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K12 – Reflection and Evidence

K12: The fundamentals of different digital platform applications including the principles of mobile-first design; including when it is, and isn't, relevant, and for multiple responsive breakpoints.

How I gained this knowledge

During Year 4 and Year 5 of my Creative Digital Design course, I was introduced to digital platform design principles, including how to design effectively for various screen sizes. Through modules like Design Practices & Processes (DPP100) and UX/UI (UX200), I began learning about the importance of responsive design and how mobile-first strategies can influence layout, usability, and overall experience.

Using tools like Adobe XD and Figma, I created interface prototypes for both desktop and mobile views. We were taught to consider the mobile version first in many projects, stripping designs down to their most essential components to ensure clarity and usability on smaller screens. As I became more familiar with the design process, I began to understand when mobile-first was most appropriate, particularly when users are likely to access the content on smartphones or tablets.

Both Articulate and IONOS offer responsive functionality, automatically adapting content to suit the user's device or browser. This ensures consistent user experience across desktops, tablets, and smartphones, regardless of the technology used to access the content.

What have I learned?

I've learned that mobile-first design isn't just about shrinking a desktop layout, it's about rethinking the entire structure to prioritise key actions and content for small-screen users. I now understand the value of responsive breakpoints and how to tailor interfaces to different devices without losing functionality or visual appeal.

Designing with flexibility in mind also means anticipating different user behaviours and device capabilities, which has made me a more mindful and inclusive designer.

What challenges did I face?

At first, I found it difficult to visualise how a single design could adapt across multiple screen sizes. I often focused too heavily on the desktop version, only to find that key elements didn't translate well to mobile. This sometimes led to cluttered or misaligned layouts when viewed on smaller devices.

How I overcame these challenges

I overcame this by studying examples of responsive design and spending more time working within mobile viewports during the wireframing stage. Feedback from tutors and colleagues helped me see where improvements were needed. Over time, I became more

confident in designing with a content-first mindset that works well across multiple platforms.

How I will apply this to work

Now, when creating eLearning content or digital resources, I always consider how the design will display on different devices. With more users accessing learning on the go, mobile-first thinking has become essential. I'll continue using tools like Figma to prototype and test layouts across breakpoints to ensure consistent, accessible, and user-friendly experiences.

Evidence by Academic Year

Year	Focus Areas	Tools Explored	Key Projects
Year 4	Foundations of platform design	Adobe XD, Figma	DPP100 – Design Practices & Processes
Year 5	UX/UI design for responsiveness	Figma, Adobe XD Articulate, IONOS	UX200 – UX/UI Design