Developing Responsive Designs for Desktop & Mobile

Part 1: Office Roleplay Dialogue

Scenario: A Web Developer, Takumi, is working with his colleague, Elena, to improve the website's **responsive design** so it works smoothly on both desktop and mobile devices.

Elena: Hey Takumi, I was testing our website on my phone, and some sections don't look quite right. Are we using a proper **responsive design** approach?

Takumi: Yeah, but I think we need to refine our **media queries** to adjust layouts better for smaller screens.

Elena: That makes sense. Are you following a **mobile-first** strategy, or are we designing for desktops first?

Takumi: I started with **mobile-first** to ensure the design works well on smaller screens before scaling up to larger ones.

Elena: That's a great approach. How are you handling layout adjustments? Using **Flexbox** or a **grid system**?

Takumi: I'm mostly using **Flexbox** for arranging elements in a row or column, but I'm also applying the **grid system** for complex layouts.

Elena: Nice! Let me know once you've updated the styles, and I'll test the site again on different screen sizes.

Takumi: Will do! Hopefully, this will make the site more user-friendly across all devices.

Part 2: Comprehension Questions

1. Why is Takumi using media queries?

(A) To make the website load faster

(B) To adjust the website layout for different screen sizes

(C) To change the website's background color

(D) To improve the website's security

2. What does a mobile-first approach mean?

(A) Removing desktop support from a website

(B) Making sure only mobile users can visit the site

(C) Creating a website that only works in landscape mode

(D) Designing for mobile devices first and then scaling up to larger screens

3. How is Takumi arranging elements on the page?

(A) By using Flexbox and a grid system

(B) By manually coding separate designs for each screen size

(C) By adding more animations

(D) By removing images from the mobile version

4. Why does Elena want to test the site on different screen sizes?

(A) To check how fast the website loads

(B) To see if the website looks better in black and white

(C) To ensure the website works properly on all devices

(D) To remove all buttons from the homepage

Part 3: Key Vocabulary Definitions in Japanese

1. **Responsive Design (レスポンシブデザイン)** – 異なるデバイスや画面サイズに対応できるウェブデザイン手法。

2. **Media Queries (メディアクエリ)** – 画面サイズに応じて CSS スタイルを変更する技術。

3. **Mobile-First (モバイルファースト)** – まずモバイル向けのデザインを作成し、その後デスクトップ向けに拡張する設計手法。

4. **Flexbox (フレックスボックス)** – 要素を柔軟に配置し、整列やスペース調整を簡単にする CSS のレイアウト技術。

5. **Grid System (グリッドシステム)** – ウェブページを行と列に分割し、整然としたレイアウトを作るための CSS 手法。

Part 4: Questions & Correct Answers

1. **Why is Takumi using media queries?**
   ✅ (B) To adjust the website layout for different screen sizes

2. **What does a mobile-first approach mean?**
   ✅ (D) Designing for mobile devices first and then scaling up to larger screens

3. **How is Takumi arranging elements on the page?**
   ✅ (A) By using Flexbox and a grid system

4. **Why does Elena want to test the site on different screen sizes?**

   ✅ (C) To ensure the website works properly on all devices