



Performance Report for:

https://www.ehip.eu/

Report generated: Tue, Aug 27, 2024 7:12 AM -0700

Test Server Location: Vancouver, Canada

Using: Chrome 117.0.0.0, Lighthouse 11.0.0

E

Performance

50%

Structure

72%

L. Contentful Paint

2.3s

T. Blocking Time

24ms

C. Layout Shift

0.6

Top Issues

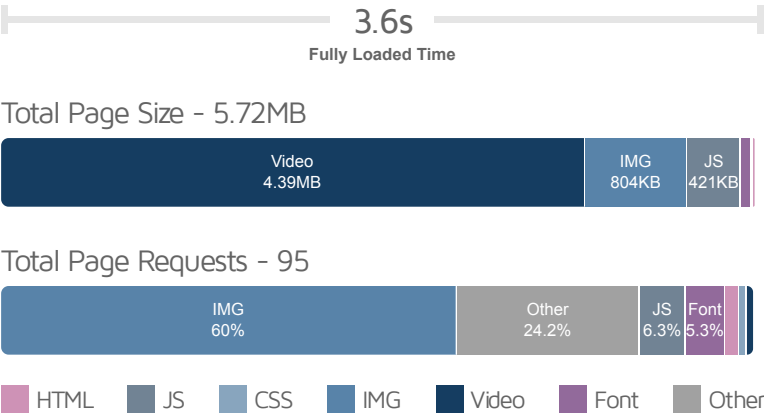
High	Reduce initial server response time <small>LCP</small> <small>FCP</small>	Root document took 1.2s
High	Avoid enormous network payloads <small>LCP</small>	Total size was 5.74MB
Med	Avoid large layout shifts <small>CLS</small>	5 elements found
Med	Use explicit width and height on image elements <small>CLS</small>	8 images found
Med	Eliminate render-blocking resources <small>LCP</small> <small>FCP</small>	Potential savings of 410ms

Focus on these audits first

These audits likely have the largest impact on your page performance.

Structure audits do not directly affect your Performance Score, but improving the audits seen here can help as a starting point for overall performance gains.

Page Details



How does this affect me?

Modern web users have a short attention span and expect a fast and seamless website experience. Delivering that fast experience can result in more traffic, more conversions, and more happiness.

As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

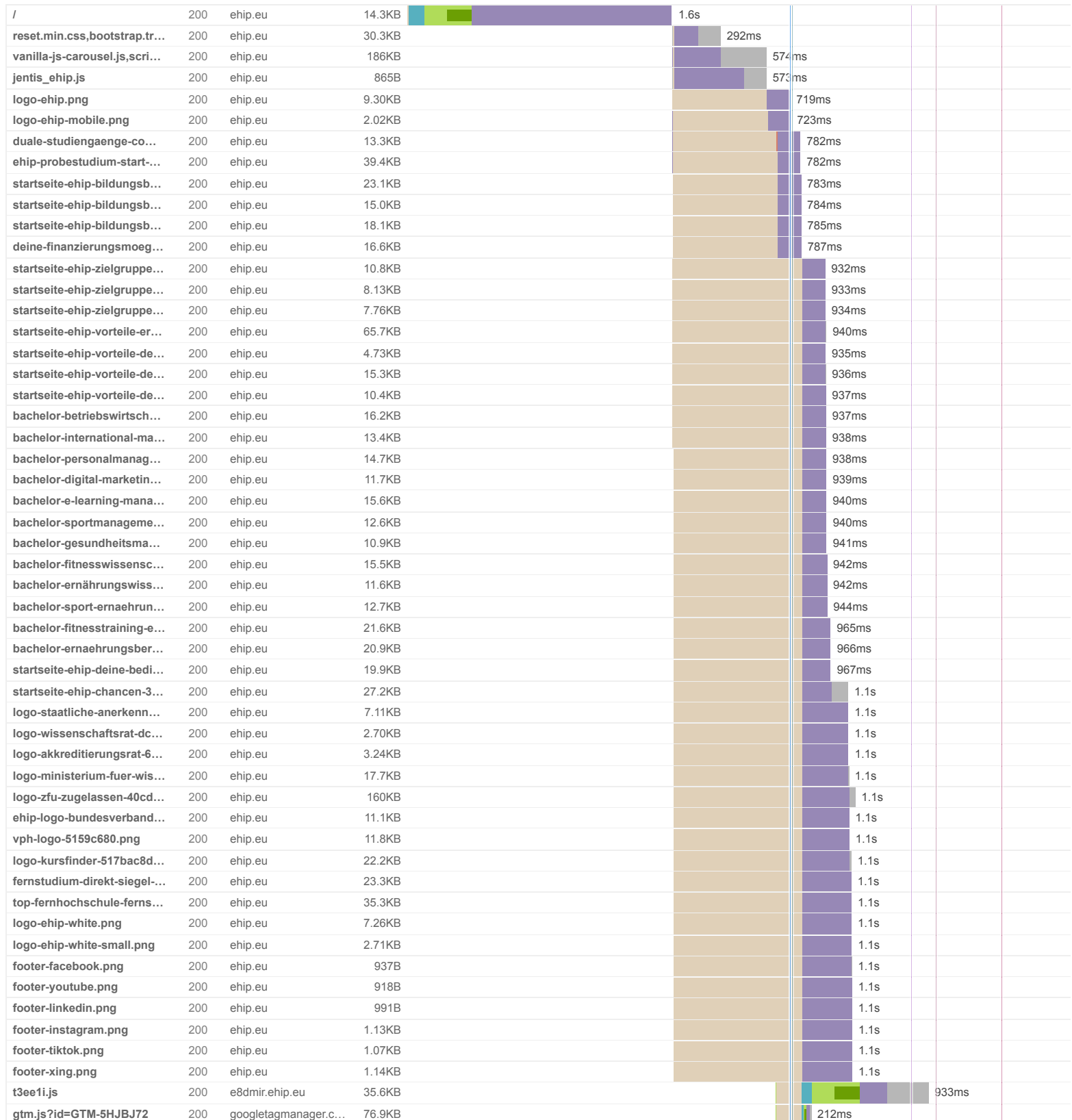
About GTmetrix

GTmetrix was developed as a tool for customers to easily test the performance of their webpages.

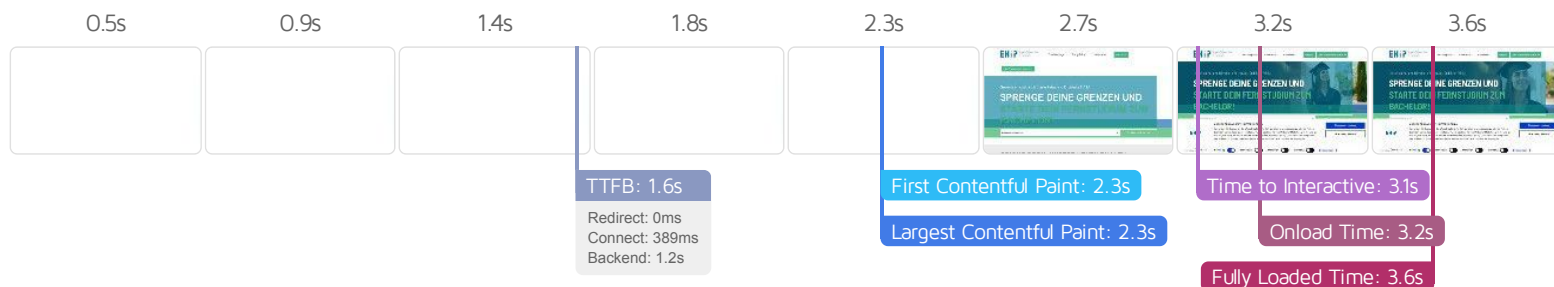
[Learn more about us.](#)

The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.

EHIP - Hochschule für Innovation und Perspektive



[illegible]



Performance Metrics

First Contentful Paint

How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.

Much longer than recommended

2.3s

Time to Interactive

How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.

OK, but consider improvement

3.1s

Speed Index

How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.

Much longer than recommended

3.0s

Total Blocking Time

How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.

Good - Nothing to do here

24ms

Largest Contentful Paint

How long it takes for the largest element of content (i.e., a hero image) to be painted on your page. A good user experience is 1.2s or less.

Longer than recommended

2.3s

Cumulative Layout Shift

How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.

Much more than recommended

0.6

Browser Timings

Redirect

0ms

Connect

389ms

Backend

1.2s

TTFB

1.6s

DOM Int.

2.3s

First Paint

2.3s

DOM Loaded

2.3s

Onload

3.2s

Fully Loaded

3.6s

IMPACT	AUDIT	
High	Reduce initial server response time <small>FCP LCP</small>	Root document took 1.2s
High	Avoid enormous network payloads <small>LCP</small>	Total size was 5.74MB
Med	Avoid large layout shifts <small>CLS</small>	5 elements found
Med	Use explicit width and height on image elements <small>CLS</small>	8 images found
Med	Eliminate render-blocking resources <small>FCP LCP</small>	Potential savings of 410ms
Med	Avoid an excessive DOM size <small>TBT</small>	1,645 elements
Med	Serve static assets with an efficient cache policy	Potential savings of 5.56MB
Med	Use a Content Delivery Network (CDN)	61 resources found
Med-Low	Avoid chaining critical requests <small>FCP LCP</small>	4 chains found
Low	Allow back/forward cache restoration	1 failure reason
Low	Use passive listeners to improve scrolling performance	3 event listeners not passive
Low	Ensure text remains visible during webfont load <small>FCP LCP</small>	5 fonts found
Low	Avoid long main-thread tasks <small>TBT</small>	1 long task found
Low	Defer offscreen images	Potential savings of 729KB
Low	Reduce unused JavaScript <small>LCP</small>	Potential savings of 178KB
Low	Reduce unused CSS <small>FCP LCP</small>	Potential savings of 25.7KB
Low	Properly size images	Potential savings of 107KB
Low	Reduce JavaScript execution time <small>TBT</small>	110ms spent executing JavaScript
Low	Minify CSS <small>FCP LCP</small>	Potential savings of 4.79KB
Low	Minify JavaScript <small>FCP LCP</small>	Potential savings of 60.3KB
Low	Serve images in next-gen formats	Potential savings of 104KB
N/A	Minimize main-thread work <small>TBT</small>	Main-thread busy for 622ms
N/A	Reduce the impact of third-party code <small>TBT</small>	Total size was 201KB

N/A	Largest Contentful Paint element <small>LCP</small>	2,340 ms
N/A	Avoid serving legacy JavaScript to modern browsers <small>TBT</small>	
N/A	User Timing marks and measures	