

4.02 Responsive Web Design Vocabulary

Subject: Multimedia and Webpage Design (BD10)

1 Introduction to Responsive Web Design

Responsive Web Design Using existing technologies and techniques including flexible grid layout, flexible images, and media queries to create flexible webpages that flow and scale well on any device. Same as Adaptive Web Design.

2 MISC

Absolute Units A specific size

Bitmap Pixel The smallest unit of data in a raster image

Device Pixel The tiniest physical unit in a display; also known as a physical pixel

Em Space 1 em equals the current font size; in a Web browser it equals 16 px

FixedWidth Layout The width of the site is bound to a certain number of pixels

Fluid Layout The web design's dimensions are defined in percentages rather than pixels.

Media Query A CSS specification that allows designers to target styles based on a number of device properties

Pixel Density The number of device pixels on a physical surface; often measured in pixels per inch.

Pixels per Inch A measure of screen density refers to the number of device pixels on a physical surface. Abbreviated as PPI.

Reference Pixel A W3C standard based on an optical reference unit that might be twice the size of a hardware pixel. This new pixel should look exactly the same in all viewing situations.

Relative Units Size is set in relation to surrounding elements

Resolution A simple count of the number of pixels across the entire width and height of a device

Scalable Vector Graphics Defines vector-based graphics that can be embedded directly into a Web page. A World Wide Web Consortium recommendation. Abbreviated as SVG.

Vector Graphics Type of graphic that does NOT lose quality when zoomed or resized.

Viewport The rectangular area (measured in pixels) that is viewable on a device screen.