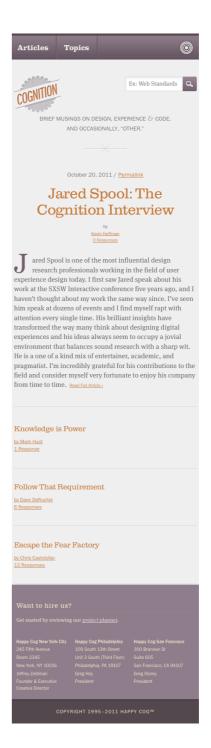
adapting to context

responsive mobile design

http://cognition.happycog.com/

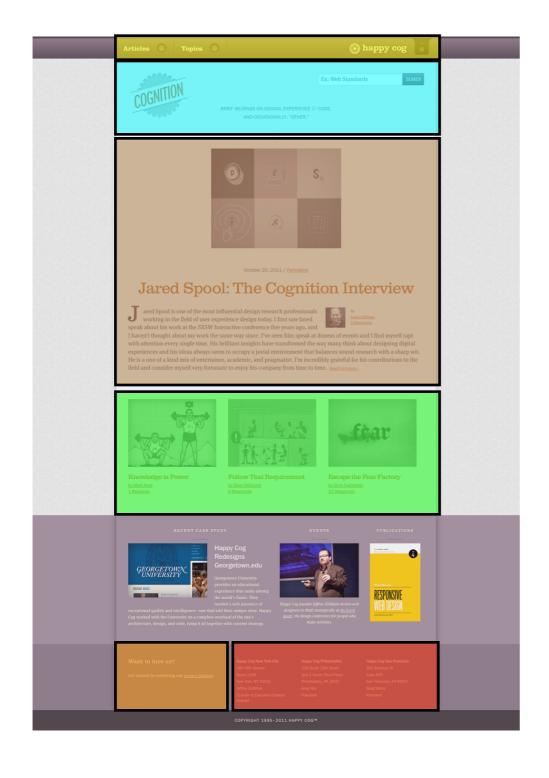


"desktop" version



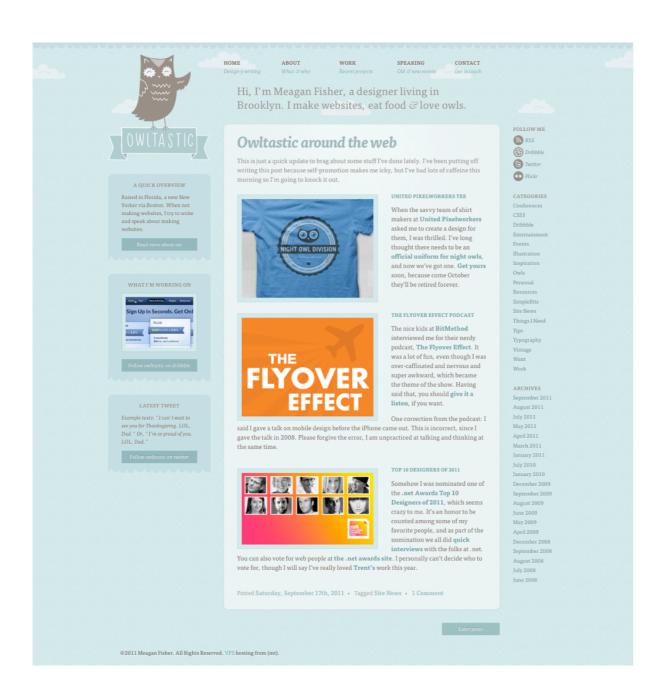
"mobile" version

http://cognition.happycog.com/





http://owltastic.com

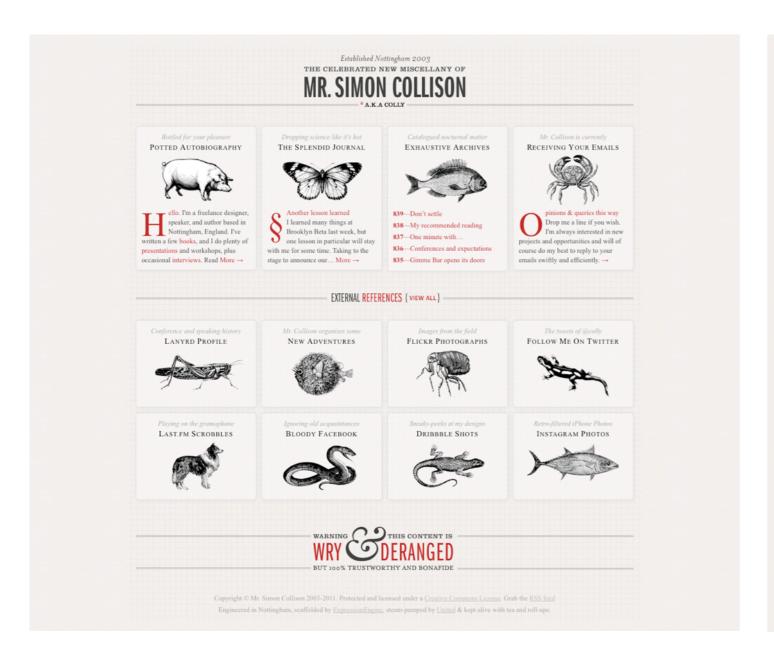






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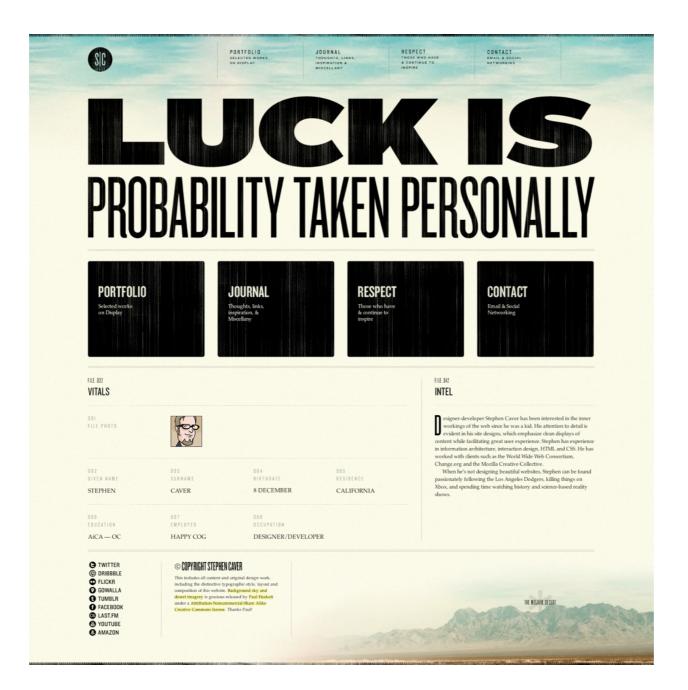
http://colly.com

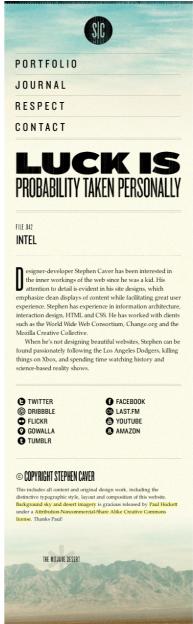






http://stephencaver.com





same content*, same hierarchy

adapting to context

what about mobile*?

device variety







Flyer 7"

Sony Tablet S 9.4"

Archos 2.8"



Galaxy Note 5.2"



Galaxy Tab 8.9"



device orientation

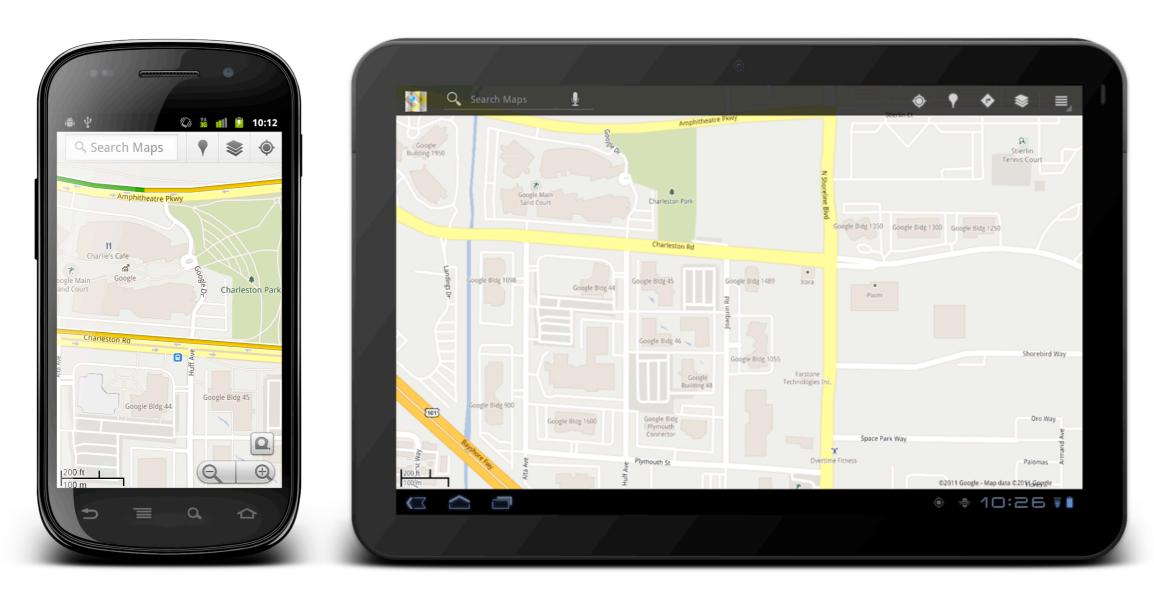






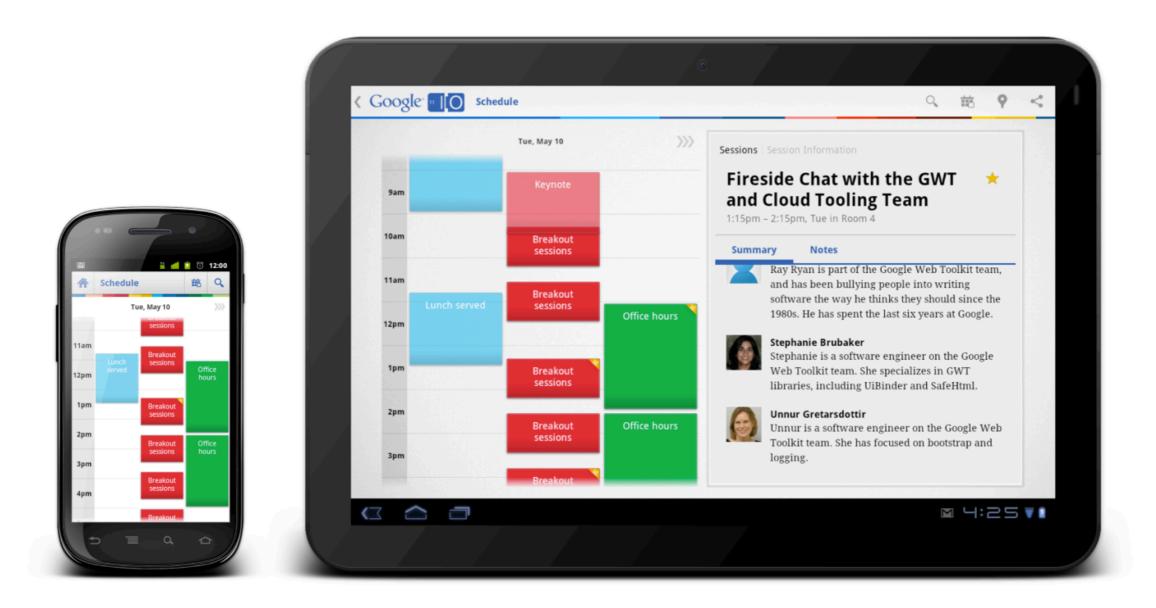
600*1024

canvas-based apps



"show more" of the infinite canvas

text-based hierarchies

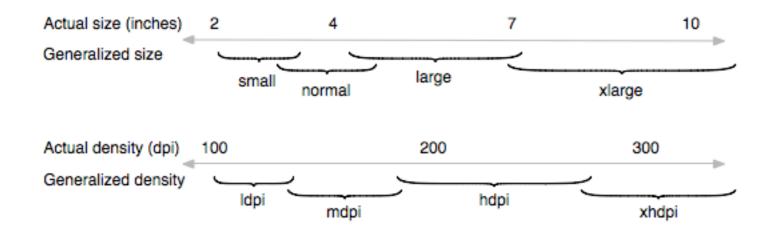


reflow or combine

Android resource system

http://developer.android.com/guide/topics/resources/providing-resources.html

physical size of the device display density



~ CSS3 media queries

http://www.w3.org/TR/css3-mediaqueries/

- width, height, device-width, device-height
- orientation, aspect-ratio
- resolution

main difference

```
width, height, device-width, device-height
```

```
CSS pixels ~ dip
```

new resource selectors in Android 3.2

http://developer.android.com/guide/practices/screens_support.html

- width dp. For example, -w600p
- height dp. For example, -h600dp
- smallest width dp*. For example, -sw600dp

granularity of control

start from content

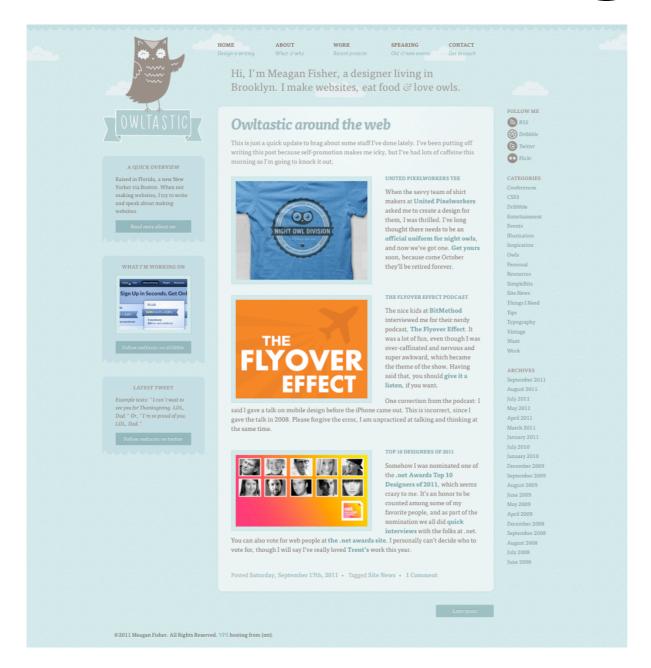
no more "tabletoptimized" layouts

what separates a tablet from a phone*?

same content, same hierarchy

adapting to context

switching point



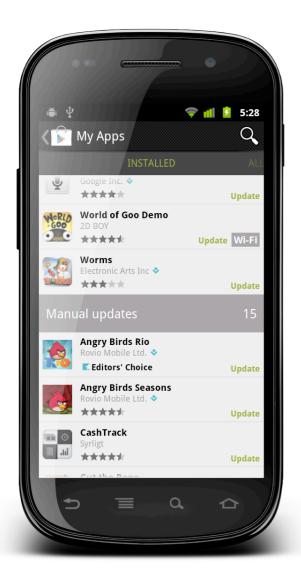


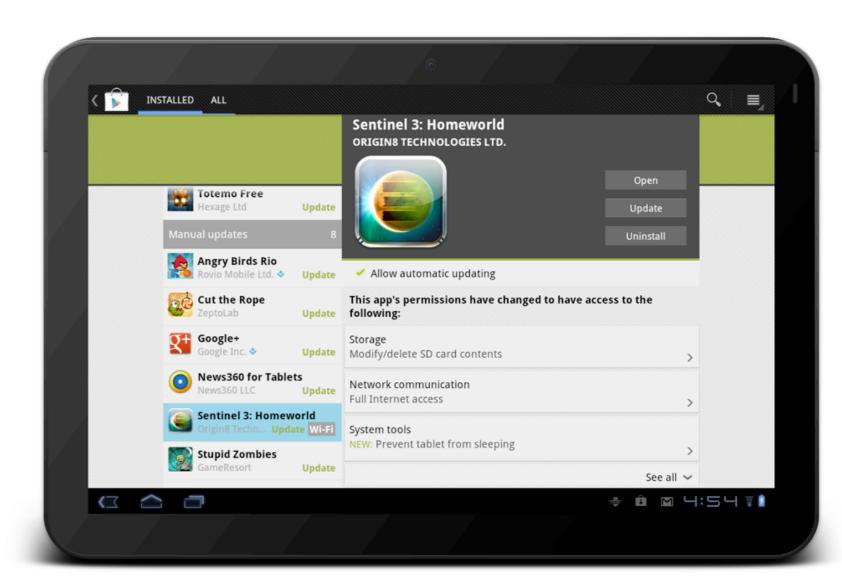


"desktop" version

"mobile" version

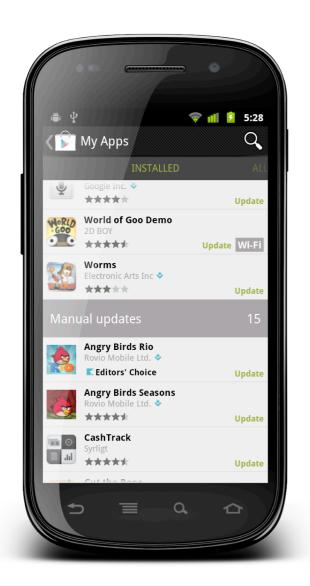
@media screen and (max-width: 480px)

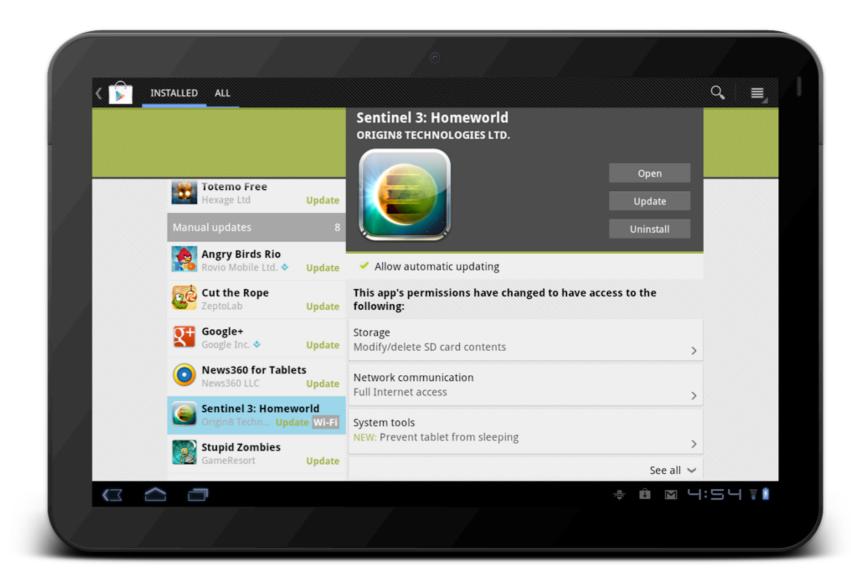




"phone" version

"tablet" version



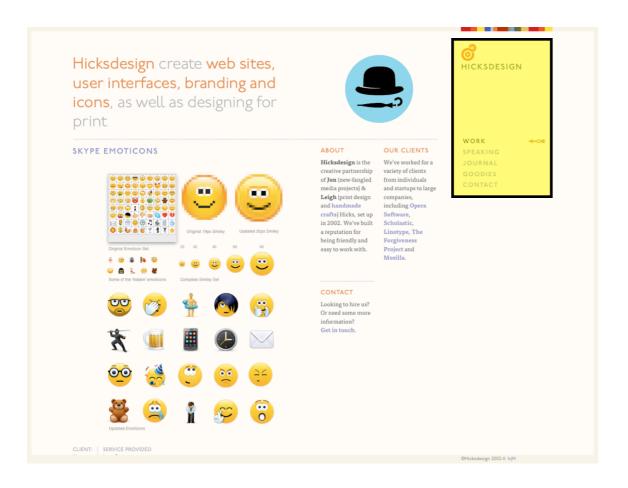


how much space do i need for a two-column layout?

layout/myapps.xml layout-w800dp/myapps.xml

multiple switching points

http://hicksdesign.co.uk







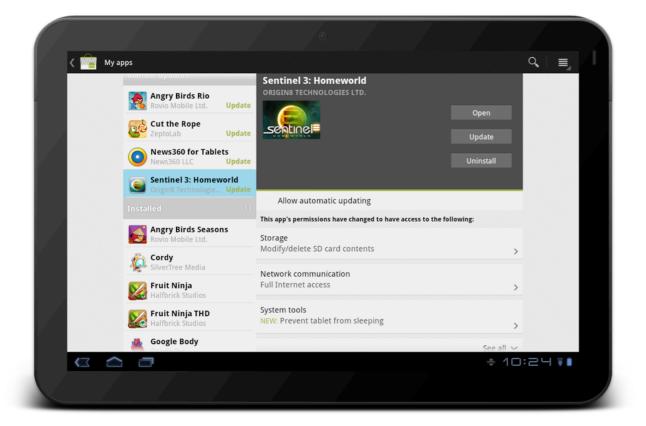
4 2 I

multiple switching points

layout/myapps.xml layout-**w600dp**/myapps.xml layout-**w1000dp***/myapps.xml

^{*} onwards to -w10000dp on the Android JumboTron closest to you

different switching points





layout-w**800**dp/myapps.xml

layout-w **I 000**dp/details.xml

^{*} From older releases of Android Market

unified switching points





layout-w**800**dp/myapps.xml

layout-w**800**dp/details.xml





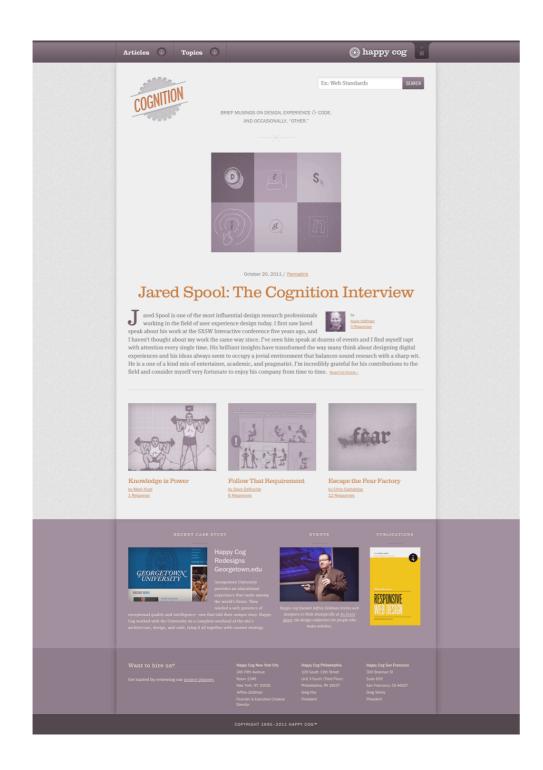


how to preserve content hierarchy? where do content blocks go? what is locked and what scrolls?



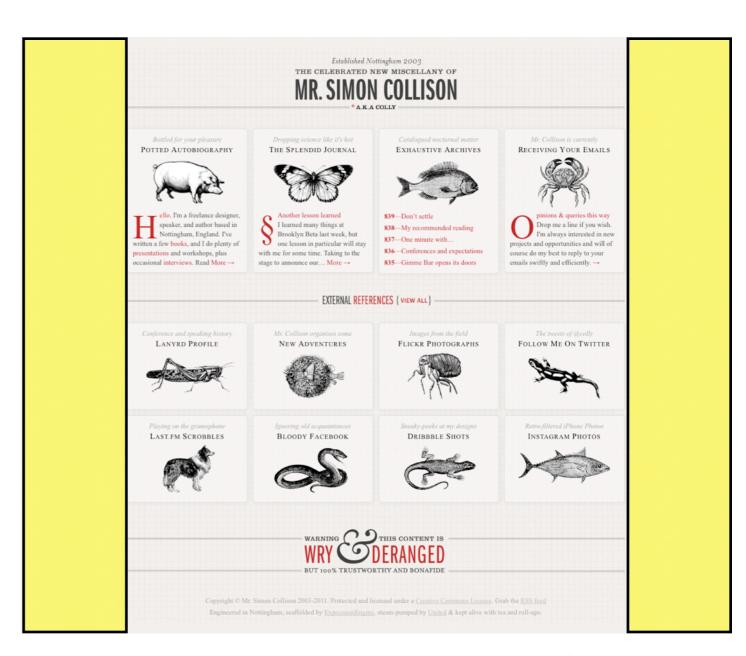


why show permissions?

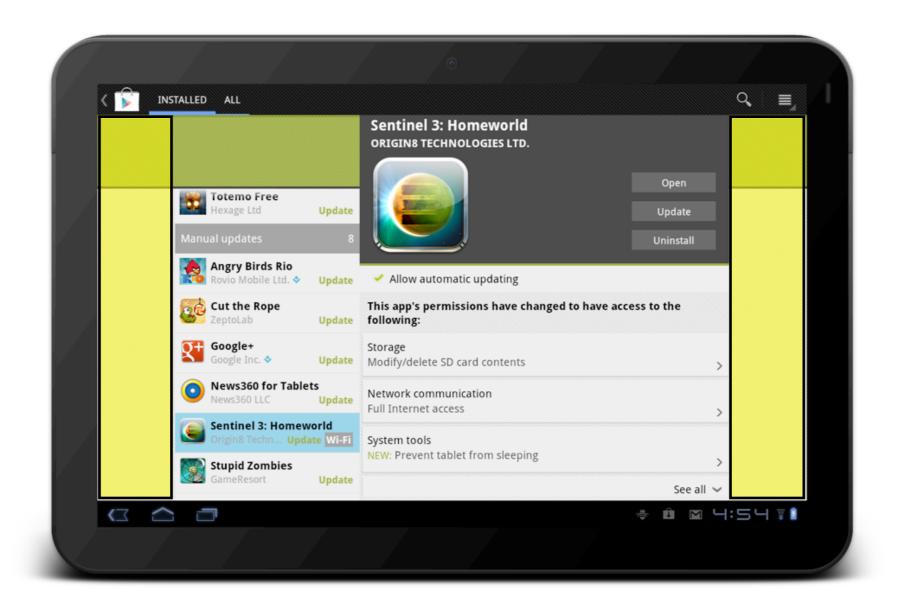








what is the optimal "consuming" experience?



what is the optimal "consuming" experience?

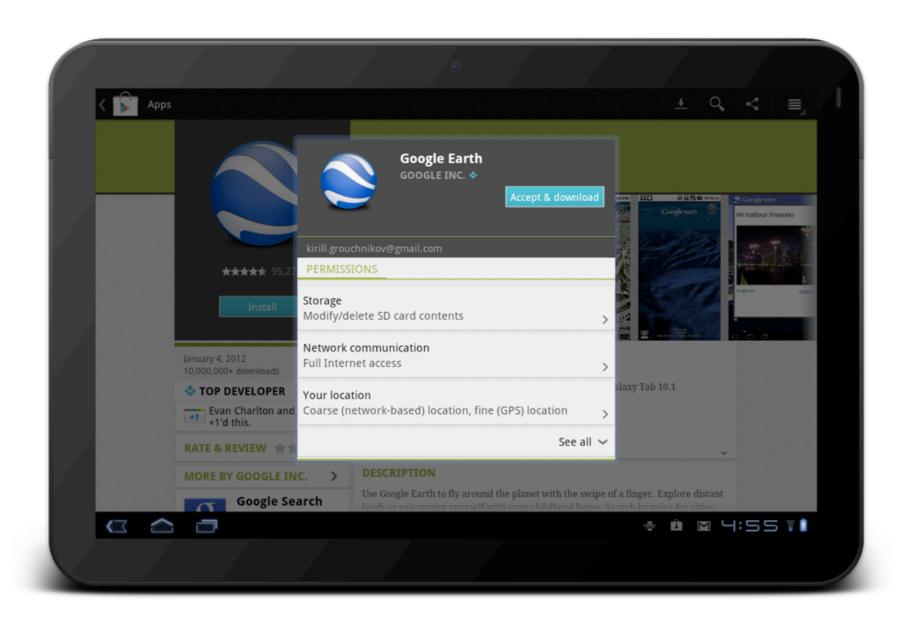
Xoom: 1280*800dp switch point = 800dp margin point = 1000dp





does everything go into -wNNNdp?

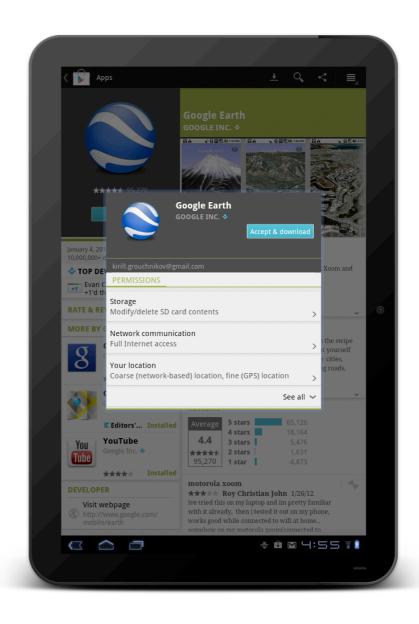
purchase dialog



sparse content - use DialogWhenLarge

purchase dialog





theme defined in values-sw600dp

font sizes



same sp values look too small we use larger values on bigger screens

font sizes





sizes defined in values-sw600dp

recap







Flyer 7"

Sony Tablet S 9.4"

Archos 2.8"



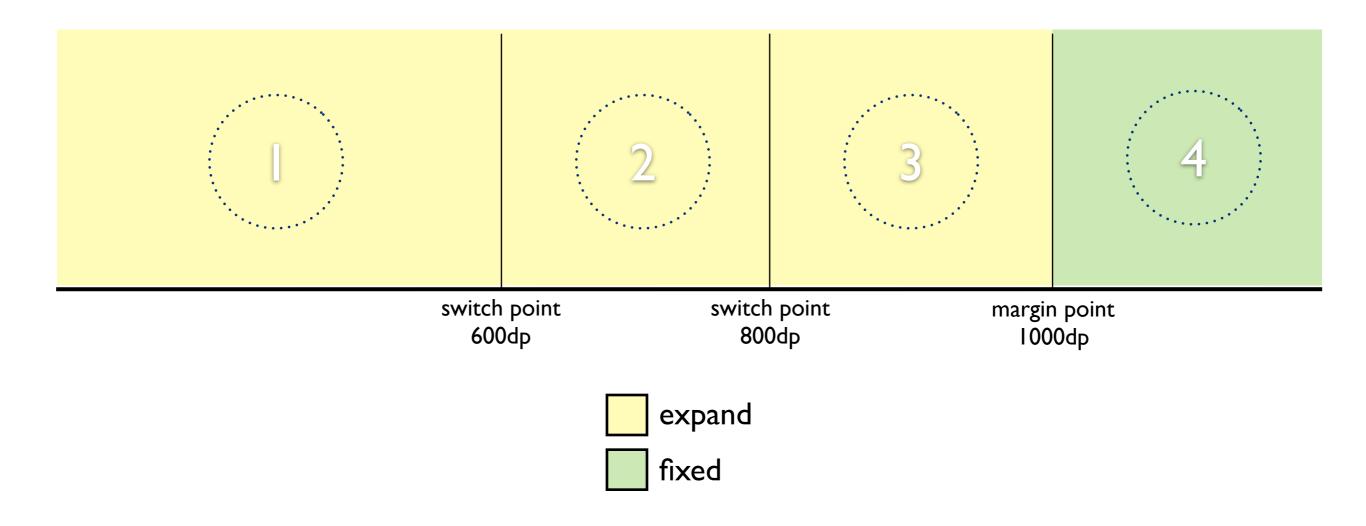
Galaxy Note 5.2"



Galaxy Tab 8.9"



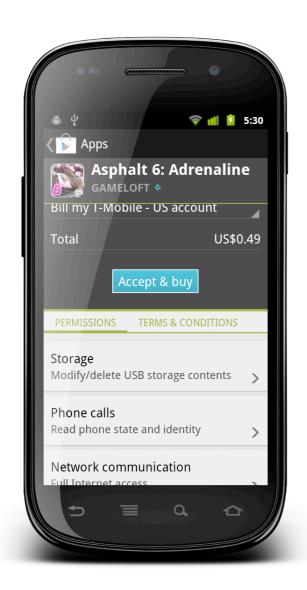
recap

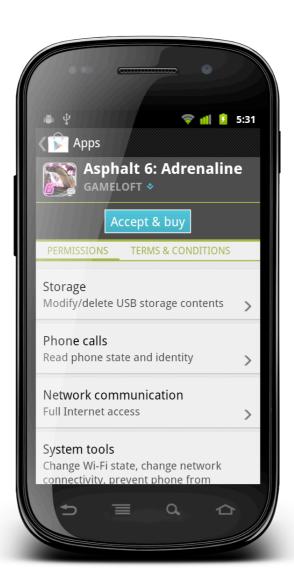


synchronized scrolling



synchronized scrolling*





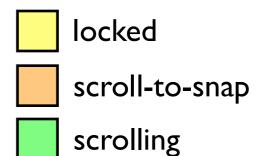


^{*} follow the light blue button

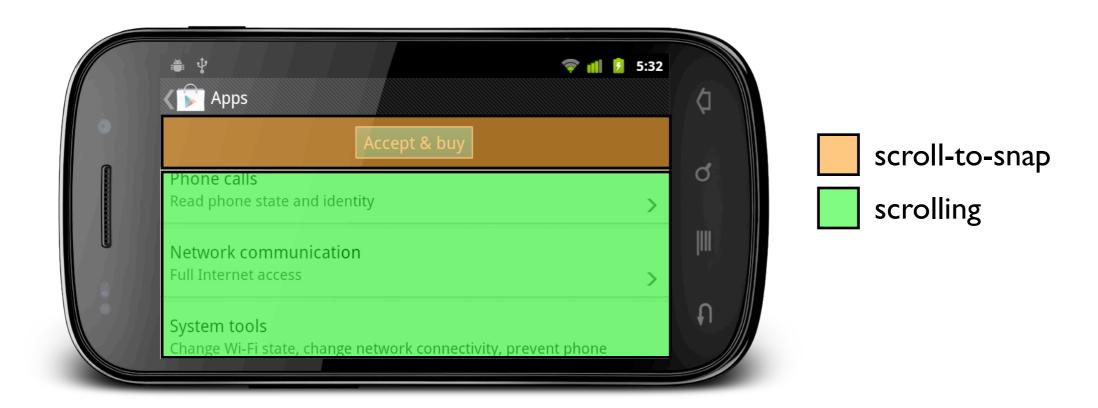
synchronized scrolling







synchronized scrolling



responsive mobile design

effective use of screen estate for displaying your content

same content, same hierarchy

adapting to context

Q&A

- gplus.to/kirillcool
- pushing-pixels.org
- kirillcool@yahoo.com
- android-developers.blogspot.com