I read an article about 9 Common Usability Mistakes In Web Design. All of the items on the list are incredibly important for successful web design, however, I decided to concentrate on 3 main ones in my opinion.

Tiny clickable areas are a big issue nowadays. Sometimes it's very hard to press on the specific items or even just to find them. I agree with the first statement of this paragraph which says: "Hyperlinks are designed to be clicked". It sounds obvious, but I saw a lot of websites where this tool wasn't used well enough.

Another big one is "Content that is difficult to scan". I think it's one of the things which makes the difference between good and bad websites. Usually, the user opens a website looking for some specific information and if he wasn't able to find it, there was no point in visiting this page. Having a lot of information with the fancy animation is great, but if we'll take a look at the apple.com website it's obvious that it's not necessary for success at all. I have no doubts, that for a successful website the ability to provide information clearly is necessary. In apple example we don't see as much information, but, honestly, I don't really think that we need more.

One of my favorite ones from the list is "no way to get in touch". This one is just a must-have not only for successful development but even for successful living. Sometimes it's hard to say that you're doing something incorrectly and the responses from other people might be a very helpful tool to be able to get back on the track. Not all of the comments going to be useful, but some of them may bring a better idea of how to make stuff working together in a better way for the user.

To sum up, I want to say that it's hard to create a successful design, but we definitely should try to use good practices to be able to avoid making stupid mistakes and not to waste time on something which isn't as good.