

Core Web Vitals Measurements & Analysis Report

*Performance Assessment of CNN, Galala University,
and Noon*

Prepared for:

Organization / Course / Company Name

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1 CNN (<https://edition.cnn.com/>)

1.1 A. Largest Contentful Paint (LCP) Analysis

1.1.1 1. LCP Values

Platform	LCP Value	Rating
Mobile	20.9s	Poor (> 4.0s)
Desktop	2.6s	Needs Improvement (2.5 - 4.0s)

1.1.2 2. Identify the Element Causing LCP

For CNN, the LCP element is almost always one of the following:

- A large hero image or top news featured image (high resolution).
- A slider image or article thumbnail.
- Heavy media content loading early in the page lifecycle.

Note: CNN is a visually heavy news site, so LCP is dominated by image loading.

1.1.3 3. Mobile vs Desktop LCP Differences

- **Mobile LCP:** 20.9s (Extremely low).
- **Desktop LCP:** 2.6s (Good but needs improvement).

1.1.4 4. Differences and Reasons

- High network throttling on mobile testing (4G simulation).
- Large images + ads load much slower on mobile.
- Mobile CPUs process heavy scripts slower.
- Total Blocking Time (TBT) on mobile is extremely high (2360 ms).
- Mobile layout loads more dynamic elements at the top of the page.

1.2 B. Interaction to Next Paint (INP) Analysis

1.2.1 1. INP Values

Platform	INP Value	Rating
Mobile	159ms	Good
Desktop	73ms	Excellent

1.2.2 2. Test During Load

During load test, the following actions were performed:

- Clicking Navigation menu.
- Switching between article categories.
- Scrolling during initial render.
- Button clicks on story previews.

Observation: There is no major delay recorded since INP is in the Good range.

1.2.3 3. Conclusion

There is no delay observed in both Mobile and Desktop platforms.

1.3 C. Cumulative Layout Shift (CLS) Analysis

1.3.1 1. Visual Stability

The visual stability of the CNN homepage was measured using the CLS metric. Both mobile and desktop scored excellent CLS values (0.01 on mobile and 0.005 on desktop), indicating that the page remains visually stable during loading.

1.3.2 2. CLS Values

Platform	CLS Value	Rating
Mobile	0.01	Good
Desktop	0.005	Excellent

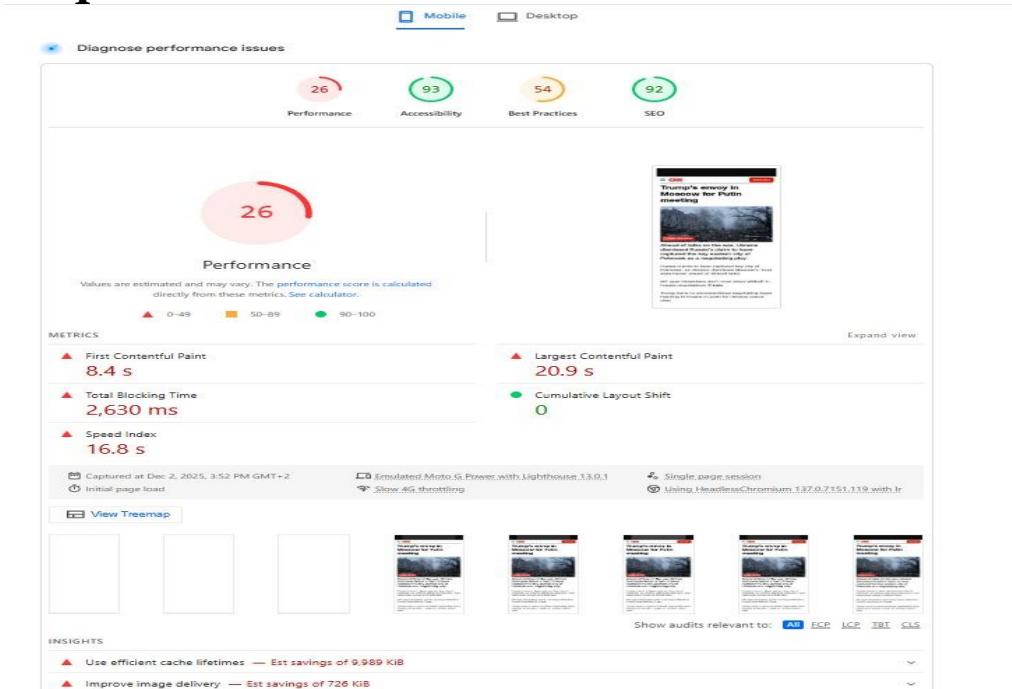
1.3.3 3. Elements Causing Layout Shifts

- Advertisements loading late.
- Images loading without placeholder.
- Dynamic content blocks being inserted (e.g., breaking news bar).

1.3.4 4. Unexpected Movement During Page Load

During page load, a slight unexpected movement may occur when certain elements load later than others. For example, advertisements, images, or dynamic news banners may appear after the initial layout is displayed, causing small shifts in the page content. These movements are usually minor but can still create a brief visual shift for the user.

1.4 Required Documentation



Report from Dec 2, 2025, 3:52:01PM

<https://edition.cnn.com/>

Analyze

Mobile Desktop

Discover what your real users are experiencing

This URL | Origin

Core Web Vitals Assessment: Passed

[Expand view](#)

● [Largest Contentful Paint \(LCP\)](#) 1.6 s

● [Interaction to Next Paint \(INP\)](#) 159 ms

● [Cumulative Layout Shift \(CLS\)](#) 0.01

OTHER NOTABLE METRICS

● [First Contentful Paint \(FCP\)](#) 1.4 s

● [Time to First Byte \(TTFB\)](#) 0.4 s

Latest 28-day period ([history](#))

Various mobile devices

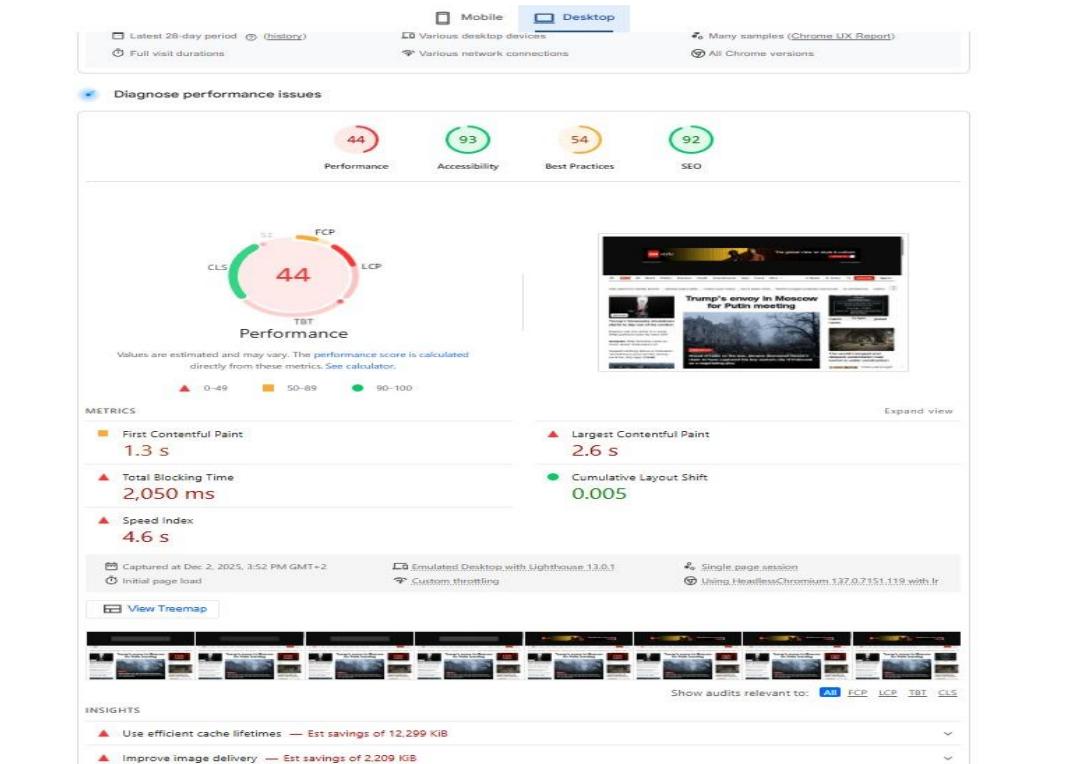
Many samples ([Chrome UX Report](#))

Full visit durations

Various network connections

All Chrome versions

Figure 1: CNN Mobile Performance Overview



Report from Dec 2, 2025, 3:52:01PM

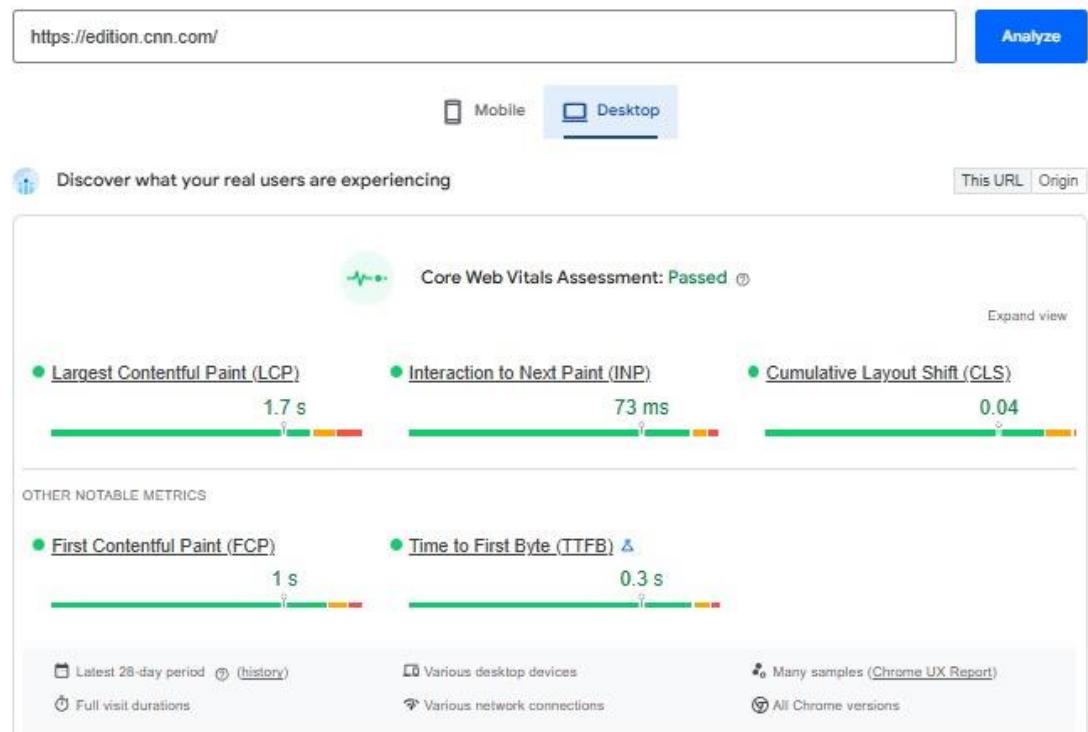


Figure 2: CNN Desktop Performance Overview

1.5 Mobile vs Desktop Performance Comparison Table

Metric	Mobile	Desktop
Performance Score	26	44
LCP	20.9s (Very Slow)	2.6s (Moderate)
INP	159ms	73ms
CLS	0.00 (Excellent)	0.005 (Excellent)
FCP	8.4s (Slow)	1.3s (Good)
TBT	2630ms (Very Slow)	2050ms (Very Slow)
TTFB	0.04s (Good)	0.3s (Good)

1.6 Top 3 Lighthouse Issues Identified

Issue 1: Extremely slow Largest Contentful Paint (LCP)

- **Values:** Mobile LCP: 20.9s, Desktop LCP: 2.6s.

- **Reasons:**

- Very large hero images.
- Ads and tracking scripts loading before content.
- Heavy multimedia content.

Issue 2: High Total Blocking Time (TBT)

- **Values:** Mobile: 2630ms, Desktop: 2050ms.

-
- **This indicates:**
 - Excessive JavaScript execution time.
 - Many third-party scripts.
 - Ads and tracking slowing rendering.

Issue 3: Improve image delivery & caching

- **Lighthouse specific flags:**
 1. Use efficient cache lifetimes.
 2. Improve image delivery.
- **Reasons:**
 - High number of high-resolution images.
 - Images not fully optimized for mobile.
 - Inadequate caching strategy.

2 Galala University (<https://www.gu.edu.eg/>)

2.1 A. Largest Contentful Paint (LCP) Analysis

2.1.1 1. LCP Values

Platform	LCP Value	Rating
Mobile	3.6s	Needs Improvement
Desktop	6.0s	Poor

2.1.2 2. Identify the Element Causing LCP

- A large hero/banner image at the top of the site.
- A prominent promotional image or main header graphic.
- Possibly a large header section rendering before text.

Conclusion: The site loads visually heavy top content, which delays LCP on both mobile and desktop.

2.1.3 3. Mobile vs Desktop LCP Differences

- **Mobile LCP:** 3.6s (Needs Improvement).
- **Desktop LCP:** 6.0s (Poor).

2.1.4 4. Differences and Reasons

Desktop LCP is slower because:

- Desktop version loads a larger, higher-resolution hero image.
- More above-the-fold elements on desktop layout.
- Additional menu items and UI blocks that render before content.
- Possibly more scripts/styles loaded in desktop mode.

Mobile is slightly faster because:

-
- Mobile layout is simplified.
 - Images are smaller.
 - Less content appears above the fold.

2.2 B. Interaction to Next Paint (INP) Analysis

2.2.1 1. INP Values

Platform	INP Value	Rating
Mobile	217ms	Needs Improvement (200-500ms)
Desktop	77ms	Good (<200ms)

2.2.2 2. Test During Load

During load test, the following actions were performed:

- Clicking navigation menu items.
- Clicking "Apply Now" or "Admission" buttons.
- Opening dropdown menus.
- Scrolling while content loads.

2.2.3 3. Observations

- **Desktop (77 ms):** No noticeable interaction delay was experienced. The page responded immediately to clicks on navigation items and buttons. Interaction felt smooth throughout loading.
- **Mobile (217 ms):** A slight delay was observed when interacting during page load. While the delay is small and does not block the user, it matches the INP value falling in the "Needs Improvement" range. Basic actions such as tapping menu items or buttons responded with a minor but perceptible pause compared to desktop.

2.3 C. Cumulative Layout Shift (CLS) Analysis

2.3.1 1. Visual Stability

The visual stability of the GU homepage was measured using the CLS metric. Both mobile and desktop results showed very low CLS values (0.02), which indicates that the page remains visually stable during loading.

2.3.2 2. CLS Values

Platform	CLS Value	Rating
Mobile	0.02	Good (<0.1)
Desktop	0.02	Good (<0.1)

2.3.3 3. Elements Causing Layout Shifts

- Images that load before their dimensions are fully specified.
- Dynamic elements such as icons, text blocks, or banners appearing late.
- Font loading that causes slight content repositioning.

2.3.4 4. Unexpected Movement During Page Load

During page load, small unexpected movements may occur when images or dynamic elements load after the initial layout. However, these shifts are minimal, consistent with the low CLS score (0.02), and do not negatively impact the user experience.

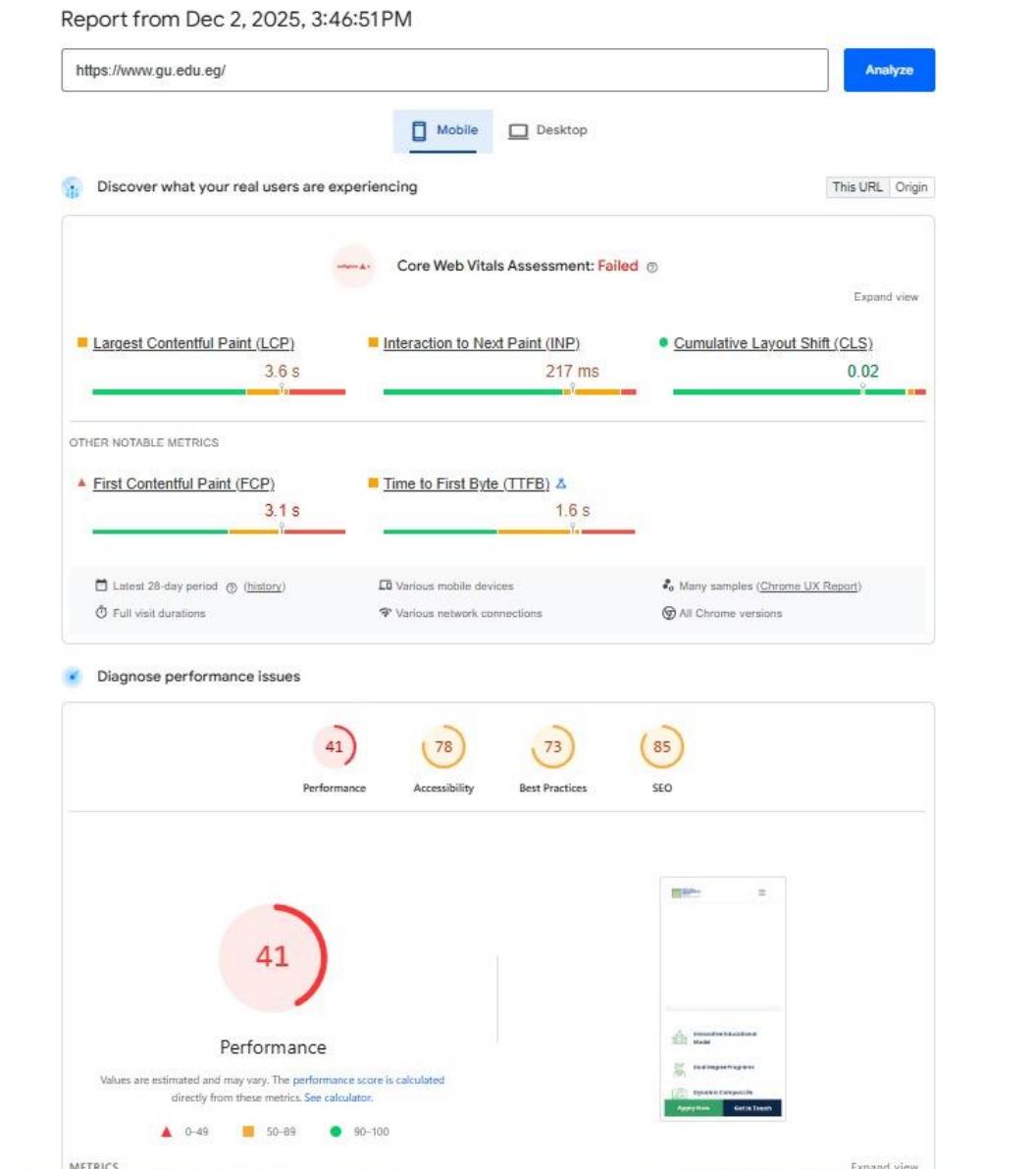


Figure 3: GU Mobile Performance Analysis

Report from Dec 2, 2025, 3:46:51PM

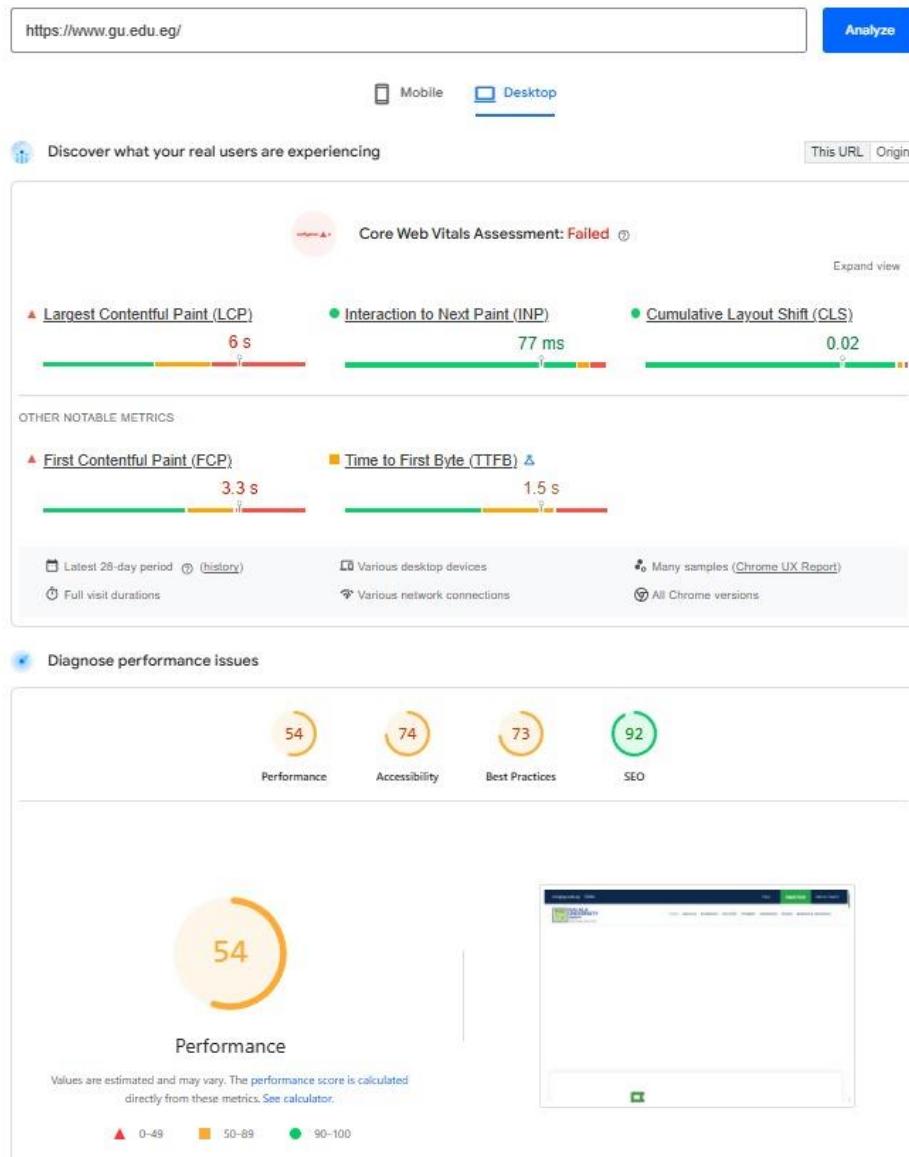


Figure 4: GU Desktop Performance Analysis

2.4 Required Documentation

2.5 Mobile vs Desktop Performance Comparison Table

Metric	Mobile	Desktop
Performance Score	41	54
LCP	3.1s	6.0s
INP	217ms	77ms
CLS	0.02s	0.02s
FCP	3.1s	3.3s
TTFB	1.6s	1.5s

2.6 Top 3 Lighthouse Issues Identified

Issue 1: Largest Contentful Paint (LCP) is too slow

- **Values:** Mobile LCP: 3.6s, Desktop LCP: 6.0s.
- **Reasons may include:**
 - Large hero images.
 - Render-blocking CSS/JS.
 - Slow server response (TTFB).

Issue 2: Time to First Byte (TTFB) is high

- **Values:** Mobile: 1.6s, Desktop: 1.5s.
- **Reasons may include:**
 - Indicates server/backend delays.
 - Likely causes: slow hosting, unoptimized backend, or database delays.

Issue 3: Render-blocking resources

- CSS & JS files blocking first paint.
- Too many scripts loaded early.
- Causes slower FCP and LCP.

Resource: [PageSpeed Insights Analysis for GU](#)

3 Noon (<https://noon-eg.com>)

3.1 A. Largest Contentful Paint (LCP) Analysis

3.1.1 1. LCP Values

Platform	LCP Value	Rating
Mobile	3.1s	Needs Improvement
Desktop	1.0s	Good

3.1.2 2. Identify the Element Causing LCP

- A large product hero image displayed at the top of the page.
- A promotional slider image.
- A main header graphic with product photos.
- A large banner section rendering before text.

Conclusion: The site loads heavy promotional images early, which determines the LCP on both Mobile and Desktop.

3.1.3 3. Mobile vs Desktop LCP Differences

- **Mobile LCP:** 3.1s (Needs Improvement).
- **Desktop LCP:** 1.0s (Good).

3.1.4 4. Differences and Reasons

Desktop LCP is faster because:

- Desktop loads higher-performance resources.
- Desktop has stronger CPU and faster rendering.
- Content layout is more optimized on desktop.
- Large images load more quickly due to better bandwidth and caching.

Mobile is slower because:

- Mobile layout loads dynamic images and ads.
- Images are resized on the fly (additional processing).
- Slower mobile CPU and network conditions.
- More third-party scripts impacting early paint.

3.2 B. Interaction to Next Paint (INP) Analysis

3.2.1 1. INP Values

Platform	INP Value
Mobile	N/A
Desktop	N/A

3.2.2 2. Test During Load

During load testing, the following actions were performed:

- Clicking navigation menu items.
- Clicking categories and product filters.
- Opening the menu drawer.
- Scrolling during the first paint.
- Tapping on promotional product cards.

3.2.3 3. Observations

- **Desktop:** Interactions were smooth, with no noticeable delay. Navigation clicks and scrolling responded immediately. Overall interaction felt stable and responsive while loading.
- **Mobile:** Some interaction delay may occur because:
 - Total Blocking Time (TBT) = 700ms, which affects responsiveness.
 - Heavy images and scripts load early.

Note: However, no severe lag was observed during basic interactions like menu taps or scroll actions.

3.3 C. Cumulative Layout Shift (CLS) Analysis

3.3.1 1. Visual Stability

The visual stability of the NOON homepage was measured using the CLS metric. The results show excellent stability, with minimal movement during loading.

3.3.2 2. CLS Values

Platform	CLS Value	Rating
Mobile	0.0	Good (<0.1)
Desktop	0.004	Good (<0.1)

3.3.3 3. Elements Causing Layout Shifts

- Images that load at different sizes.
- Dynamic product banners appearing after initial render.
- Icon or font loading causing slight movement.
- Carousel content adjusting its size during load.

3.3.4 4. Unexpected Movement During Page Load

During page load, minor layout movements may occur when:

- Promotional images appear late.
- Dynamic banners adjust position.
- Fonts and icons load after the initial layout.

Conclusion: These shifts are minimal and do not impact the user experience, which is consistent with the very low CLS values.

3.4 Required Documentation

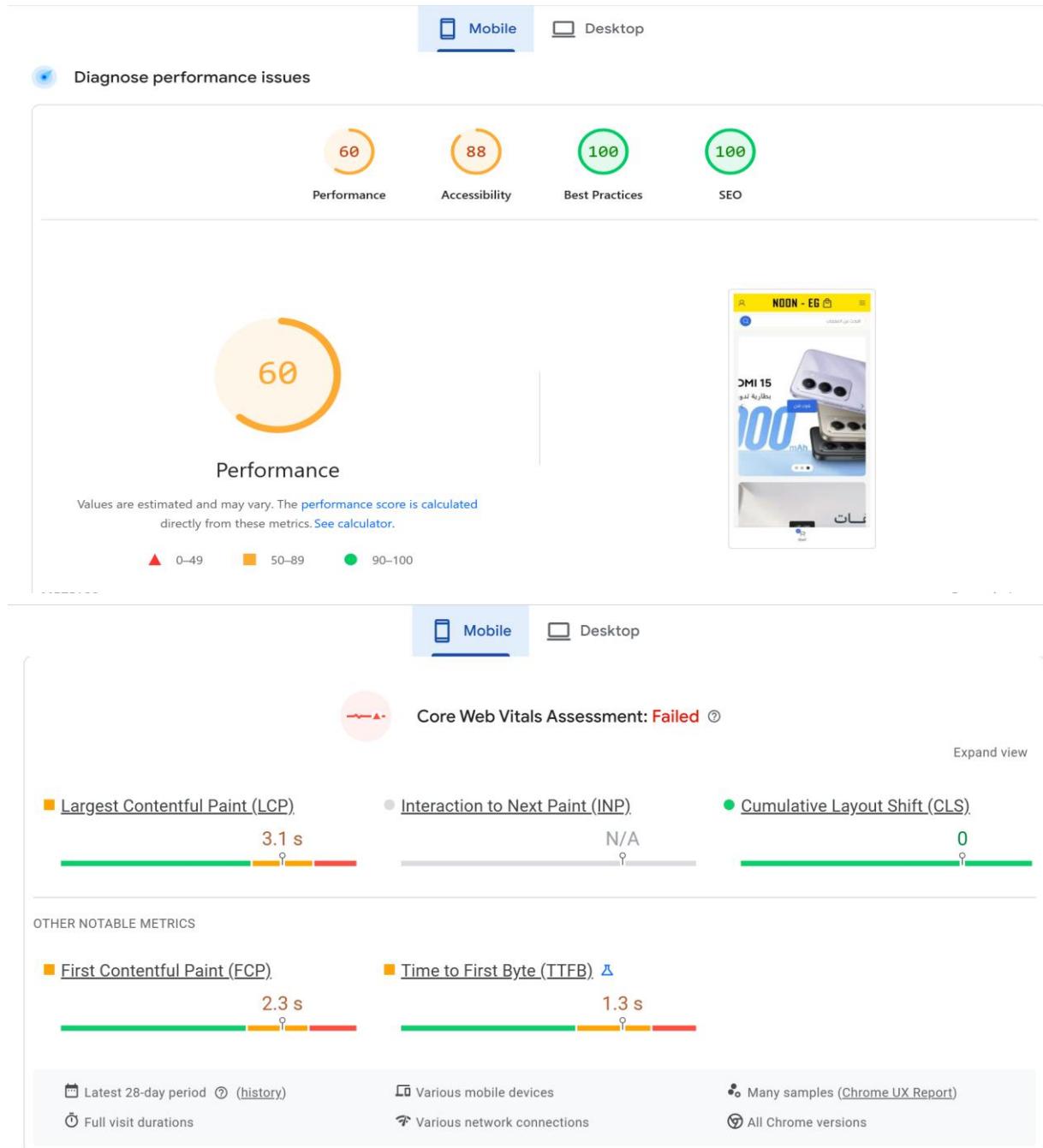


Figure 5: Noon Mobile Performance Overview

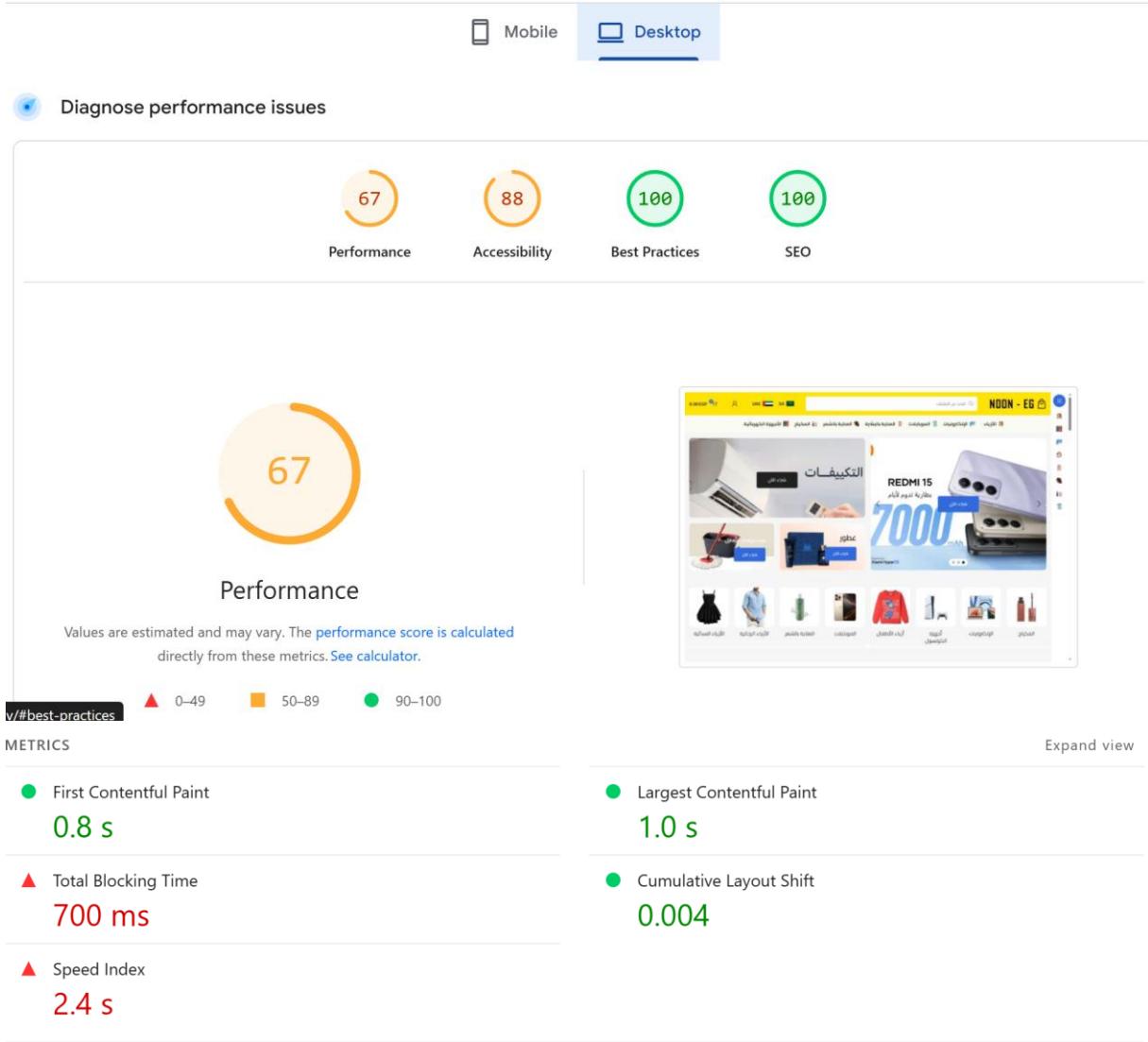


Figure 6: Noon Desktop Performance Overview

3.4 Mobile vs Desktop Performance Comparison Table

Metric	Mobile	Desktop
Performance Score	60	67
LCP	3.1s (Moderate)	1.0s (Excellent)
INP	N/A	N/A
CLS	0.0 (Excellent)	0.004 (Excellent)
FCP	2.3s (Moderate)	0.8s (Fast)
TTFB	1.3s (Slow)	700ms (Slow)

3.5 Top 3 Lighthouse Issues Identified

Issue 1: Slow Time to First Byte (TTFB)

- **Values:** Mobile TTFB = 1.3s (should be <0.8s), Desktop TTFB = 700ms.
- **Impact:** This slows overall loading and affects both FCP and LCP.
- **Likely Reasons:**
 - Server-side delays (backend processing).
 - High traffic CDN response time.
 - Dynamic content generation.

Issue 2: JavaScript Blocking Time (TBT)

- **Values:** Desktop TBT = 700ms.
- **This indicates:**
 - Too much JS executing before page becomes interactive.
 - Potentially heavy e-commerce scripts.
 - Third-party scripts (tracking, analytics, etc.).

Issue 3: Moderate LCP on Mobile (3.1s)

- **Observation:** Mobile LCP is slower than desktop.
- **Reasons:**
 - Large promotional images.
 - Carousels & dynamic banners.
 - High-resolution media on mobile connections.

Resource: [PageSpeed Insights Analysis for Noon](#)