

# Resource Website Performance Standards

This document provides **research-based** KPIs for measuring the performance of websites.

**These are not recommendations.** The KPIs should be treated as **pass/fail**. Any failing KPI should be considered a *blocker* unless otherwise agreed upon by the project team.








## Metrics

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### Test setup

Variable	Definition
Location	<b>Regional</b> (same continent)
Connection Speed	<b>5 Mbps</b> (Cable)
Browser	<b>Google Chrome</b>

### KPIs

Metric	Standard	Methodology
Time to first byte	<b>250ms</b>	
Load time	<b>2s</b>	
Page size	<b>1333kb</b> (1.3mb)	
Time to interact	<b>3s</b>	
API response	<b>500ms</b>	
Animation	<b>60fps</b> (16.6ms)	
Page speed score	<b>85/100</b>	

### Definitions

- **Time to first byte:** (TTFB) The time from the start of the initial request until the first byte is

received by the browser. [More info](#)

- **Load time:** The time from the start of the initial request until all the page's dependent assets have been loaded.
- **Page size:** The amount of data transferred up until the page is considered "loaded". See [calculation methodology](#)
- **Time to interact:** (TTI) Time of the last visual change to the page; a cue to the user that the page is ready to be interacted with. Also known as "visually complete".
- **API response:** The round trip time for a response from an API.
- **Animation:** The [frame rate](#) at which animation/movement is performed.
- **Page speed score:** Score determined by Google's [PageSpeed Insights tool](#).

## Testing Methodology

### ✈ Responsiveness

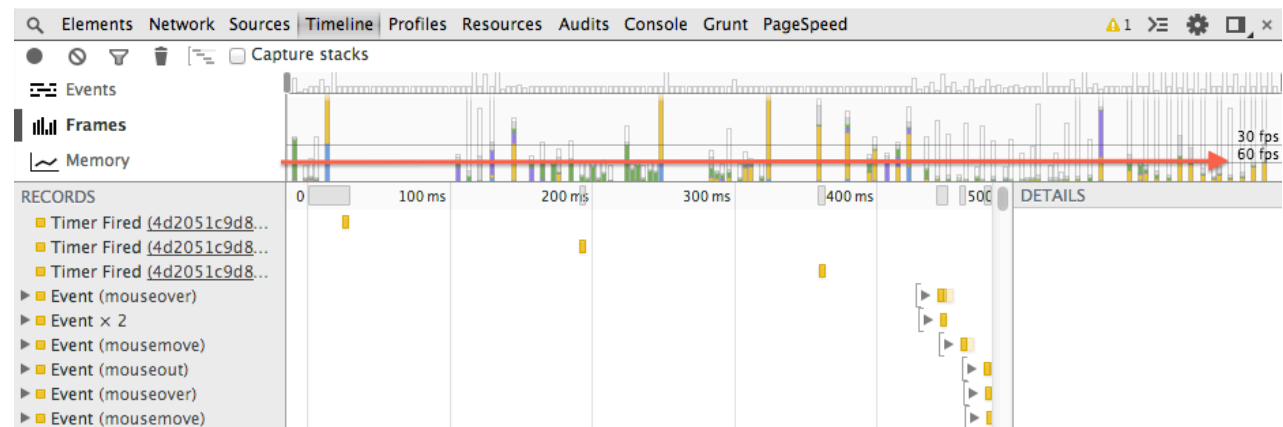
Use [webpagetest.org](https://webpagetest.org) to test a web page.

Use [Postman](#) to test an API.

### 📺 Frames

Use Chrome Dev Tools' [Frames Mode](#) to measure frames per second.

Any event that breaks through the 60fps threshold should be noted.



### 🚩 Page Speed

Use [Google's PageSpeed Insights](#).

## Guidelines

- Follow Google's [Web Performance Best Practices](#)
- Designers and developers **must** collaborate in order to deliver performant websites. [Good](#)

performance is good design.

- Performance testing can be performed at any point in the project lifecycle. Some responsiveness KPIs can be verified before any code is written.

## Educational Resources

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- [http://www.youtube.com/watch?v=z0\\_jD8nO5Zw](http://www.youtube.com/watch?v=z0_jD8nO5Zw)
- <http://jankfree.org/>
- <http://addyosmani.com/blog/performance-optimisation-with-timeline-profiles/>
- <http://moz.com/blog/how-website-speed-actually-impacts-search-ranking>
- <https://github.com/Snugug/north#performance>
- <http://aerotwist.com/blog/dont-guess-it-test-it/>

## Sources

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- [http://www.damcogroup.com/white-papers/ecommerce\\_website\\_perf\\_wp.pdf](http://www.damcogroup.com/white-papers/ecommerce_website_perf_wp.pdf)
- [http://www.phocuswright.com/free\\_reports/consumer-response-to-travel-site-performance](http://www.phocuswright.com/free_reports/consumer-response-to-travel-site-performance)
- <http://www.getelastic.com/ttfb-and-tti-2-kpis-more-important-than-page-load-speed/>
- <http://www.webperformancetoday.com/2013/10/15/new-findings-typical-leading-ecommerce-site-takes-5-3-seconds-to-become-interactive/>
- <http://blog.kissmetrics.com/loading-time/>
- [http://www.akamai.com/dl/reports/Site\\_Abandonment\\_Final\\_Report.pdf](http://www.akamai.com/dl/reports/Site_Abandonment_Final_Report.pdf)