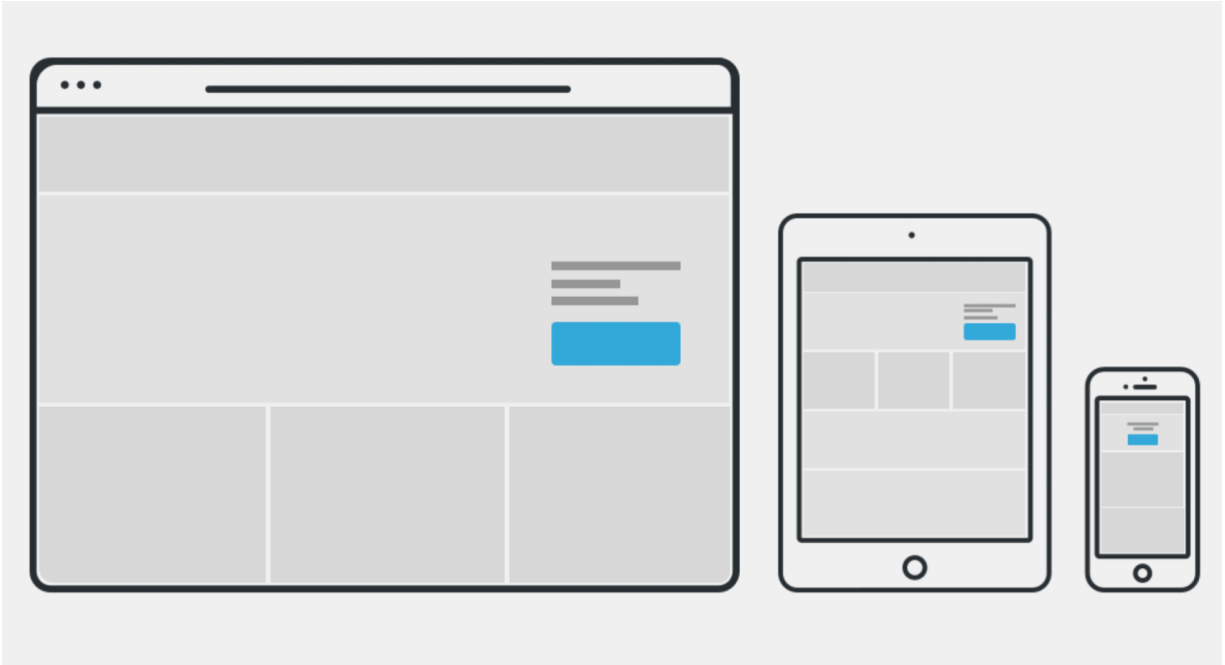


Typesetting for screens Basic rules for screen type



Accessibility for type on screens.

Last week we talked about units of measure for type. Now that we know the technicals we need to understand the theory behind why we do what we do. When it comes to designing and typography on electronic devices we have to remember certain challenges we will face.

Things to keep in mind while working with type on screen:

Screen size

Screen sizes can vary. We can't 100% predict what size of screen any user or group of users will be using. We *could* gather insight from analytics and use that data to better accommodate the bigger groups that use a certain screen size but over all it is impossible to be 100% on every device. We can use responsive design to try and look the best across all screen sizes coupled with the use of using fluid units of measure.

Screen resolution

Another big factor to take into account is the screen resolution. Many machines, including the smaller ones are using a higher pixel density. Because of this things can look very small. Try reading 12pt font on a very high resolution screen. It's not going to be easy.

Screen brightness

Screen brightness can change how colours look.

Background Color

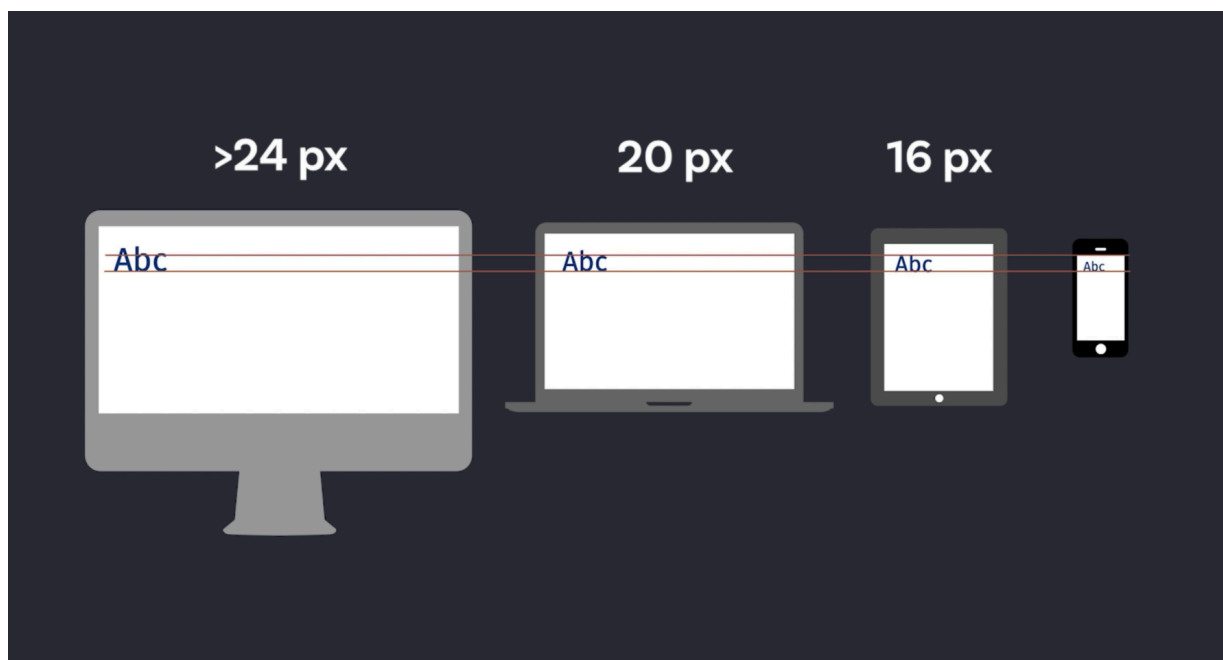
Never use a dark on dark or light on light. If the background color is dark use a light color font and vice versa.

Font type

When choosing a font we have to take into account what we are building. If we are building a text heavy site (like a blog or a news site), we want to use a font that is clear and easy to read.

Paragraph text size

Remember to style font sizes for their respective screens.



Larger screens can accommodate larger text. Smaller screens are better to have smaller text. However, If you go too small of text for the mobile it can become hard to read. You have to have a balance.