

First Interactive

Overview

The First Interactive metric measures when a page is *minimally* interactive:

- Most, but maybe not all, UI elements on the screen are interactive.
- The page responds, *on average*, to most user input in a reasonable amount of time.

See also [Consistently Interactive](#).


Recommendations

There are two general strategies for improving load time:

- Minimize the number of required or "critical" resources that must be downloaded or executed before the page can load. See [Critical Rendering Path](#).
- Minimize the size of each critical resource. See [Optimizing Content Efficiency](#).

More information

The score is a lognormal distribution of some complicated calculations based on the definition of the First Interactive metric. See [First Interactive And Consistently Interactive](#) for definitions.

[Audit source](#) 

Feedback

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YES

NO

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