



Sherman Oaks California (USA), 2025



MODERN ASPECTS OF SCIENCE AND EDUCATION

COLLECTIVE MONOGRAPH

MODERN ASPECTS OF SCIENCE
AND EDUCATION

Compiled by
VIKTOR SHPAK

Chairman of the Editorial Board
STANISLAV TABACHNIKOV

GS Publishing Services
Sherman Oaks
2025

The collective monograph is a scientific and practical publication that contains scientific articles by doctors and candidates of sciences, doctors of philosophy and art, graduate students, students, researchers and practitioners from European and other countries. The articles contain research that reflects current processes and trends in world science.

Text Copyright © 2025 by the Publisher «GS Publishing Services» and authors.

Illustrations © 2025 by the Publisher «GS Publishing Services» and authors.

Cover design © 2025 Publisher «GS Publishing Services».

Authors: Marina Azhazha, Olena Berezinska, Yaroslav Chkana, Dmytro Hetmanm, Liliia Kotsan, Kateryna Kovalova, Yuliya Kovalova, Vita Logvinova, Nataliia Lysenko, Natalya Metelenko, Anatoliy Mikhailov, Oleg Mikhailov, Vitalina Nikitenko, Iryna Panova, Oleg Pergat, Mykola Pysarevskiy, Iryna Riabinina, Natalia Riabinina, Oleksandr Romaniuk, Elman Safarov, Yevgenii Shtefan, Mykhailo Sidorov, Igor Strashynskiy, Vira Tymoshenko, Olga Venger, Valentyna Voronkova.

**MEDICAL-PSYCHOLOGICAL, ENVIRONMENTAL AND SOCIO-ECONOMIC
CONSEQUENCES OF THE CHORNOBYL DISASTER
based on the materials of the scientific and practical online conference
with international participation April 25, 2025**

Authors: Iryna Andrusyshyna, Olha Biliaieva, Maxim Bilyachenko, Andrii Bitinsh, Halyna Bolshakova, Svitlana Burburska, Tetiana Chastii, Nataliia Dmytrukha, Inna Holub, Olha Holubka, Hrygoriy Hryban, Denis Garmash, Valentyna Groza, Eduard Ivashkevych, Ernest Ivashkevych, Yevhen Kharchenko, Maksym Kovhan, Iryna Kuchma, Anastasiia Kundiieva, Olena Lampeka, Valentyna Movchan, Valentyna Moyseyenko, Nataliia Mykhalchuk, Iryna Nizhenkovska, Oksana Osadcha, Volodymyr Panchenko, Olena Pantus, Serhii Puzik, Svitlana Rodchenko, Evgen Shepetko, Yuliia Shevchenko, Ostap Skoruy, Myroslava Stadnyk, Stanislav Tabachnikov, Pavlo Tkachenko, Tetiana Tovalovych, Olena Velchynska, Anastasia Yasna, Oleksandr Zaporozhets, Mykhailo Zhyvko, Zinaida Zhyvko, Serhii Zozulia.

**MEDICINE AND PHARMACY: CURRENT ISSUES OF GENERAL MEDICAL
AND PHARMACEUTICAL PRACTICE IN WAR TIMES
based on the materials of the scientific and practical online conference
with international participation on May 14, 2025**

Authors: Dmytro Bondarenko, Olha Chorna, Oleksandr Chubenko, Tetiana Doroshenko, Serhii Hozhdzinskiy, Natalia Huzenko, Sofia Kharlampovych, Serhii Maksymenko, Yuliia Maksymenko, Iryna Nizhenkovska, Yaroslava Pushkarova, Kateryna Smetanina, Pawel Syta, Yelyzaveta Trotsenko, Tetiana Vartolomeieva, Olena Velchynska, Olena Welchinska, Volodymyr Zaitsev, Halyna Zaitseva. Galyna Zaitseva.

All rights reserved. No part of this publication may be reproduced, distributed or transmitted in any form or by any means, or stored in a database or search engine without the prior written permission of the publisher. The authors are responsible for the content and reliability of their articles. Citation or other use of the monograph is possible only with reference to the publication.

Publisher «GS Publishing Services»
15137 Magnolia Blvd, # D,
Sherman Oaks, CA 91403, USA.

ISBN 979-8-9917519-2-6
DOI: 10.51587/9798-9917-51926-2025-023

Scientific editors-reviewers:
S. Bobrovnyk, Yu. Bondar, A. Cherep, P. Glukhovskiy, P. Hovorov, Yu. Kuznetsov,
V. Lazurenko, V. Moiseienko, L. Omelianiychuk, R. Protsiuk, Zh. Virna.

The monograph is recommended for publication by the Academic Council of the Institute of Adult Education,
Presidium of the National Academy of Sciences of Higher Education of Ukraine.

Modern aspects of science and education : collective monograph / Compiled by V. Shpak; Chairman of the
Editorial Board S. Tabachnikov. Sherman Oaks, California : GS Publishing Services, 2025. 428 p.

Available at: DOI: 10.51587/9798-9917-51926-2025-023

CONTENT

COMPUTER SCIENCE

Oleksandr ROMANIUK

RAY TRACING METHODS FOR FORMING THREE-
DIMENSIONAL GRAPHIC IMAGES.....9

**Oleksandr ROMANIUK,
Yuliya KOVALOVA**

WEB DESIGN DEVELOPMENT CONCEPTS.....30

ECONOMIC SCIENCES

**ВОРОНKOBA Валентина Григорівна,
МЕТЕЛЕНKO Наталія Георгіївна,
НІКІТЕНKO Віталіна Олександрівна,
АЖАЖА Марина Андріївна,
БЕНГЕР Ольга Миколаївна**

ЦИФРОВІ ТЕХНОЛОГІЇ ЯК ЧИННИК СТАЛОГО
РОЗВИТКУ ЕКОЛОГІЧНОГО МЕНЕДЖМЕНТУ,
ЕКОЛОГІЧНОЇ БЕЗПЕКИ ТА ЗЕЛЕНОЇ ЕКОНОМІКИ
В УМОВАХ ГЛОБАЛЬНИХ ВИКЛИКІВ.....95

ГЕТЬМАН Дмитро Володимирович

МОЖЛИВОСТІ ТА ПЕРСПЕКТИВИ ПОДАТКОВОГО
РЕГУЛЮВАННЯ КРИПТОВАЛЮТИ В УКРАЇНІ.....119

Natalia RIABININA

INNOVATIVE TRENDS IN THE PRODUCTION OF MEAT
SUBSTITUTES124

LINGUISTICS

**РЯБІНІНА Ірина Миколаївна,
ЛИСЕНКО Наталія Василівна,
КОВАЛЬОВА Катерина Дмитрівна**

МЕТОДИКА ПЕРЕКЛАДУ НЕНОРМАТИВНОЇ ЛЕКСИКИ
ІНОЗЕМНОЇ ХУДОЖНЬОЇ ЛІТЕРАТУРИ139

Olena BEREZINSKA

USING THE VOICE AS A COMMUNICATION TOOL144

PEDAGOGICAL SCIENCES

ЧКАНА Ярослав Олегович

МАТЕМАТИЧНЕ МОДЕЛЮВАННЯ ЯК ІНСТРУМЕНТ
РОЗВИТКУ КРИТИЧНОГО МИСЛЕННЯ УЧНІВ
В УМОВАХ НУШ.....150

PHYSICAL AND MATHEMATICAL SCIENCES

***Yevgenii SHTEFAN,
Anatoliy MIKHAILOV,
Oleg MIKHAILOV***

MODELING OF FORMING PROCESSES OF POWDER AND
POROUS MATERIALS PRODUCTS174

POLITICAL AND LEGAL SCIENCES

***Mykola PYSAREVSKIY,
Iryna PANOVA,
Mykhailo SIDOROV***

THE EVOLUTION OF THE CONCEPT OF INTERNATIONAL
SECURITY: THEORETICAL APPROACHES AND POLICY
PRACTICE IN THE 20TH AND 21ST CENTURIES188

ТИМОШЕНКО Віра Іванівна

ПРАВОПОРУШЕННЯ ЯК НАСЛІДОК СОЦІАЛЬНОЇ
НЕСПРАВЕДЛИВОСТІ.....202

PSYCHOLOGY

КОЦАН Лілія Миколаївна

КОУЧИНГ ЯК ГАЛУЗЬ РОЗВИТКУ МОТИВАЦІЇ ТА
ПСИХОЛОГІЧНА ПРОДУКЦІЯ215

TECHNICAL SCIENCES

***Oleg PERGAT,
Igor STRASHYNSKYI***

PROPERTIES OF MODEL MIXED MEAT AND
MEAT-CONTAINING SEMI-FINISHED PRODUCTS
DEPENDING ON THE AMOUNT
OF STRUCTURING AGENT222

САФАРОВ Елман Гасанбей огли

ПОВЕДІНКА МАТЕРІАЛІВ ПРИ ІМПУЛЬСНОМУ
НАВАНТАЖЕННІ.....231

VETERINARY MEDICINE

ЛОГВІНОВА Віта Володимирівна

ВІКОВІ ОСОБЛИВОСТІ ГІСТОАРХІТЕКТОНІКИ
ЛІМФОЇДНИХ УТВОРЕНЬ ТОНКОГО КИШЕЧНИКА
МУСКУСНИХ КАЧОК.....238

MEDICAL-PSYCHOLOGICAL, ENVIRONMENTAL AND SOCIO-ECONOMIC CONSEQUENCES OF THE CHORNOBYL DISASTER

based on the materials of the scientific and practical
online conference with international participation

April 25, 2025

ECONOMIC SCIENCES

ЖИВКО Зінаїда Богданівна,
ПАНЧЕНКО Володимир Анатолійович,
СТАДНИК Мирослава Євгенівна,
ЖИВКО Михайло Олександрович,
РОДЧЕНКО Світлана Сергіївна

СИНЕРГІЯ УПРАВЛІННЯ БІЗНЕСОМ, ІТ-ТЕХНОЛОГІЯМИ
ТА ЛЮДСЬКИМИ РЕСУРСАМИ: ВИКЛИКИ ТА НАСЛІДКИ
ЧОРНОБИЛЬСЬКОЇ КАТАСТРОФИ263

MEDICINE

АНДРУСИШИНА Ірина Миколаївна,
ЛАМПЕКА Олена Григорівна,
ГОЛУБ Інна Олександрівна,
ДМИТРУХА Наталія Миколаївна,
МОВЧАН Валентина Олександрівна

МЕДИЧНІ ТА ЕКОЛОГІЧНІ АСПЕКТИ ДІЇ СВИНЦЮ НА
ЗДОРОВ'Я НАСЕЛЕННЯ ТА СТАН ДОВКІЛЛЯ В РЕАЛІЯХ
СЬОГОДЕННЯ ЧЕРЕЗ ПРИЗМУ НАСЛІДКІВ
ЧОРНОБИЛЬСЬКОЇ КАТАСТРОФИ В УКРАЇНІ276

БІЛЯЄВА Ольга Олександрівна,
ОСАДЧА Оксана Іванівна,
БІТІНЬШ Андрій Русланович

ОБГРУНТУВАННЯ ЕФЕКТИВНОСТІ ЗАСТОСУВАННЯ
В КОМПЛЕКСНОМУ ЛІКУВАННІ ПАЦІЄНТІВ З
НЕЙРОІШЕМІЧНОЮ ФОРМОЮ СИНДРОМУ
ДІАБЕТИЧНОЇ СТОПИ.....282

Anastasiia KUNDIIEVA

WORK AND RESEARCH OF THE INSTITUTE THROUGH
THE PRISM OF THE CHORNOBYL CATASTROPHE289

Valentyna MOYSEYENKO

HEALTH STATUS AND RISK OF DEVELOPMENT OF LIVER
LESIONS AMONG THE RESIDENTS OF UKRAINE294

**ТАБАЧНИКОВ Станіслав Ісакович,
ТОВАЛОВИЧ Тетяна Володимирівна**

РОЛЬ І МІСЦЕ ПСИХОТЕРАПІЇ ТА
ПСИХОПРОФІЛАКТИКИ В ЗАБЕЗПЕЧЕННІ
НАДІЙНОСТІ І БЕЗПЕКИ ОПЕРАТИВНОГО
ПЕСОНАЛУ АТОМНИХ ЕЛЕКТРОСТАНЦІЙ
НА ПРИКЛАДІ ЧОРНОБИЛЬСЬКОЇ КАТАСТРОФИ298

**БОЛЬШАКОВА Галина Михайлівна,
ЧАСТІЙ Тетяна Володимирівна,
ШЕВЧЕНКО Юлія Володимирівна,
КУЧМА Ірина Юріївна,
ГОЛУБКА Ольга Вадимівна**

РАДІАЦІЯ ТА МІКРОБІОМ: ПЕРСПЕКТИВИ
ПРОБІОТИЧНОЇ ТЕРАПІЇ308

**Evgen SHEPETKO,
Denis GARMASH,
Svitlana BURBURSKA,
Maxim BILYACHENKO,
Anastasia YASNA**

TOTAL GASTRECTOMY WITH JEJUNOGASTROPLASTY IN
SURGICAL TREATMENT OF ACUTE BLEEDING GASTRIC
CANCER. WAYS TO IMPROVE THE RESULTS314

PHARMACY

**ВЕЛЬЧИНСЬКА Олена Василівна,
НІЖЕНКОВСЬКА Ірина Володимирівна**

ТЕХНОГЕННІ КАТАСТРОФИ: НАПРЯМКИ ХІМІКО-
ТОКСИКОЛОГІЧНИХ ДОСЛІДЖЕНЬ КСЕНОБІОТИКІВ319

PSYCHOLOGY

**Nataliia MYKHALCHUK,
Yevhen KHARCHENKO,
Eduard IVASHKEVYCH,
Ernest IVASHKEVYCH**

PHYLOSOFICAL AND PSYCHOLOGICAL MECHANISM
OF SOCIO-ECONOMIC REHABILITATION OF THE
AFFECTED TERRITORIES OF KYIV REGION AS
THE RESULY OF THE ACCIDENT AT THE CHERNOBYL
NUCLEAR POWER PLANT324

SOCIAL SCIENCES

Hrygoriy HRYBAN,
Pavlo TKACHENKO,
Ostap SKORUY,
Olena PANTUS

RADIATION POLLUTION OF THE ENVIRONMENT
 AS A RESULT OF THE CHORNOBYL DISASTER AND
 ITS IMPACT ON HUMAN HEALTH344

TECHNICAL SCIENCES

Serhii PUZIK,
Valentyna GROZA,
Oleksandr ZAPOROZHETS,
Serhii ZOZULIA,
Maksym KOVHAN

REGENERATION OF THE SURFACE OF POLLUTION
 DEPOSITION OF POWER CLEANERS WITH DETERGENT352

**MEDICINE AND PHARMACY: CURRENT ISSUES OF GENERAL
 MEDICAL AND PHARMACEUTICAL PRACTICE IN WAR TIMES**

based on the materials of the scientific and practical
 online conference with international participation
 on May 14, 2025

БОНДАРЕНКО Дмитро Анатолійович,
ДОРОШЕНКО Тетяна Сергіївна,
МАКСИМЕНКО Юлія Андріївна

ЩОДО ПОШИРЕНOSTІ НАДЛИШКОВОЇ МАСИ ТІЛА
 ТА ОЖИРІННЯ СЕРЕД ЖІНОК МОЛОДОГО ТА
 СЕРЕДНЬОГО ВІКУ В ОДЕСЬКІЙ ОБЛАСТІ359

ВАРТОЛОМЕЄВА Тетяна Володимирівна

АКТИВНІ ФАРМАЦЕВТИЧНІ ІНГРЕДІЄНТИ У СКЛАДІ
 ДЕРМАТОЛОГІЧНИХ СУМІШЕЙ: БЕНЗОЇЛПЕРОКСИД,
 ІЗОТРЕТИНОЇН, АЗЕЛАЇНОВА КИСЛОТА363

Olena WELCHINSKA,
Pawel SYSA

STANDARDIZED METHODS FOR ANALYSIS OF THE ACTIVE
 SUBSTANCE TRIAMCINOLOL IN VETERINARY368

ВЕЛЬЧИНСЬКА Олена Василівна,
НІЖЕНКОВСЬКА Ірина Володимирівна

СУЧАСНИЙ ФАРМАЦЕВТИЧНИЙ АНАЛІЗ: ІМПЛЕМЕНТАЦІЯ
 ВИСОКОЕФЕКТИВНИХ ІНСТРУМЕНТАЛЬНИХ МЕТОДІВ373

**ЗАЙЦЕВА Галина Миколаївна,
ГОЖДЗІНСЬКИЙ Сергій Мартинович,
ПУШКАРЬОВА Ярослава Миколаївна**

НАВЧАЛЬНА ДИСЦИПЛІНА «ОСНОВИ
ПАТЕНТОЗНАВСТВА»: ПРОБЛЕМИ, ВИКЛИКИ
ТА ПЕРСПЕКТИВИ ВПРОВАДЖЕННЯ378

**Volodymyr ZAITSEV,
Galyna ZAITSEVA**

COMPETENCY-BASED APPROACH TO TEACHING
PHYSICO-CHEMICAL METHODS OF ANALYSIS
IN MODERN PHARMACEUTICAL EDUCATION382

**ПУШКАРЬОВА Ярослава Миколаївна,
ЗАЙЦЕВА Галина Миколаївна**

ХЕМОМЕТРИЧНІ МЕТОДИ У СУЧАСНІЙ ФАРМАЦІЇ391

Kateryna SMETANINA

GERIATRIC PATIENTS IN FOCUS OF SPECIALIZED
PHARMACEUTICAL CARE398

ТРОЦЕНКО Єлизавета Павлівна

ВИЗНАЧЕННЯ ФІЗИКО-ХІМІЧНИХ ПАРАМЕТРІВ
СУБСТАНЦІЙ ЛІКАРСЬКИХ ЗАСОБІВ
ФАРМАКОПЕЙНИМИ МЕТОДАМИ401

**ХАРЛАМПОВИЧ Софія Андріївна,
ВЕЛЬЧИНСЬКА Олена Василівна**

КОМБІНАЦІЯ МЕТОДІВ ГАЗОВОЇ ХРОМАТОГРАФІЇ–
МАС-СПЕКТРОМЕТРІЇ ДЛЯ ДОСЛІДЖЕННЯ ВМІСТУ
ПЕСТИЦИДІВ У ЛІКАРСЬКІЙ РОСЛИННІЙ СИРОВИНІ406

**ЧУБЕНКО Олександр Владкович,
ГУЗЕНКО Наталя Валеріївна,
ЧОРНА Ольга Володимирівна**

АНАЛІТИЧНА ДІАГНОСТИКА НОВИХ ПСИХОТРОПНИХ
РЕЧОВИН В БІОЛОГІЧНОМУ МАТЕРІАЛІ ЛЮДИНИ –
СУЧАСНІ ВИКЛИКИ410

МАКСИМЕНКО Сергій Дмитрович

МЕНТАЛЬНЕ ПРОТИСТОЯННЯ ЗАГРОЗАМ: ГЕНЕТИЧНИЙ ПІДХІД
ДО ПОДОЛАННЯ НАСЛІДКІВ ЧОРНОБИЛЬСЬКОЇ КАТАСТРОФИ,
ПАНДЕМІЇ COVID-19 ТА ВОЄННИХ ВИКЛИКІВ ЯК ГЛОБАЛЬНОЇ
ЗАГРОЗИ МАЙБУТНЬОМУ ЛЮДСТВА І ШЛЯХИ РЕАБІЛІТАЦІЇ
ЧЕРЕЗ ГЕНЕТИКО-КРЕАТИВНУ СТРАТЕГІЮ416

speed and quality, allowing for faster rendering without significant loss of quality. In addition, denoising techniques can reduce the number of samples required to achieve high image quality, which is important in methods that use stochastic approaches, such as Monte Carlo rendering. Simplifying the shaders used to calculate the interaction of light with materials also allows for faster rendering, using less complex models that still provide sufficiently accurate results for many scenes. Each of these techniques can be applied depending on the image quality and performance requirements, and the choice of a specific strategy depends on the specifics of the project and hardware capabilities.

Ray tracing techniques are key to creating photorealistic images, allowing for accurate modeling of complex physical phenomena, while at the same time, with optimizations, providing high performance in modern rendering technologies.

DOI: 10.51587/9798-9917-51926-2025-023-9-30

Oleksandr ROMANIUK,
Doctor of Technical Sciences, Professor,
Vinnitsia National Technical University
ORCID ID: 0000-0002-2245-3364

Yuliya KOVALOVA,
Director of «Alpaca School»
ORCID ID: 0009-0009-6691-1353

WEB DESIGN DEVELOPMENT CONCEPTS

Website design¹ is an important step in creating an effective and attractive web resource that combines aesthetics, functionality and user-friendliness. It covers both visual and structural aspects that form the overall impression of the site. At the initial stage, design begins with studying the target audience, analyzing competitors and determining the main goal of the site. Based on the information collected, a visual style concept is created, which includes a color palette, typography, icons and other graphic elements that reflect the brand or idea of the project.

¹ Tidwell, J., Brewer, C., & Valencia, A. (2020). *Designing interfaces: Patterns for effective interaction design* (3rd ed., pp. 1–600). O'Reilly Media; Osborn, T. (2021). *Hello web design: Design fundamentals and shortcuts for non-designers* (140 p.). No Starch Press.

Next, page frames are created that show the location of the main blocks of the site without detailing the appearance. This allows you to coordinate the navigation logic, information structure, and the relationship between interface elements. After approving the structure, you move on to developing mockups – highly detailed visualizations of pages that demonstrate the final appearance of the site. At this stage, it is important to ensure the convenience of user interaction with the site (UI/UX design), provide for accessibility on different devices (responsive design), and avoid overloading with unnecessary elements.

Particular attention is paid to visual hierarchy – the elements that should attract the user’s attention first (for example, call-to-action buttons, headings, menus).

Consistency of styles for all pages is also important in design to maintain integrity and recognition. After approval, the design layouts are transferred to a layout designer or front-end developer for technical implementation, during which it is important to maintain pixel accuracy, take into account cross-browser compatibility and ensure compliance with the original idea. As a result, high-quality site design not only creates a pleasant impression, but also directly affects user behavior, contributes to the achievement of business goals and increases trust in the resource.

Website design² development includes a number of sequential stages, each of which is critical to creating a convenient, aesthetically appealing and functional web resource. After determining the purpose of the site and the needs of the target audience, the customer’s requirements and wishes are collected, as well as market research and competitor analysis. This stage allows you to identify effective approaches, avoid common mistakes and lay the foundation for a unique and competitive design. Next, a general concept is formed: the designer chooses a design style – it can be minimalist, corporate, futuristic or focused on emotional perception, depending on the topic of the resource.

One of the basic tools is a moodboard – a set of references that reflect the desired visual direction: color schemes, typography, examples of interfaces. After that, wireframes (page frames) are created – simplified graphic diagrams that determine the location of blocks: headers, menus, content sections, feedback forms, footers, etc. This is important to ensure navigation logic and ease of use.

2 Romaniuk, O. N., Katelnikov, D. I., & Kosevets, O. P. (2008). *Web Design and Computer Graphics: A Textbook* (142 pages). Vinnytsia: VNTU.

It is important that the structure does not overload the user and allows you to quickly find the necessary information. After the diagrams are approved, they proceed to the stage of visual design – creating design layouts in specialized programs (Figma, Adobe XD, Sketch).

At this stage, the principles of contrast, rhythm, balance, and consistency are applied. Contrast helps to highlight the main points, such as call-to-action buttons, while rhythm and grid provide visual harmony and even placement of elements. The color palette is chosen taking into account the psychology of color: blue is associated with trust, green with calm or environmental friendliness, red with energy or danger. Typography is selected with readability and the overall style of the site in mind. It is important to use no more than two or three fonts to ensure the integrity of the style.

At the same time, the adaptability of the design is taken into account – the ability to display correctly on different devices: desktops, tablets, smartphones. Adaptive layout involves flexible layout of blocks, changing fonts, images and indents depending on the screen size. After completing graphic development, the layouts are tested in Figma or other services: the logic of transitions, the convenience of clicking on elements, and the consistency of colors are checked. Usability tests are often conducted with the participation of real users, which allows you to identify problem areas in interaction with the site even before the stage of software implementation.

At the final stage, the design is handed over to developers with an explanation of all parameters: colors, fonts, sizes, line spacing, as well as interactive states of elements. As a result, a well-designed site design not only attracts the user, but also affects conversions, the duration of stay on the page and the formation of trust in the brand. Modern web design strives not just for a visual impression, but also for creating a comfortable, fast and effective user experience.

After the approved design is transferred to the layout stage, it is important to maintain the correspondence between the visual elements and their technical implementation. The web developer responsible for the front end must take into account the nuances of the adaptive grid, the behavior of blocks when changing the size of the browser window, and support for different browsers and platforms. During this period, animations are also implemented – smooth transitions, hover effects, reactions to button presses, which not only improve the impression of the site, but also serve as feedback to the user, suggesting that

the element is active. Accessibility requires special attention, which provides the possibility of comfortable use of the site by people with visual, hearing, or motor impairments. This means the use of contrasting colors, descriptive captions for images, support for navigation using the keyboard and on-screen narrators.

After the layout comes the stage of integration with the backend – connecting dynamic data, forms, personal accounts, interactive services. In terms of design, this means testing in a real environment, where it is important to make sure that all graphic elements retain their structure and do not cause display errors. In practice, this often requires optimizing images for fast loading, implementing SVG elements instead of raster ones to maintain clarity, connecting external fonts, taking into account their weight and impact on site performance.

The final stage is testing the entire site for compliance with the design layout, technical requirements, and user expectations. This includes checking usability, behavior on mobile devices, assessing load times, and the correct operation of interactive components. If discrepancies are identified, the design and development team collaborates to eliminate errors and clarify specifications. After the site is launched, analytics are conducted on user interaction with the interface. This allows you to identify weak points in the design that need improvement, and periodically update or rework individual components.

In the process of maintaining and further developing the site, the design also does not remain constant. After the project is launched, the phase of observing user behavior, analyzing interface efficiency metrics, the number of transitions, clicks, page scrolling, and viewing depth begins. This data helps to understand which elements work well and which ones need improvement. If call-to-action buttons are ignored or users leave the page without interacting, this may indicate imperfect compositional construction or low visibility of elements. Then A/B testing techniques are used – several interface variants are developed, and which one shows the best results in terms of behavioral indicators is monitored.

In addition, the design of the site needs to be periodically updated in accordance with new standards and trends. An outdated visual style, incompatibility with modern devices or outdated navigation logic can negatively affect the company's image or reduce the level of trust in the online service. In this regard, there is a need for redesign – a partial or complete restructuring of the structure and appearance of the site. Redesign is based on an assessment of the relevance of the functionality, changes in brand positioning, increased

user expectations or updating the corporate identity. This is not only a graphic modernization, but also an opportunity to review the user's interaction with the site, simplify navigation, reduce the number of clicks to the target action or adapt the interface to new types of content.

A separate direction in the development of web design is interface personalization. This allows not only to improve the experience, but also to increase conversion, since the user receives relevant content without unnecessary actions. At the same time, personalization requires taking into account ethical aspects and privacy policies, which are also reflected in the design – for example, in the form of clear messages about cookies or consent to data processing.

Modern trends in web design are focused on minimalism, micro-animation, dark mode, voice navigation, interactive typography and immersive elements that attract the user to interaction. At the same time, the high pace of development of technologies, mobile platforms and accessibility requirements forces designers to constantly learn, master new tools, and adapt to changes in audience behavior. That is why website design today is not only an artistic project, but also an analytical, technical and social discipline that requires an interdisciplinary approach and strategic thinking.

In the context of a strategic approach, web design becomes part of the overall communication policy of a brand or organization, because every visual element, every decision on the placement of information affects the user's perception. It is important that the design not only reflects the visual preferences of the target audience, but also conveys the values, style, tone and character of the brand. For example, a university website should radiate authority, structure and accessibility, while a creative studio website should demonstrate innovation, freedom of form and originality. The design should meet the emotional expectations of the user, be intuitive and at the same time aesthetically expressive. This is achieved through a balance between content, form and function, where each block or element carries a semantic load and at the same time fits into the overall visual harmony.

Another important aspect is maintaining design consistency. Regardless of the number of pages or the complexity of the site, the user should feel a unity of style, predictability of the placement of functional elements, and the same behavior of the interface in similar situations. This is achieved by using

a system of design components, which includes standardized buttons, input fields, navigation blocks, colors, and typographic hierarchy. Such systems not only simplify the work of the team, but also provide convenience for users who quickly adapt to a familiar interaction pattern.

Thanks to the development of prototyping and collaboration tools, modern web design has become a more interactive and team-oriented process. Designers can now collaborate with developers, marketers, and copywriters, creating a full-fledged product development ecosystem. This allows you to avoid communication errors, quickly make changes, adapt the design to new requirements, and test hypotheses before the start of software implementation. Moreover, the integration of design with project management systems allows you to monitor progress, record tasks, and transparently manage the process from idea to launch.

In addition to strategic, aesthetic, and technical components, it is important to consider website design as a dynamic environment that is constantly evolving and adapting to new technologies, changes in user behavior, and transformations in the digital environment in general. The emergence of new device formats – from flexible screens to voice interfaces and wearable technologies – requires designers to think bigger, go beyond the traditional two-dimensional page layout, and design interfaces that take into account the context of use, spatial navigation, multi-channel interaction, and emotional engagement. There is an increasing need to develop designs that respond to external conditions: geolocation, time of day, user biometrics, or even their emotional state.

In parallel, the ethics of digital design are developing. Websites are no longer just tools for delivering information – they form habits, influence thinking, stimulate or inhibit behavioral responses. That is why design should create not only a convenient environment, but also a safe and responsible one. It is unacceptable to use manipulative patterns (for example, hidden unsubscribe buttons, aggressive pop-ups, an artificially created sense of urgency), even if this temporarily increases conversion. In the long run, user trust is much more valuable than immediate benefit. Therefore, interface design should take into account transparency, control over personal data, voluntariness of actions, and respect for the user's time and attention.

In the development of website design, there are clear evaluation criteria that allow you to objectively determine its quality, effectiveness and compliance

with the tasks set. One of the key criteria is usability – the convenience of using the site, which includes the navigation logic, the clarity of the interface, the ease of performing basic actions (for example, searching for information, placing an order or filling out a form). An important parameter here is intuitiveness: the user should be able to navigate without the need for additional instructions. The next criterion is visual appeal, i.e. the overall aesthetics of the design, the consistency of style, typography, colors, proportions, graphic elements. High-quality design should make a pleasant impression and not overload perception.

In addition, an important criterion is the functionality and purpose of the design, that is, its ability to effectively fulfill its role – to inform, persuade, sell or engage. This is checked by analyzing behavioral metrics: whether users easily find the information they need, whether they complete the actions that the site prompts. Accessibility is also taken into account – how well the site is usable by people with disabilities, whether there is sufficient color contrast, whether there are alternative texts for images, whether keyboard navigation is supported.

Additional criteria may include design uniqueness, lack of patterning, brand compliance, interface consistency (unity of style and logic on all pages), and compliance with the technical task or customer requirements. Taking into account all these aspects, an overall assessment of the quality of the site design is formed, which helps to identify strengths and areas for improvement, especially when conducting redesigns or interface audits.

Animation plays an important role in web design, as it not only adds visual appeal, but also significantly improves the user's interaction with the site. Its main purpose is to provide a smooth and understandable transition between interface states, emphasize key elements, and create a sense of dynamism and «liveliness» of the web resource. Animation helps to direct attention: for example, when the user hovers over a button and it changes color or increases slightly, this signals that the element is interactive. Thus, animation performs a feedback function – it indicates the result of the action and confirms that the system is responding to the user.

It is also used to improve navigation – smooth scrolling, sliding menus, soft appearance of modal windows or messages make moving around the page more logical and comfortable. In more complex interfaces, where there is a lot of information or several levels of nesting, animation makes it easier to understand the hierarchy and relationships. For example, when a list or tab is expanded, the

user sees where it appeared and where it disappears, which creates cognitive coherence in the visual environment.

In addition to its functional purpose, animation has an emotional charge. It can create a certain mood, strengthen a brand, or add uniqueness to an interface. For example, the smooth appearance of a logo when loading a page or animated illustrations create a positive impression and establish the individuality of the project. At the same time, it is important not to abuse animations, because excessive or too slow use of effects can lead to irritability, attention overload, and even slowing down the site. Modern web design uses micro-animations – small, imperceptible movements that are not distracting, but increase usability: for example, loading indicators, smooth confirmation of actions, shifts when filtering content.

Animation³ is also part of accessibility, when, for example, prompts or errors appear not instantly, but gradually, which allows people with special perception to better capture changes. It helps to adapt the interface to the user's expectations, to make interaction with the site logical, predictable and pleasant. In short, the role of animation in site design is a combination of functionality, aesthetics and psychological support for the user, which brings the interaction experience to a qualitatively new level.

Animation requirements in web design, in particular frame rate (FPS – frames per second), are key to ensuring a smooth interface, comfortable user experience and high performance. The generally accepted standard for web animation is a frequency of 60 frames per second (60 FPS). This frequency provides a natural and smooth display of movements, which corresponds to the refresh rate of most screens and is perceived by humans as continuous, “live” movement. If the frequency drops below 30 FPS, users begin to notice jerks, delays, which negatively affects the perception of the interface, reduces trust in the resource and can cause irritation.

FPS requirements depend on the context of the application. For standard micro-animations (hover, tooltips, tab switching), it is optimal to achieve a stable 60 FPS even on mobile devices with limited resources. For more complex interactive effects (e.g. parallax scrolling, 3D animations, WebGL elements), it is desirable to provide at least 45–60 FPS, otherwise delays occur that harm perception. Special attention should be paid to performance on devices with

3 Osgood, A. (2024). *Motion illustration: How to use animation techniques to make illustrations move* (320 p.).

lower graphics capabilities – budget smartphones, tablets, old laptops, where poorly optimized animations can reduce FPS to unacceptable levels.

To achieve the necessary smoothness of animation, it is important to adhere to technical requirements: avoid unnecessary reflows (layout recalculations), limit the use of resource-intensive CSS properties (such as box-shadow, filter, border-radius in large quantities), and give preference to animation of transform and opacity properties, which are optimized for the GPU. In particular, animating positions, sizes, colors in CSS (left, top, height, background-color) often causes excessive CPU load, while translate3d, scale or opacity allow you to achieve the effect without reducing FPS.

Animations should also take into account the user's personal preferences, in particular the «reduced animation» mode (prefers-reduced-motion), which is supported in modern browsers. If the user has enabled such an option, the system should automatically simplify or disable animation effects to avoid irritation or dizziness.

In conclusion, the requirements for animation in web design include achieving a stable 60 FPS, minimizing the use of heavy CSS properties, ensuring adaptability to device resources, adhering to accessibility standards, and careful testing across browsers and platforms. Optimized animation is not only about beauty, but also about respecting time, technical capabilities, and the user's physiology.

Color in web design is a system of selecting, combining and using colors to create visual harmony, emotional impact and effective communication with the user. Its significance goes far beyond aesthetics, as color is one of the first elements that affects the user's impression of the site. A correctly selected color palette forms brand recognition, creates the appropriate mood and facilitates the perception of information. Colors have a psychological nature: for example, blue is associated with calm and trust, green with harmony and security, red with energy, danger or a call to action, yellow with happiness or attention.

A key aspect of color is the functionality of color. Web design requires not only beautiful combinations, but also those that support usability. The contrast between the background and text should ensure high readability. Too light shades or small differences in brightness can make perception difficult. In addition, colors are used to build a visual hierarchy – accent shades draw attention to important elements: buttons, links, headings, notifications. Using

secondary and neutral colors for the background, navigation or auxiliary blocks allows you to avoid visual overload.

Color harmony is important—the ability to combine colors in a way that creates a sense of coherence. To do this, designers use color schemes: monochrome, analogous, complementary, or triadic. Itten's color wheel helps to find successful combinations that maintain a balance between contrast and unity. For example, combining blue with orange creates a dynamic contrast, while green with cyan creates a soft analogous combination.

Color is also closely related to brand identity. Many companies have corporate colors that are embedded in their visual style, and the site must accurately reproduce these colors to maintain recognition. For example, Facebook blue, Coca-Cola red, or Spotify green evoke instant associations. Within a single site, it is important to maintain consistency: the same use of color for certain types of elements creates visual stability.

A separate place is occupied by the adaptation of color to the conditions of perception: taking into account the dark theme of the interface, screen lighting, color blindness (color blindness). For this, there are accessibility tests that allow you to check the sufficiency of contrast or test the palette from the point of view of various visual impairments. Color is becoming not just a means of decoration, but an important tool of inclusive design.

Composition is closely related to the rule of the golden ratio, the rule of thirds, the principles of balance, contrast, rhythm, and dominant. For example, a balanced composition has a symmetrical or asymmetrical ratio of parts, where heavy elements are compensated by free space. The dominant is the most noticeable visual component that sets the center of attention and subordinates all other elements to itself. Free space (white space) in a composition is also extremely important – it creates «breathing» around blocks, reduces visual overload, enhances the meaning of individual elements, and increases readability.

Good composition also takes into account behavioral patterns, such as the natural direction of page scanning. Research shows that most users read a visual interface in an F or Z pattern, so important elements are placed at the beginning and end of these trajectories. In addition, composition supports adaptability, that is, the ability to maintain logic and consistency when the window size or device orientation changes.

Therefore, the role of composition is not only to aesthetically organize content, but above all to ensure effective user interaction with the site, improve navigation, convey meaning through form and spatial logic. It is it that transforms a set of elements into a clear, functional and attractive interface that meets expectations, simplifies the use of the resource and enhances the overall effectiveness of the digital product.

Yes, in web design there are basic requirements that ensure the efficiency, usability and aesthetic quality of the interface. These requirements cover both visual and functional aspects of design and are critical for a positive user experience. First of all, it is usability, that is, the convenience of using the site: the interface should be intuitive, with predictable navigation, a logical structure and clear controls.

Basic requirements also include contrast and readability – the text should be easy to read, fonts of sufficient size, and the contrast between the text and the background should be sufficient for comfortable perception, taking into account accessibility requirements. The color scheme should be consistent, harmonious, support the brand identity and not distract the user. Composition – elements should be placed logically, maintaining visual balance, with enough free space to avoid overload.

It is also important to maintain style consistency – all buttons, fonts, headings, and input fields look the same on all pages, which increases predictability and reduces cognitive load. An equally important requirement is accessibility: the site must be user-friendly for people with visual or motor impairments, support keyboard navigation, have text alternatives for images, and meet accessibility standards.

Basic technical requirements include: correct HTML/CSS code, compliance with W3C standards, cross-browser compatibility (correct display in all major browsers), optimization of graphics and resources to reduce network load. All these requirements are the basis for creating high-quality web design that not only attracts the user, but also promotes effective interaction, achieving site goals, and creating a positive digital experience.

Composition in web design plays a fundamental role , as it determines the spatial organization of all interface elements, ensures the logic of their placement, visual balance and ease of perception of information. It is the basis on which the user's interaction with the site is built, forming a clear structure,

sequence of actions and visual hierarchy. Thanks to competent composition, the user effortlessly navigates the interface, quickly finds the necessary blocks, distinguishes between the main and auxiliary, and navigation becomes predictable and intuitive. Composition allows the designer to control the user's attention, focusing it on important elements – call-to-action buttons, headings, forms, offers or products.

One of the basic principles of composition is visual hierarchy, which is the ordering of elements by degree of importance. It is created through size, color, contrast, position, indentation, and typography. For example, large and bold headlines attract attention first, subheadings are read second, and regular text is read last. This allows you to form a logical sequence of viewing content. Another important principle is the grid structure. It provides alignment and symmetry, allows you to coordinate the placement of blocks vertically and horizontally, while maintaining rhythm and visual harmony. The grid also facilitates responsive layout and scaling of the interface for different screens.

Basic color requirements in web design define the rules for using a color palette to ensure readability, aesthetic harmony, functional clarity, and accessibility of the interface. The main requirement is sufficient contrast between the background and text, especially for main content, headings, and buttons. According to accessibility standards (WCAG 2.1), the minimum recommended contrast for regular text is 4.5:1, and for large headings – 3:1. This ensures that even visually impaired users can comfortably perceive information.

The second important principle is color consistency and harmony. All colors in the interface should be combined with each other, not cause visual dissonance and not overload the perception. 3-5 main shades are often used: the main brand color, accent colors for buttons and calls to action, neutral colors for the background and text, and additional ones for messages, errors or tips. It is important to avoid using too bright or saturated colors in large quantities so as not to overstrain the user's eyes.

Colors should be functionally meaningful. For example, red often signals an error or danger, green – success or confirmation, yellow – a warning. At the same time, information should not depend exclusively on color – text tips or icons should be provided next to colored markers, especially for users with color vision impairment.

Another requirement is consistency in the use of colors. The same role should be assigned to a particular color on all pages: if a blue button means “confirm,” it should be consistent throughout the site. Such consistency promotes predictability and reduces cognitive load.

Modern web design also takes into account the dark theme of the interface (dark mode). To do this, the color scheme should have an alternative that maintains sufficient contrast and stylistic consistency. In addition, colors should be accessible to people with color blindness, so it is worth avoiding combinations of red and green without additional markers.

The basic requirements for composition in web design are aimed at ensuring visual order, logic, ease of perception and effective user interaction with the interface. First of all, the composition should be structured, that is, all information on the page should be arranged according to the principle of visual hierarchy – from the most important to the secondary. For this, element sizes, font boldness, colors, indentations and spatial arrangement are used. Headings should be clearly distinguished, content blocks should be logically divided, and functional elements (menus, buttons, forms) should be noticeable and easily accessible.

The second key requirement is to use a grid system. The grid provides visual balance, symmetry, alignment of elements, and consistent proportions across devices. It makes the design look organized and consistent, which greatly facilitates responsive layout. It is also important to maintain rhythm and repeatability, i.e., consistent spacing between blocks, and repetition of stylistic decisions (e.g., product cards with the same structure), which creates a sense of harmony and predictability.

An equally important requirement is the use of a visual center and dominant – the user should understand at first glance what to pay attention to. This can be a headline, a key image or an action button. The composition should subordinate other elements to this dominant, not distract with unnecessary details, but on the contrary – reinforce the main message.

Composition also requires a balance between filled space and empty space (white space). Having enough white space around elements helps avoid clutter, increases readability, and allows the user to focus better. It also creates the impression of a modern, clean, and light interface.

In addition, a basic requirement is a logical sequence of elements, according to the usual reading scenarios: in Western culture, this is mostly a left-to-

right and top-to-bottom trajectory. That is why navigation, logo and main information are placed at the top, and supporting elements are placed below or at the bottom of the page.

In conclusion, the basic requirements for composition include: clear visual hierarchy, use of a grid, balance and rhythm, emphasis on the main thing, sufficient free space, predictable sequence of placement and consistency of all elements. Adhering to these principles allows you to create an interface that is simultaneously attractive, user-friendly and effective in achieving the set goal.

The basic color requirements for web design define the rules for using a color palette to ensure readability, aesthetic harmony, functional clarity, and accessibility of the interface. The main requirement is sufficient contrast between the background and text, especially for main content, headings, and buttons. The minimum recommended contrast for regular text is 4.5:1, and for large headings – 3:1. This ensures that even visually impaired users can comfortably perceive information.

The second important principle is color consistency and harmony. All colors in the interface should be combined with each other, not cause visual dissonance and not overload the perception. 3-5 main shades are often used: the main brand color, accent colors for buttons and calls to action, neutral colors for the background and text, and additional ones for messages, errors or tips. It is important to avoid using too bright or saturated colors in large quantities so as not to overstrain the user's eyes.

Colors should be functionally meaningful. For example, red often signals an error or danger, green – success or confirmation, yellow – a warning. At the same time, information should not depend exclusively on color – text tips or icons should be provided next to colored markers, especially for users with color vision impairment.

Another requirement is consistency in the use of colors. The same role should be assigned to a particular color on all pages: if a blue button means “confirm,” it should be consistent throughout the site. Such consistency promotes predictability and reduces cognitive load.

Modern web design also takes into account the dark theme of the interface. To do this, the color scheme should have an alternative that maintains sufficient contrast and stylistic consistency. In addition, colors should be accessible to

people with color blindness, so it is worth avoiding combinations of red and green without additional markers.

Thus, the basic requirements for colors in web design include ensuring sufficient contrast, harmonious combination, functional meaning of colors, support for accessibility, stability in use and adaptation to different viewing conditions. These requirements ensure not only the aesthetic quality of the interface, but also efficiency, convenience and emotional comfort of perception.

The basic requirements for composition in web design are aimed at ensuring visual order, logic, ease of perception and effective user interaction with the interface. First of all, the composition should be structured, that is, all information on the page should be arranged according to the principle of visual hierarchy – from the most important to the secondary. For this, element sizes, font boldness, colors, indentations and spatial arrangement are used. Headings should be clearly distinguished, content blocks should be logically divided, and functional elements (menus, buttons, forms) should be noticeable and easily accessible.

The second key requirement is to use a grid structure. A grid provides visual balance, symmetry, alignment of elements, and consistent proportions across devices. It makes the design look organized and consistent, which greatly facilitates responsive layout. It is also important to maintain rhythm and repeatability, i.e., consistent spacing between blocks, and repetition of stylistic decisions (e.g., product cards with the same structure), which creates a sense of harmony and predictability.

An equally important requirement is the use of a visual center and dominant – the user should understand at first glance what to pay attention to. This can be a headline, a key image or an action button. The composition should subordinate other elements to this dominant, not distract with unnecessary details, but on the contrary – reinforce the main message.

Composition also requires a balance between filled space and empty space. Having enough free space around elements helps avoid clutter, increases readability, and allows the user to focus better. It also creates the impression of a modern, clean, and light interface.

In addition, a basic requirement is a logical sequence of elements, according to the usual reading scenarios: in Western culture, this is mostly a left-to-

right and top-to-bottom trajectory. That is why navigation, logo and main information are placed at the top, and supporting elements are placed below or at the bottom of the page.

In conclusion, the basic requirements for composition include: clear visual hierarchy, use of a grid, balance and rhythm, emphasis on the main thing, sufficient free space, predictable sequence of placement and consistency of all elements. Adhering to these principles allows you to create an interface that is simultaneously attractive, user-friendly and effective in achieving the set goal.

The development prospects of web design are determined by dynamic changes in technologies, user behavior and digital culture in general. In the coming years, web design will increasingly transform from a visual interface design into a systemic, integrated discipline that combines design thinking, analytics, inclusivity and automation. One of the main areas of development is deep personalization of interfaces – sites gradually adapt to the individual needs, preferences and context of the user in real time, taking into account his behavior, interaction history, location or time of day. This becomes possible thanks to integration with artificial intelligence, machine learning and recommendation systems.

Another important trend is the development of voice and multimodal interfaces, where interaction with a site occurs not only through a mouse or keyboard, but also with voice, gestures, or even gaze. This requires a rethinking of design: new scenarios, simplified interfaces, an emphasis on inclusivity and accessibility. At the same time, adaptability is reaching a new level: design must take into account not only the size of the screen, but also the type of device, network bandwidth, graphics power, lighting conditions and other variables. This creates a need for context-sensitive design that is flexible and changes dynamically.

One of the promising directions is the development of no-code/low-code design – thanks to platforms like Webflow, Framer or Wix Studio, more and more designers can implement full-fledged projects without the participation of developers, which changes the role and format of the designer's work. This allows you to speed up development, test hypotheses, scale projects and reduce barriers to launching new products. In this context, the importance of design systems is growing – centralized libraries of components, styles and rules that ensure consistency, speed and scalability of design.

Web design is also increasingly focused on micro-interactions, animations, and 3D elements, thanks in part to WebGL, Three.js, and CSS animations. But these effects are no longer decorative – they have a functional purpose: they explain, confirm, simplify the interface, and add emotional connection to the user. At the same time, there is a growing demand for green, energy-efficient sites that are optimized for speed, file size, query volume, and carbon footprint minimization, in line with the overall environmental responsibility of digital products.

In the near future, the importance of ethical design will increase: transparent interfaces, the absence of manipulative patterns (dark patterns), support for digital rights, control over privacy and transparent explanation of system decisions to the user. The role of inclusive design is also increasing – the creation of sites that are convenient for people with disabilities, which will meet not only technical standards, but also the principles of equality in the digital space.

Therefore, the prospects for the development of web design lie in the direction of intellectualization, humanization, automation and personalization of interfaces. A successful designer of the future is not just a layout maker, but a systems thinker, strategist and researcher of user scenarios, who combines creativity with data, intuition with technology, and creates an environment in which a person feels understandable, protected and free.

The development prospects of web design are determined by dynamic changes in technology, user behavior and digital culture in general. In the coming years, web design will increasingly transform from a visual interface design into a systemic, integrated discipline that combines design thinking, analytics, inclusivity and automation. One of the main areas of development is deep personalization of interfaces – sites gradually adapt to the individual needs, preferences and context of the user in real time, taking into account his behavior, interaction history, location or time of day.

On a more practical level, mobile-first is becoming increasingly important. According to statistics, most users interact with websites via smartphones, so design should focus primarily on small screens, touch control, gestures, loading speed and ease of navigation. In this context, progressive web applications (PWAs), which look and work like native mobile applications but operate through a browser, are becoming increasingly popular. The web design of the future

will include elements of animation, push notifications, offline caching and adaptation to different OSes – all within the framework of a single web resource.

Special attention is being paid to interfaces designed for short interactions – “fast sites” with minimalist design, large fonts, bright CTAs and a simplified path to the goal. In the future, this will become the new norm for information pages, fast-action services (order, payment, status check), where every second counts. The compositions of such sites are reduced to one or two elements on the screen, large visual areas and a clear emphasis on the main action.

Another specific direction is 3D visualization based on WebGL, Three.js, Spline. Sites with interactive 3D scenes, animated objects, or visualization of complex data are gaining popularity in the fields of architecture, education, and product presentation. Web designers will have to work with scenes, lighting, animations, and the camera – that is, go beyond two-dimensional thinking. There is also a growing demand for the integration of AR (augmented reality) elements – it can be viewing a product in your room, a virtual tour, or visualization of instructions.

Interfaces are also evolving towards emotional design: this means creating not just a convenient and beautiful site, but one that evokes an emotional response – trust, joy, inspiration. This is achieved through micro-animations, interface language, illustrations, humor, personalized appeals. Gamification is becoming especially popular: adding game mechanics – counters, levels, awards, progress bars – to non-entertainment services, such as education, training, and medical applications.

When specifying the prospects for the development of web design, it is worth paying attention, first of all, to the active implementation of artificial intelligence in the processes of creating interfaces. Already today, a designer can automatically generate layout options, select color schemes, adapt the design to different platforms, or improve the text part of the interface. In the coming years, these systems will become an integral part of daily work: the designer will be able to focus not so much on drawing individual blocks as on a conceptual solution, while the routine will be automated. AI will also help in analytics – based on user behavior, the system will be able to point out weak points in the composition or color accents.

Another specific trend is the spread of neural network personalization of interfaces: websites will dynamically change content and structure depending

on the person logging in. This creates a demand for design that is not rigidly fixed, but is able to “rebuild” in real time.

On a more practical level, mobile-first design is gaining importance. According to statistics, most users interact with websites via smartphones, so the design should focus primarily on small screens, touch control, gestures, loading speed and ease of navigation. In this context, progressive web applications, which look and work like native mobile applications but operate through a browser, are becoming increasingly popular. The web design of the future will include elements of animation, push notifications, offline caching and adaptation to different OSes – all within the framework of a single web resource.

Special attention is being paid to interfaces designed for short interactions – “fast sites” with minimalist design, large fonts, bright CTAs and a simplified path to the goal. In the future, this will become the new norm for information pages, fast-action services (order, payment, status check), where every second counts. The compositions of such sites are reduced to one or two elements on the screen, large visual areas and a clear emphasis on the main action.

Another specific direction is 3D visualization based on WebGL, Three.js, Spline. Sites with interactive 3D scenes, animated objects, or visualization of complex data are gaining popularity in the fields of architecture, education, and product presentation. Web designers will have to work with scenes, lighting, animations, and cameras – that is, go beyond two-dimensional thinking. There is also a growing demand for the integration of AR (augmented reality) elements – it can be viewing a product in your room, a virtual tour, or visualization of instructions.

Interfaces are also evolving towards emotional design: this means creating not just a convenient and beautiful site, but one that evokes an emotional response – trust, joy, inspiration. This is achieved through micro-animations, interface language, illustrations, humor, personalized appeals. Gamification is becoming especially popular: adding game mechanics – counters, levels, awards, progress bars – to non-entertainment services, such as education, training, and medical applications.

All these directions form a new paradigm of web design, in which the designer must think not as a “page designer”, but as an architect of interaction in a multi-layered environment – taking into account context, behavior, technologies, device limitations and future changes. This requires knowledge of UI/UX psychology, adaptive systems, 3D thinking, accessibility, principles

of intelligent minimalism and skills of collaboration with AI. Therefore, web design of the future is a deeply interdisciplinary field, constantly transforming and blurring the boundaries between art, engineering, research and emotional communication.

Three-dimensional visualization (3D) in web design serves as a tool for in-depth visual communication, which allows you to create more realistic, interactive and emotionally rich user environments. Thanks to the development of technologies such as WebGL, Three.js, Babylon.js and interactive platforms such as Spline, designers have been able to integrate 3D objects, scenes and animations directly into the browser without the need to install third-party plugins. This opens up new possibilities for presenting complex concepts, visual engagement, and simulating real space in a digital environment.

One of the main roles of 3D in web design is to create a deeper visual experience. Three-dimensional objects, animated scenes, interfaces with perspective and realistic lighting create an immersive effect that far exceeds the perception of flat (2D) design. This is especially true for areas where the presentation of spatial characteristics is important: architecture, interior design, mechanical engineering, medicine, virtual tours. For example, the user can rotate a house model, change the colors of the facade or view the furnishings of the rooms – all in the browser, without the need for separate applications.

The second important feature is interactivity: three-dimensional elements can respond to user actions – rotation, scaling, hovering, clicking. This makes it possible to implement new-generation interfaces – visualization of complex processes, dynamic product configuration, visual learning, or game mechanics. For example, on the website of a car brand, the user can change the body color, open the doors, view the interior from all sides – and all this happens in the browser in real time. This level of engagement increases trust, interest, and depth of interaction with the product.

In addition, 3D plays an emotional and aesthetic role: non-standard spatial compositions, visual effects, depth of field, physically correct lighting and shadows create an atmosphere of high quality and modernity. This has a positive effect on the brand image, especially in the areas of innovation, technology, art, fashion. Web design with 3D elements can even play the role of a digital installation – the impression of the site becomes similar to a visit to a gallery or a virtual exhibition.

However, implementing 3D rendering also requires performance optimization. Heavy scenes or unlimited polygon usage can reduce FPS, especially on mobile devices. Therefore, designers must consider the balance between detail and speed, use texture optimizations, Level of Detail (LOD), GPU acceleration, and consider fallback versions for weaker devices.

In addition to the presentation function, 3D also has practical significance – for example, in visual product configuration systems (clothing, furniture, gadgets), in digital learning platforms (interactive anatomy, technical simulators), in e-commerce (virtual fitting rooms, product reviews), or even in cartography and navigation (3D maps, volumetric routes).

Three-dimensional visualization (3D) in web design serves as a tool for in-depth visual communication, which allows you to create more realistic, interactive and emotionally rich user environments. Thanks to the development of technologies such as WebGL, Three.js, Babylon.js and interactive platforms such as Spline, designers have been able to integrate 3D objects, scenes and animations directly into the browser without the need to install third-party plugins. This opens up new possibilities for presenting complex concepts, visual engagement, and simulating real space in a digital environment.

One of the main roles of 3D in web design is to create a deeper visual experience. Three-dimensional objects, animated scenes, interfaces with perspective and realistic lighting create an immersive effect that significantly exceeds the perception of flat (2D) design. This is especially true for areas where the presentation of spatial characteristics is important: architecture, interior design, mechanical engineering, medicine, virtual tours.

The second important feature is interactivity: three-dimensional elements can respond to user actions – rotation, scaling, hovering, clicking. This makes it possible to implement new-generation interfaces – visualization of complex processes, dynamic product configuration, visual learning, or game mechanics. For example, on the website of a car brand, the user can change the body color, open the doors, view the interior from all sides – and all this happens in the browser in real time. This level of engagement increases trust, interest, and depth of interaction with the product.

In addition, 3D plays an emotional and aesthetic role: non-standard spatial compositions, visual effects, depth of field, physically correct lighting and shadows create an atmosphere of high quality and modernity. This has a positive

effect on the brand image, especially in the areas of innovation, technology, art, fashion. Web design with 3D elements can even play the role of a digital installation – the impression of the site becomes similar to a visit to a gallery or a virtual exhibition.

However, implementing 3D rendering also requires performance optimization. Heavy scenes or unlimited polygon usage can reduce FPS, especially on mobile devices. Therefore, designers must consider the balance between detail and speed, use texture optimizations, Level of Detail (LOD), GPU acceleration, and consider fallback versions for weaker devices.

In addition to the presentation function, 3D also has practical significance – for example, in visual product configuration systems (clothing, furniture, gadgets), in digital learning platforms (interactive anatomy, technical simulators), in e-commerce (virtual fitting rooms, product reviews), or even in cartography and navigation (3D maps, volumetric routes).

In short, the role of 3D visualization in web design is to combine aesthetics, functionality, and engagement, allowing for deeper, more realistic, and emotionally rich digital environments. It expands the boundaries of user interaction with the interface and transforms a site from a simple information structure into an interactive space where every click, rotation, or targeting becomes part of the experience.

Three-dimensional graphics in web design require compliance with a whole set of requirements that ensure their effective use in interfaces without compromising speed, convenience, and accessibility. First of all, the main requirement is performance – 3D graphics should work smoothly and stably in the browser, without noticeable delays or jerks. Optimally, a frequency of 60 frames per second (FPS) should be achieved, which ensures a natural perception of movement and the interface, and in the worst case, not to fall below 30 FPS. To do this, optimized models with a minimum number of polygons, compressed textures, the GLB/gLTF format, as well as baked lighting techniques and Level of Detail (Level of Detail) that reduce the load on the graphics processor are used.

Another critical requirement is support for WebGL or WebGPU technologies, which are the basis for rendering 3D scenes in a browser without additional plugins. All modern 3D solutions must be compatible with these APIs, as well as have fallback versions for browsers that do not support new technologies. An

important factor is cross-platform – scenes must work correctly on desktops, smartphones and tablets, taking into account the resolution, screen size, touch control, and limited performance of mobile devices.

Three-dimensional graphics should not be just a decorative element, but an interactive part of the interface – the user should be able to rotate objects, change parameters, interact with space without difficulty. To do this, it is important to provide convenient control logic: gestures for mobile, mouse or keys for desktops, as well as clear visual feedback on actions. No less important is the issue of loading speed – the 3D scene should not slow down the opening of the page. For this, lazy loading, pre-caching, compression of models and textures are used.

As for the visual design, the requirement is not only quality, but also stylistic consistency with the rest of the site design. Colors, materials, lighting, shapes – everything should correspond to the general style so that the 3D scene does not look alien. Accessibility must also be taken into account: if the user has vision impairment, cognitive difficulties or a weak device, text alternatives should be provided, simplified versions of graphics, or the ability to disable 3D altogether. Support for system settings for reduced animation (`prefers-reduced-motion`) is mandatory in a professional solution.

Security is another aspect: all libraries for working with 3D graphics (e.g. Three.js, Babylon.js) must be updated, and the site must work via HTTPS to prevent vulnerabilities. In addition, SEO optimization requires the provision of HTML alternatives to 3D content, since 3D scenes themselves are not indexed by search engines. All this complements the requirement for logical structure: even a complex 3D presentation must be understandable – with a clear composition, main and secondary elements, hierarchy, accents and maintaining space for visual breathing.

Thus, the requirements for three-dimensional graphics in web design include technical efficiency, interactivity, adaptability, accessibility, security, visual coherence, and functional feasibility. Only when these factors are combined does 3D on the web cease to be just an effect and become a full-fledged tool for interaction, communication, and presentation of information in a new, three-dimensional form.

Three-dimensional graphics in web design require compliance with a whole set of requirements that ensure their effective use in interfaces without

compromising speed, convenience and accessibility. First of all, the main requirement is performance – 3D graphics should work smoothly and stably in the browser, without noticeable delays or jerks. Optimally, a frequency of 60 frames per second (FPS) should be achieved, which ensures a natural perception of movement and the interface, and in the worst case – not to fall below 30 FPS. To do this, optimized models with a minimum number of polygons, compressed textures, the GLB/gLTF format, as well as pre-lighting techniques and levels of detail (Level of Detail), which reduce the load on the graphics processor, are used.

Another critical requirement is support for WebGL or WebGPU technologies, which are the basis for rendering 3D scenes in a browser without additional plugins. All modern 3D solutions must be compatible with these APIs, as well as have fallback versions for browsers that do not support new technologies. An important factor is cross-platform – scenes must work correctly on desktops, smartphones and tablets, taking into account the resolution, screen size, touch control, and limited performance of mobile devices.

Three-dimensional graphics should not be just a decorative element, but an interactive part of the interface – the user should be able to rotate objects, change parameters, interact with space without difficulty. To do this, it is important to provide convenient control logic: gestures for mobile, mouse or keys for desktops, as well as clear visual feedback on actions. No less important is the issue of loading speed – the 3D scene should not slow down the opening of the page. For this, deferred loading, pre-caching, compression of models and textures are used.

Thus, the requirements for three-dimensional graphics in web design include technical efficiency, interactivity, adaptability, accessibility, security, visual coherence, and functional feasibility. Only when these factors are combined does 3D on the web cease to be just an effect and become a full-fledged tool for interaction, communication, and presentation of information in a new, three-dimensional form.

Responsiveness is a mandatory and fundamental principle in the development of modern web design. It involves creating an interface that automatically adjusts to different screen sizes, device types, display orientation, and technical characteristics of the user environment. The main goal of responsive design is to provide a comfortable, logical, and equally convenient interaction with the site on smartphones, tablets, laptops, desktops, and even smart TVs.

Responsive web design uses fluid grids, scalable images, relative units of measurement (percentages, em, rem, vw, vh), and media queries that allow you to change styles depending on the width of the screen. For example, the same page may have three columns on a large monitor, but be transformed into one vertical column on a smartphone. Navigation elements (menus, buttons) are often replaced by mobile versions – the so-called hamburger menu or pop-up panels.

Responsiveness also includes choosing typography that remains readable when scaled; controlling padding and proportions that are consistent across all screens; optimizing interactive elements (taps, gestures) to fit the size of a finger on mobile devices. In addition, responsive web design takes into account connection speed by choosing lightweight versions of images or delaying the loading of large content (lazy loading) until needed.

The modern approach increasingly uses Mobile-First design, where the interface is first developed for the smallest screen – a smartphone – and then gradually scaled to larger devices. This ensures optimization of the most important elements and interaction logic in a limited space.

Thus, adaptability in web design is not an optional extra, but a necessary requirement that ensures accessibility, convenience, professional appearance, and versatility of the site in the conditions of multi-platform Internet use. A site without adaptation loses a significant part of its audience and violates modern standards of user experience.

In modern web design, new methods are being actively introduced that change the way we think about interfaces and interaction with digital products. One of the key areas is the use of artificial intelligence, which allows you to automate the processes of creating layouts, generate adaptive color schemes, select fonts, and create interface prototypes based on text descriptions or user scenarios. Platforms such as Figma AI, Uizard, or Adobe Sensei already implement functionality that allows the designer to focus on the concept and logic of interaction, leaving the routine work to systems. In the future, this will lead to the fact that web design will become partially algorithmic – layouts will be generated according to given rules and data in real time.

Another innovative method is generative design, when the interface is created not manually, but using special algorithms that build variations of the layout, elements and styles according to the user's behavior, type of content or device.

This allows you to create unique interfaces that adapt not only to the screen, but also to the context of use. For example, a site can change the location of blocks, the style of images and even the language of text presentation depending on the time of day, geolocation, and previous user interaction history. Such dynamic interfaces are gradually becoming the norm in e-commerce, media platforms and educational resources.

Multimodal interfaces are also actively developing, including voice control, gestures, gaze, or even biometric signals. Sites are gradually integrating with voice assistants, using the Web Speech API for searching, executing commands, and navigating without clicking. This forms a new concept of interaction, when the interface works not only through the mouse and keyboard, but becomes flexible, intuitive, and less noticeable – the so-called zero UI, or “zero interface,” which disappears from view, leaving only functionality.

In parallel, the role of microinteractions is increasing – small but important animations and visual effects that confirm the user’s actions, explain the result or form an emotional response. A new generation of microinteractions includes adaptive scenarios that depend on the user’s reaction time, frequency of action or even emotional context. At the same time, design ethics are becoming increasingly relevant – more and more attention is paid to inclusivity, security, respect for time and user privacy. Designers are abandoning manipulative patterns (dark patterns), instead creating transparent interfaces with clear messages, voluntary choice and convenient refusal of subscriptions, cookies, etc.

In modern web design, new methods are being actively introduced that change the way we think about interfaces and interaction with digital products. One of the key areas is the use of artificial intelligence, which allows you to automate the processes of creating layouts, generate adaptive color schemes, select fonts, and create interface prototypes based on text descriptions or user scenarios. Platforms such as Figma AI, Uizard, or Adobe Sensei already implement functionality that allows the designer to focus on the concept and logic of interaction, leaving the routine work to systems. In the future, this will lead to the fact that web design will become partially algorithmic – layouts will be generated according to given rules and data in real time.

Another innovative method is generative design, when the interface is created not manually, but using special algorithms that build variations of the

layout, elements and styles according to the user's behavior, type of content or device. This allows you to create unique interfaces that adapt not only to the screen, but also to the context of use. For example, a site can change the location of blocks, the style of images and even the language of text presentation depending on the time of day, geolocation, previous history of user interaction. Such dynamic interfaces are gradually becoming the norm in e-commerce, media platforms and educational resources.

Multimodal interfaces are also actively developing, including voice control, gestures, gaze, or even biometric signals. Sites are gradually integrating with voice assistants, using the Web Speech API for searching, executing commands, and navigating without clicking. This forms a new concept of interaction, when the interface works not only through the mouse and keyboard, but becomes flexible, intuitive, and less noticeable – the so-called zero UI, or “zero interface,” which disappears from view, leaving only functionality.

The importance of personalized is also growing interfaces that change according to the type of user. For example, an educational platform website can show simpler options to beginners and more complex ones to experienced users, change the pace of material presentation, level of difficulty, block design, or even speech style. Such solutions are implemented through dynamic content systems, user segmentation, and analytical behavior models.

In parallel, the role of microinteractions is increasing – small but important animations and visual effects that confirm the user's actions, explain the result or form an emotional response. A new generation of microinteractions includes adaptive scenarios that depend on the user's reaction time, frequency of action or even emotional context. At the same time, design ethics are becoming increasingly relevant – more and more attention is paid to inclusivity, security, respect for time and user privacy. Designers are abandoning manipulative patterns, instead creating transparent interfaces with clear messages, voluntary choice and convenient refusal of subscriptions, cookies, etc.

As a result, new web design methods focus on automation, adaptation, flexibility, emotional connection, and an ethical approach. The interfaces of the future become not only visual, but also intelligent interaction environments that change with the user, taking into account their context, preferences, and even physiological characteristics, which forms a new level of personalized digital experience.

Interactive design is a direction in web design that focuses on creating interfaces that provide active, two-way interaction between the user and the digital environment. Its main goal is not just to display information, but to involve a person in action, to make the interaction process intuitive, emotionally appealing and functionally effective. Interactive design encompasses all aspects that respond to user behavior – buttons, animations, pop-up tools, visual reactions to clicks, dynamic forms, as well as more complex mechanisms – configurators, filters, switches, interactive diagrams, 3D objects, etc.

One of the key features of interactive design is the presence of feedback. Any action of the user should receive visual or functional confirmation: by clicking a button, he sees its color change, receives a notification about the successful submission of a form, or sees the progress of the task. Such feedback reduces uncertainty and anxiety, increases control over the interface and provides a logical connection between actions and results. It is important that this process occurs without delays, smoothly and predictably.

Interactive design is based on the principles of usability, accessibility, perception psychology, and visual hierarchy. It involves not only a beautiful implementation of the interface, but also a well-thought-out logic of scenarios – what the user does, where he goes next, how quickly he achieves the goal. Effective interactive design helps to avoid errors, simplifies processes, and motivates to act. For example, in a mobile application for food delivery, interactivity is manifested in dynamic lists of products, the ability to customize an order, choose a delivery time, and monitor the courier's movement on the map – and all this happens in a few touches.

Modern technologies such as JavaScript, CSS animations, WebGL, APIs and frameworks (React, Vue, Angular) allow for the implementation of complex interactive scenarios even in the browser – without the need for additional software. For example, interactive presentations, simulations, mapping interfaces, educational visualizations, calculators or feedback modules have become a standard part of modern web design.

Interactive design also takes into account the context of interaction: device type, technical specifications, touch input availability, connection speed, etc. It should be adaptive – and not only in terms of composition, but also in terms of logic: some interactive elements may have a simplified version for mobile devices or be replaced with text analogues for people with special needs.

In short, interaction design is not just a set of effects, but a methodology for creating interfaces that feel alive, flexible, controllable, and action-oriented. It is a discipline that combines aesthetics, engineering, and emotion in a single environment that allows not only viewing information, but also fully interacting with it, creating a new quality of digital experience.

Interactive design continues to evolve as a key component not only of web environments, but also of digital ecosystems in general – mobile applications, interactive panels, virtual and augmented reality. A distinctive feature of modern interactive design is its focus on dialogue between the user and the system. If earlier the web page was static – just a presentation of information, now it reacts, predicts and adapts to the user's actions, creating the illusion of live communication. This is manifested in mechanisms such as adaptive forms that change fields according to previous answers, or search systems with hints that learn from the history of queries and offer options in real time.

An important aspect of interactive design is emotional engagement, which is achieved through micro-animations, sound effects, dynamic color changes, and smooth transitions between interface states. All of this creates a sense of response and validation that forms an emotional connection with a digital product. For example, when a user presses a button and sees a loading animation or a slight vibration, they feel that the system is working and responding to them. This connection, although invisible at first glance, is extremely important for trust and enjoyment of use.

Interaction design is also closely related to behavioral analytics. After launching the interface, designers analyze how users interact with elements, where difficulties arise, at what steps they leave the site. This allows not only to improve the logic of interaction, but also to build hypotheses for A/B testing, improve microinteractions, change the structure of scenarios without a complete redesign. This approach brings design closer to a cyclical system, where the interface is not a finished product, but is constantly improved, responding to the behavior of real users.

A separate niche is occupied by interactivity in educational and presentation materials – from interactive courses to webinars and digital instructions. Here, the design should not just attract, but help to assimilate information through action, simulation or visual experiment. For example, the user can independently build a virtual model, go through a simulated process or see the change of

parameters in an interactive graph – this contributes to deeper memorization and understanding.

In short, interactive design is not just a reaction to a click, but a holistic system of interaction, where each element is subordinated to the logic of a mutual dialogue with the user. It forms not only a visual environment, but also a behavioral model of a digital platform that responds, supports, helps and, ultimately, forms a high-quality, memorable experience. In the future, interactive design will increasingly take on the features of an intelligent environment that anticipates the user's needs before he has time to act.

Interactive design is a direction in web design that focuses on creating interfaces that provide active, two-way interaction between the user and the digital environment. Its main goal is not just to display information, but to involve a person in action, to make the interaction process intuitive, emotionally appealing and functionally effective. Interactive design encompasses all aspects that respond to user behavior – buttons, animations, pop-up tools, visual reactions to clicks, dynamic forms, as well as more complex mechanisms – configurators, filters, switches, interactive diagrams, 3D objects, etc.

One of the key features of interactive design is the presence of feedback. Any action of the user should receive visual or functional confirmation: by clicking a button, he sees its color change, receives a notification about the successful submission of a form, or sees the progress of the task. Such feedback reduces uncertainty and anxiety, increases control over the interface and provides a logical connection between actions and results. It is important that this process occurs without delays, smoothly and predictably.

Interactive design is based on the principles of usability, accessibility, perception psychology, and visual hierarchy. It involves not only a beautiful implementation of the interface, but also a well-thought-out logic of scenarios – what the user does, where he goes next, how quickly he achieves the goal. Effective interactive design helps to avoid errors, simplifies processes, and motivates to act. For example, in a mobile application for food delivery, interactivity is manifested in dynamic lists of products, the ability to customize an order, choose a delivery time, and monitor the courier's movement on the map – and all this happens in a few touches.

Modern technologies such as JavaScript, CSS animations, WebGL, APIs and frameworks allow for the implementation of complex interactive scenarios

even in the browser – without the need for additional software. For example, interactive presentations, simulations, mapping interfaces, educational visualizations, calculators or feedback modules have become a standard part of modern web design.

Interactive design also takes into account the context of interaction: device type, technical specifications, touch input availability, connection speed, etc. It should be adaptive – and not only in terms of composition, but also in terms of logic: some interactive elements may have a simplified version for mobile devices or be replaced with text analogues for people with special needs.

In short, interaction design is not just a set of effects, but a methodology for creating interfaces that feel alive, flexible, controllable, and action-oriented. It is a discipline that combines aesthetics, engineering, and emotion in a single environment that allows not only viewing information, but also fully interacting with it, creating a new quality of digital experience.

Interaction design is also closely related to behavioral analytics, which allows you to study how users interact with interface elements, which areas of the screen they pay attention to, which actions they perform first, where difficulties or points of churn occur. By analyzing these indicators, designers receive real data for making decisions – what should be changed, simplified or strengthened in the interaction. Behavioral analytics is usually based on heat maps of clicks, tracking mouse movement, scroll depth, the number of interactions with certain elements, as well as the time spent on performing certain actions. Tools such as Hotjar, Microsoft Clarity, Google Analytics or Yandex Metrica allow you to visualize this data and identify which parts of the site work effectively and which go unnoticed.

Interactive design, formed without the participation of analytics, risks remaining only visually attractive, but non-functional. Therefore, the modern approach involves iterative work: after deploying the interface in a real environment, behavioral data is collected, hypotheses are tested on their basis (for example, that changing the color of a button or the location of a form will reduce the bounce rate), and changes are made according to the results. Such a cycle allows you to gradually improve the site without a complete redesign, while maintaining the consistency of style and user logic. In the context of interaction with the interface, analytics helps not only to improve the visual part, but also to understand the motivation,

behavioral patterns and expectations of the target audience more deeply. As a result, interactive design and behavioral analytics form a single system where design is not dictated by assumptions, but is created and improved based on actual user experience.

Website design is a key step in creating an effective and attractive web resource that combines aesthetics, functionality and user-friendliness. It covers both visual and structural aspects that form the overall impression of the site. At the initial stage, design begins with studying the target audience, analyzing competitors and determining the main goal of the site. Based on the information collected, a visual style concept is created, which includes a color palette, typography, icons and other graphic elements that reflect the brand or idea of the project.

Next, wireframes (page skeletons) are created, which show the location of the main blocks of the site without detailing the appearance. This allows you to coordinate the navigation logic, information structure and the relationship between interface elements. After approving the structure, they proceed to the development of mockups – highly detailed visualizations of pages that demonstrate the final appearance of the site. At this stage, it is important to ensure the convenience of user interaction with the site (UI/UX design), provide for accessibility on different devices (responsive design) and avoid overloading with unnecessary elements.

Particular attention is paid to visual hierarchy – the elements that should attract the user’s attention first (for example, call-to-action buttons, headings, menus). Consistency of styles for all pages is also important in design to maintain integrity and recognition. After approval, the design layouts are transferred to a layout designer or front-end developer for technical implementation, during which it is important to maintain pixel accuracy, take into account cross-browser compatibility and ensure compliance with the original idea. As a result, high-quality site design not only creates a pleasant impression, but also directly affects user behavior, contributes to the achievement of business goals and increases trust in the resource.

Website design development includes a number of sequential stages, each of which is critical to creating a convenient, aesthetically appealing and functional web resource. After determining the purpose of the site and the needs of the target audience, the customer’s requirements and wishes are collected, as well

as market research and competitor analysis. This analytical stage allows you to identify effective approaches, avoid common mistakes and lay the foundation for a unique and competitive design. Next, a general concept is formed: the designer chooses a design style – it can be minimalist, corporate, futuristic or focused on emotional perception, depending on the topic of the resource.

One of the basic tools at this stage is a moodboard – a set of references that reflect the desired visual direction: color schemes, typography, examples of interfaces. After that, wireframes (page frames) are created – simplified graphic diagrams that determine the location of blocks: headers, menus, content sections, feedback forms, footers, etc. This is critically important for ensuring navigation logic and ease of use. It is important that the structure does not overload the user and allows you to quickly find the necessary information. After the diagrams are approved, they proceed to the visual design stage – creating design layouts in specialized programs (Figma, Adobe XD, Sketch).

The principles of contrast, rhythm, balance, and consistency are applied at this stage. Contrast helps to highlight key points, such as call-to-action (CTA) buttons, while rhythm and grid provide visual harmony and even placement of elements. The color palette is chosen based on the psychology of color: blue is associated with trust, green with calm or environmental friendliness, and red with energy or danger. Typography is selected based on readability and the overall style of the site. It is important to use no more than two or three fonts to ensure the integrity of the style.

At the same time, the adaptability of the design is taken into account – the ability to display correctly on different devices: desktops, tablets, smartphones. Adaptive layout involves flexible layout of blocks, changing fonts, images and indents depending on the screen size. After completing graphic development, the layouts are tested in Figma or other services: the logic of transitions, the convenience of clicking on elements, and the consistency of colors are checked. Usability tests are often conducted with the participation of real users, which allows you to identify problem areas in interaction with the site even before the stage of software implementation.

At the final stage, the design is transferred to the developers with an explanation of all the parameters: colors, fonts, sizes, line spacing, as well as interactive states of elements (hover, active, disabled). As a result, a well-designed site design not only attracts the user, but also affects conversions, the

duration of stay on the page and the formation of trust in the brand. Modern web design strives not just for a visual impression, but also for creating a comfortable, fast and effective user experience.

After the approved design is transferred to the layout stage, it is important to maintain the correspondence between the visual elements and their technical implementation. The web developer responsible for the front end must take into account the nuances of the adaptive grid, the behavior of blocks when changing the size of the browser window, and support for different browsers and platforms. During this period, animations are also implemented – smooth transitions, hover effects, reactions to button presses, which not only improve the impression of the site, but also serve as feedback to the user, suggesting that the element is active. Accessibility requires special attention, which provides the possibility of comfortable use of the site by people with visual, hearing, or motor impairments. This means the use of contrasting colors, descriptive captions for images (alt tags), support for navigation using the keyboard and on-screen narrators.

After the layout comes the stage of integration with the backend – that is, connecting dynamic data, forms, personal accounts, interactive services. In terms of design, this means testing in a real environment, where it is important to make sure that all graphic elements, regardless of changes in content, retain their structure and do not cause display errors. In practice, this often requires optimizing images for fast loading, implementing SVG elements instead of raster ones to maintain clarity, connecting external fonts, taking into account their weight and impact on site performance.

Interaction design is also closely related to behavioral analytics, which allows you to study how users interact with interface elements, which areas of the screen they pay attention to, which actions they perform first, where difficulties or points of churn occur. By analyzing these indicators, designers receive real data for making decisions – what should be changed, simplified or strengthened in the interaction. Behavioral analytics is usually based on heat maps of clicks, tracking mouse movement, scroll depth, the number of interactions with certain elements, as well as the time spent on performing certain actions. Tools such as Hotjar, Microsoft Clarity, Google Analytics or Yandex Metrica allow you to visualize this data and identify which parts of the site work effectively and which go unnoticed.

Interactive design, formed without the participation of analytics, risks remaining only visually attractive, but non-functional. Therefore, the modern approach involves iterative work: after deploying the interface in a real environment, behavioral data is collected, hypotheses are tested on their basis (for example, that changing the color of a button or the location of a form will reduce the bounce rate), and changes are made according to the results. Such a cycle allows you to gradually improve the site without a complete redesign, while maintaining the consistency of style and user logic. In the context of interaction with the interface, analytics helps not only to improve the visual part, but also to understand the motivation, behavioral patterns and expectations of the target audience more deeply. As a result, interactive design and behavioral analytics form a single system where design is not dictated by assumptions, but is created and improved based on actual user experience.

Website design is a key step in creating an effective and attractive web resource that combines aesthetics, functionality and user-friendliness. It covers both visual and structural aspects that form the overall impression of the site. At the initial stage, design begins with studying the target audience, analyzing competitors and determining the main goal of the site. Based on the information collected, a visual style concept is created, which includes a color palette, typography, icons and other graphic elements that reflect the brand or idea of the project.

Next, wireframes (page skeletons) are created, which show the location of the main blocks of the site without detailing the appearance. This allows you to coordinate the navigation logic, information structure and the relationship between interface elements. After approving the structure, they proceed to the development of mockups – highly detailed visualizations of pages that demonstrate the final appearance of the site. At this stage, it is important to ensure the convenience of user interaction with the site (UI/UX design), provide for accessibility on different devices (responsive design) and avoid overloading with unnecessary elements.

Particular attention is paid to visual hierarchy – the elements that should attract the user's attention first (for example, call-to-action buttons, headings, menus). Consistency of styles for all pages is also important in design to maintain integrity and recognition. After approval, the design layouts are transferred to a layout designer or front-end developer for technical implementation, during

which it is important to maintain pixel accuracy, take into account cross-browser compatibility and ensure compliance with the original idea. As a result, high-quality site design not only creates a pleasant impression, but also directly affects user behavior, contributes to the achievement of business goals and increases trust in the resource.

Website design development includes a number of sequential stages, each of which is critical to creating a convenient, aesthetically appealing and functional web resource. After determining the purpose of the site and the needs of the target audience, the customer's requirements and wishes are collected, as well as market research and competitor analysis. This analytical stage allows you to identify effective approaches, avoid common mistakes and lay the foundation for a unique and competitive design. Next, a general concept is formed: the designer chooses a design style – it can be minimalist, corporate, futuristic or focused on emotional perception, depending on the topic of the resource.

One of the basic tools at this stage is a moodboard – a set of references that reflect the desired visual direction: color schemes, typography, examples of interfaces. After that, wireframes (page frames) are created – simplified graphic diagrams that determine the location of blocks: headers, menus, content sections, feedback forms, footers, etc. This is critically important for ensuring navigation logic and ease of use. It is important that the structure does not overload the user and allows you to quickly find the necessary information. After the diagrams are approved, they proceed to the stage of visual design – creating design layouts in specialized programs.

The principles of contrast, rhythm, balance, and consistency are applied at this stage. Contrast helps to highlight key points, such as call-to-action (CTA) buttons, while rhythm and grid provide visual harmony and even placement of elements. The color palette is chosen based on the psychology of color: blue is associated with trust, green with calm or environmental friendliness, and red with energy or danger. Typography is selected based on readability and the overall style of the site. It is important to use no more than two or three fonts to ensure the integrity of the style.

After transferring the approved design to the layout stage, it is important to maintain the correspondence between the visual elements and their technical implementation. The web developer must take into account the nuances of the adaptive grid, the behavior of blocks when changing the size of the browser

window, support for different browsers and platforms. During this period, animations are also implemented – smooth transitions, hover effects, reactions to button presses. Accessibility requires special attention, which provides for the possibility of comfortable use of the site by people with visual, hearing or motor impairments.

Interaction design is also closely related to behavioral analytics, which allows you to study how users interact with interface elements, which areas of the screen they pay attention to, which actions they perform first, where difficulties or points of churn occur. By analyzing these indicators, designers receive real data for making decisions – what should be changed, simplified or strengthened in the interaction. Behavioral analytics is usually based on heat maps of clicks, tracking mouse movement, scroll depth, the number of interactions with certain elements, as well as the time spent on performing certain actions. Tools such as Hotjar, Microsoft Clarity, Google Analytics or Yandex Metrica allow you to visualize this data and identify which parts of the site work effectively and which go unnoticed.

Interactive design, formed without the participation of analytics, risks remaining only visually attractive, but non-functional. Therefore, the modern approach involves iterative work: after deploying the interface in a real environment, behavioral data is collected, hypotheses are tested on their basis (for example, that changing the color of a button or the location of a form will reduce the bounce rate), and changes are made according to the results. Such a cycle allows you to gradually improve the site without a complete redesign, while maintaining the consistency of style and user logic. In the context of interaction with the interface, analytics helps not only to improve the visual part, but also to understand the motivation, behavioral patterns and expectations of the target audience more deeply. As a result, interactive design and behavioral analytics form a single system where design is not dictated by assumptions, but is created and improved based on actual user experience.

Website design is a key step in creating an effective and attractive web resource that combines aesthetics, functionality and user-friendliness. It covers both visual and structural aspects that form the overall impression of the site. At the initial stage, design begins with studying the target audience, analyzing competitors and determining the main goal of the site. Based on the information collected, a visual style concept is created, which includes a color

palette, typography, icons and other graphic elements that reflect the brand or idea of the project.

Next, wireframes (page skeletons) are created, which show the location of the main blocks of the site without detailing the appearance. This allows you to coordinate the navigation logic, information structure and the relationship between interface elements. After approving the structure, they proceed to the development of mockups – highly detailed visualizations of pages that demonstrate the final appearance of the site. At this stage, it is important to ensure the convenience of user interaction with the site (UI/UX design), provide for accessibility on different devices (responsive design) and avoid overloading with unnecessary elements.

Particular attention is paid to visual hierarchy – the elements that should attract the user's attention first (for example, call-to-action buttons, headings, menus). Consistency of styles for all pages is also important in design to maintain integrity and recognition. After approval, the design layouts are transferred to a layout designer or front-end developer for technical implementation, during which it is important to maintain pixel accuracy, take into account cross-browser compatibility and ensure compliance with the original idea. As a result, high-quality site design not only creates a pleasant impression, but also directly affects user behavior, contributes to the achievement of business goals and increases trust in the resource.

Website design development includes a number of sequential stages, each of which is critical to creating a convenient, aesthetically appealing and functional web resource. After determining the purpose of the site and the needs of the target audience, the customer's requirements and wishes are collected, as well as market research and competitor analysis. This analytical stage allows you to identify effective approaches, avoid common mistakes and lay the foundation for a unique and competitive design. Next, a general concept is formed: the designer chooses a design style – it can be minimalist, corporate, futuristic or focused on emotional perception, depending on the topic of the resource.

One of the basic tools at this stage is a moodboard – a set of references that reflect the desired visual direction: color schemes, typography, examples of interfaces. After that, wireframes (page frames) are created – simplified graphic diagrams that determine the location of blocks: headers, menus, content sections, feedback forms, footers, etc. This is critically important for ensuring

navigation logic and ease of use. It is important that the structure does not overload the user and allows you to quickly find the necessary information. After the diagrams are approved, they proceed to the stage of visual design – creating design layouts in specialized programs.

The principles of contrast, rhythm, balance, and consistency are applied at this stage. Contrast helps to highlight key points, such as call-to-action (CTA) buttons, while rhythm and grid provide visual harmony and even placement of elements. The color palette is chosen based on the psychology of color: blue is associated with trust, green with calm or environmental friendliness, and red with energy or danger. Typography is selected based on readability and the overall style of the site. It is important to use no more than two or three fonts to ensure the integrity of the style.

At the same time, the adaptability of the design is taken into account – the ability to display correctly on different devices: desktops, tablets, smartphones. Adaptive layout involves flexible layout of blocks, changing fonts, images and indents depending on the screen size. After the graphic development is completed, the layouts are tested in services: the logic of transitions, the convenience of clicking on elements, and the consistency of colors are checked. Usability tests are often conducted with the participation of real users.

At the final stage, the design is transferred to the developers with an explanation of all the parameters: colors, fonts, sizes, line spacing, as well as interactive states of elements. As a result, a well-designed site design not only attracts the user, but also affects conversions, the duration of stay on the page and the formation of trust in the brand. Modern web design strives not just for a visual impression, but also for creating a comfortable, fast and effective user experience.

After transferring the approved design to the layout stage, it is important to maintain the correspondence between the visual elements and their technical implementation. The web developer must take into account the nuances of the adaptive grid, the behavior of blocks when changing the size of the browser window, support for different browsers and platforms. During this period, animations are also implemented – smooth transitions, hover effects, reactions to button presses. Accessibility requires special attention, which provides for the possibility of comfortable use of the site by people with visual, hearing or motor impairments.

The final stage is testing the entire site for compliance with the design layout, technical requirements, and user expectations. This includes a multifaceted process – checking usability, behavior on mobile devices, assessing load time, and the correct operation of interactive components such as forms, menus, and drop-down lists. If discrepancies are found, the design and development team collaborates to eliminate errors and clarify specifications. Often, in modern practice, after the site is launched, analytics of user interaction with the interface are conducted – using Google Analytics, Hotjar, Yandex Metrica, or similar systems. This allows you to identify weaknesses in the design that need improvement based on real data, and periodically update or rework individual components.

Thus, website design is not a one-time act of creating a visual style, but a complex iterative process that combines aesthetics, functionality, engineering precision, and a deep understanding of user behavior. Successful web design is a synthesis of artistic vision and technical implementation that constantly evolves along with the development of technology, standards, and audience expectations.

In the process of maintaining and further developing the site, the design also does not remain constant. After the project is launched, the phase of observing user behavior, analyzing interface efficiency metrics, the number of transitions, clicks, page scrolling, and viewing depth begins. This data helps to understand which elements work well and which ones need improvement. If, for example, call-to-action buttons are ignored or users leave the page without interacting, this may indicate imperfect compositional construction or low visibility of elements. Then A/B testing techniques are used – several interface variants are developed, and which one shows the best results in terms of behavioral indicators is monitored.

In addition, the design of the site needs to be periodically updated in accordance with new standards and trends. An outdated visual style, incompatibility with modern devices or outdated navigation logic can negatively affect the company's image or reduce the level of trust in the online service. In this regard, there is a need for redesign – a partial or complete restructuring of the structure and appearance of the site. Redesign is based on an assessment of the relevance of the functionality, changes in brand positioning, increased user expectations or updating the corporate identity. This is not only a graphic

modernization, but also an opportunity to review the user's interaction with the site, simplify navigation, reduce the number of clicks to the target action or adapt the interface to new types of content – video, interactive visualizations, online chats.

The final stage is testing the site for compliance with the design layout, technical requirements and user expectations. This includes checking usability, behavior on mobile devices, assessing load time and the correct operation of interactive components such as forms, menus, drop-down lists. If discrepancies are found, the design and development team collaborates to eliminate errors and clarify specifications. After the site is launched, analytics of user interaction with the interface are often conducted using systems such as Google Analytics, Hotjar or Yandex Metrica. This allows you to identify weak points in the design and update or redesign individual components.

Website design is a complex iterative process that combines aesthetics, functionality, engineering precision, and understanding of user behavior. Successful web design is a synthesis of artistic vision and technical implementation that evolves with the development of technology, standards, and audience expectations.

In the process of maintaining and developing the site, the design also does not remain constant. After the project is launched, the phase of observing user behavior begins, analyzing the effectiveness of the interface, the number of transitions, clicks, page scrolling, and viewing depth. This data helps to understand which elements work well and which need improvement. If call-to-action buttons are ignored or users leave the page without interacting, this may indicate imperfect composition or low visibility of elements. Then A/B testing techniques are used to develop several interface variants and determine the best one in terms of behavioral indicators.

Website design needs to be periodically updated in accordance with new standards and trends. An outdated visual style, incompatibility with modern devices, or outdated navigation logic can negatively affect the company's image or reduce the level of trust in the online service. In this regard, there is a need for redesign, which is based on an assessment of the relevance of functionality, changes in brand positioning, increased user expectations, or updating the corporate identity. This is not only a graphic modernization, but also an opportunity to review user interaction with the site, simplify navigation, reduce

the number of clicks to the target action, or adapt the interface to new types of content – video, interactive visualizations, online chats.

A separate direction in the development of web design is interface personalization. Using technologies for tracking user behavior, systems can adapt the content or layout of a page to the preferences of a particular person. This allows not only to improve the experience, but also to increase conversion, since the user receives relevant content without unnecessary actions. At the same time, personalization requires taking into account ethical aspects and privacy policies, which are also reflected in the design – for example, in the form of clear messages about cookies or consent to data processing.

Modern trends in web design are focused on minimalism, micro-animation, dark mode, voice navigation, interactive typography and immersive elements that attract the user to interaction. At the same time, the high pace of development of technologies, mobile platforms and accessibility requirements forces designers to constantly learn, master new tools, adapt to changes in audience behavior. That is why website design today is not only an artistic project, but also an analytical, technical and social discipline that requires an interdisciplinary approach and strategic thinking.

In the context of a strategic approach, web design becomes part of the overall communication policy of a brand or organization, because every visual element, every decision on the placement of information affects the user's perception. It is important that the design not only reflects the visual preferences of the target audience, but also conveys the values, style, tone and character of the brand. For example, a university website should radiate authority, structure and accessibility, while a creative studio website should demonstrate innovation, freedom of form and originality. The design should meet the emotional expectations of the user, be intuitive and at the same time aesthetically expressive. This is achieved through a balance between content, form and function, where each block or element carries a semantic load and at the same time fits into the overall visual harmony.

Another important aspect is maintaining design consistency. Regardless of the number of pages or the complexity of the site, the user should feel a unity of style, predictability of the placement of functional elements, and the same behavior of the interface in similar situations. This is achieved by using a system of design components, which includes standardized buttons, input

fields, navigation blocks, colors, and typographic hierarchy. Such systems not only simplify the work of the team, but also provide convenience for users who quickly adapt to a familiar interaction pattern.

Thanks to the development of prototyping and collaboration tools (e.g. Figma, Adobe XD, Zeplin), modern web design has become a more interactive and team-oriented process. Designers can now collaborate in real time with developers, marketers, and copywriters, creating a full-fledged product development ecosystem. This allows you to avoid communication errors, quickly make changes, adapt the design to new requirements, and test hypotheses before the start of software implementation. Moreover, the integration of design with project management systems (e.g. Jira, Trello, Notion) allows you to monitor progress, record tasks, and transparently manage the process from idea to launch.

Ultimately, website design is not an isolated fragment of the development process, but its core, setting the direction and pace of all subsequent work. It becomes a kind of bridge between technical capabilities, business objectives and user expectations. Well-thought-out design can turn an ordinary web page into an effective tool for influence, communication and interaction. In the age of digital technologies, design is the plane where a person's first encounter with an idea, service or product takes place. And how well this encounter is designed determines whether the acquaintance will continue or whether it will turn into a long-term relationship between the user and the brand.

In addition to strategic, aesthetic, and technical components, it is important to consider website design as a dynamic environment that is constantly evolving and adapting to new technologies, changes in user behavior, and transformations in the digital environment in general. The emergence of new device formats – from flexible screens to voice interfaces and wearable technologies – requires designers to think bigger, go beyond the traditional two-dimensional page layout, and design interfaces taking into account the context of use, spatial navigation, multi-channel interaction, and emotional engagement. There is an increasing need to develop designs that respond to external conditions: geolocation, time of day, biometric parameters of the user, or even his emotional state determined by artificial intelligence.

A separate direction in the development of web design is interface personalization. Using technologies for tracking user behavior, systems can

adapt the content or layout of a page to the preferences of a specific person. This allows you to improve the experience and increase conversion, as the user receives relevant content without unnecessary actions. Personalization requires taking into account ethical aspects and privacy policies, which are reflected in the design – for example, in the form of clear messages about cookies or consent to data processing.

Thanks to the development of prototyping and collaboration tools (e.g. Figma, Adobe XD, Zeplin), modern web design has become a more interactive and team-oriented process. Designers can now collaborate in real time with developers, marketers, and copywriters, creating a full-fledged product development ecosystem. This allows you to avoid communication errors, quickly make changes, adapt the design to new requirements, and test hypotheses before the start of software implementation. Integrating design with project management systems (e.g. Jira, Trello, Notion) allows you to monitor progress, record tasks, and transparently manage the process from idea to launch.

Ultimately, website design is not an isolated fragment of the development process, but its core, setting the direction and pace of all subsequent work. It becomes a kind of bridge between technical capabilities, business objectives and user expectations. Well-thought-out design can turn an ordinary web page into an effective tool for influence, communication and interaction. In the age of digital technologies, design is the plane where a person first meets an idea, service or product. And how well this meeting is designed determines whether the acquaintance will continue or whether it will turn into

In parallel, the ethics of digital design are developing. Websites are no longer just tools for delivering information – they form habits, influence thinking, stimulate or inhibit behavioral responses. That is why design should create not only a convenient environment, but also a safe and responsible one. It is unacceptable to use manipulative patterns (for example, hidden unsubscribe buttons, aggressive pop-ups, an artificially created sense of urgency), even if this temporarily increases conversion. In the long run, user trust is much more valuable than immediate benefit. Therefore, interface design should take into account transparency, control over personal data, voluntariness of actions, and respect for the user's time and attention.

A modern designer is no longer just an “interface artist” – he is an analyst, strategist, psychologist, and mediator between a person and a digital system.

His task is not just to create a pretty picture, but to design an experience in which each element has meaning, function, and place. Web design today is a constant dialogue: between structure and emotion, between technology and humanity, between instant impression and long-term loyalty. Therefore, every stage, every decision, even in detail, must answer the key question: “How will this help a person?” And this is the true essence of website design development.

Thus, in the development of website design, there are clear evaluation criteria that allow us to objectively determine its quality, effectiveness, and compliance with the tasks set. One of the key criteria is usability – the convenience of using the site, which includes the navigation logic, the clarity of the interface, the ease of performing basic actions (for example, searching for information, placing an order, or filling out a form). An important parameter here is intuitiveness: the user should be able to navigate without the need for additional instructions. The next criterion is visual appeal, i.e. the overall aesthetics of the design, the consistency of style, typography, colors, proportions, and graphic elements. High-quality design should make a pleasant impression and not overload perception.

Adaptability is also assessed, i.e. the ability of the interface to be displayed correctly on different devices and screen sizes. In modern web design, this aspect is mandatory: the design must maintain logic, readability and functionality on smartphones, tablets, laptops, etc. Another important criterion is the loading speed, which depends not only on code optimization, but also on design decisions – for example, the size and format of images, the use of animations or fonts. Too heavy visual content can slow down the site, which negatively affects the user experience.

In addition, an important criterion is the functionality and purposefulness of the design, that is, its ability to effectively fulfill its role – to inform, persuade, sell or engage. This is checked by analyzing behavioral metrics: whether users easily find the information they need, whether they complete the actions that the site prompts. Accessibility is also taken into account – how well the site is usable by people with disabilities, whether there is sufficient color contrast, whether there are alternative texts for images, whether keyboard navigation is supported.

Additional criteria may include design uniqueness, lack of patterning, brand compliance, interface consistency (unity of style and logic on all pages), and compliance with the technical task or customer requirements. Taking

into account all these aspects, an overall assessment of the quality of the site design is formed, which helps to identify strengths and areas for improvement, especially when conducting redesigns or interface audits.

The field of web design development uses a wide range of software products that cover all stages – from creating sketches to transferring mockups to development and testing. The most popular tool in modern web design is Figma – a cloud-based interface creation platform that allows developers and designers to work simultaneously on the same mockup in real time. It supports components, styles, interactive prototypes and plugins for task automation, so it is a universal solution for teamwork. An alternative is Adobe XD – an Adobe product focused on UI/UX design with a wide range of features for animation, interactivity and compatibility with other Adobe applications, including Photoshop and Illustrator. Another common tool is Sketch – an application popular among macOS designers that focuses on creating interfaces, design systems and components with a flexible plugin ecosystem.

A modern designer is no longer just an “interface artist” – he is an analyst, strategist, psychologist, and mediator between a person and a digital system. His task is not just to create a pretty picture, but to design an experience in which each element has meaning, function, and place. Web design today is a constant dialogue between structure and emotion, between technology and humanity, between instant impression and long-term loyalty. Therefore, every stage, every decision must answer the key question: “How will this help a person?” And this is the essence of website design development.

In the development of website design, there are clear evaluation criteria that allow us to determine its quality, effectiveness and compliance with the tasks set. One of the key criteria is usability – the convenience of using the site, which includes navigation logic, interface clarity, ease of performing basic actions, such as searching for information, placing an order or filling out a form. An important parameter is intuitiveness: the user should be able to navigate without the need for additional instructions. The next criterion is visual appeal, i.e. the overall aesthetics of the design, consistency of style, typography, colors, proportions, graphic elements. High-quality design should make a pleasant impression and not overload perception.

Adaptability is also assessed, i.e. the ability of the interface to be displayed correctly on different devices and screen sizes. In modern web design, this aspect

is mandatory: the design must maintain logic, readability and functionality on smartphones, tablets, laptops, etc. Another important criterion is the loading speed, which depends not only on code optimization, but also on design decisions, such as the size and format of images, the use of animations or fonts. Too heavy visual content can slow down the site, which negatively affects the user experience.

An important criterion is the functionality and purpose of the design, that is, its ability to effectively fulfill its role – to inform, persuade, sell or engage. This is checked by analyzing behavioral metrics: whether users easily find the information they need, whether they complete the actions that the site prompts. Accessibility is also taken into account – how well the site is usable by people with disabilities, whether there is sufficient color contrast, whether there are alternative texts for images, whether keyboard navigation is supported.

Additional criteria may include design uniqueness, lack of patterning, brand compliance, interface consistency (unity of style and logic on all pages), and compliance with the technical task or customer requirements. Taking into account all these aspects, an overall assessment of the quality of the site design is formed, which helps to identify strengths and areas for improvement, especially when conducting redesigns or interface audits.

The field of web design development uses a wide range of software products that cover all stages – from creating sketches to transferring mockups to development and testing. The most popular tool in modern web design is Figma – a cloud-based interface creation platform that allows developers and designers to work simultaneously on the same mockup in real time. It supports components, styles, interactive prototypes and plugins for task automation, so it is a universal solution for teamwork. An alternative is Adobe XD – an Adobe product focused on UI/UX design with a wide range of features for animation, interactivity and compatibility with other Adobe applications, including Photoshop and Illustrator. Another common tool is Sketch – an application popular among macOS designers that focuses on creating interfaces, design systems and components with a flexible plugin ecosystem.

For image and graphics processing, Adobe Photoshop is widely used – a universal raster graphics editor that allows you to create banners, background images, textures and visual effects. Adobe Illustrator is used to work with vector graphics and icons, especially when it is necessary to create a logo or scalable

interface elements. If 3D visualization is needed, designers can use Blender or Cinema 4D, although these tools are more typical for specialized projects, such as web presentations of products or visualization of spatial concepts.

At the stage of creating prototypes and testing the usability of the interface, services such as InVision are used – a platform for interactive prototyping, commenting and presentations to clients. In the field of building a responsive grid and rapid layout, Webflow is often used – a tool that combines a graphical interface design with the ability to export pure HTML/CSS/JS code. To create animations and microinteractions, Principle or Framer is used, which allow you to simulate the behavior of the interface before its implementation in code.

To work with design systems, share components and styles across projects, use services such as Zeroheight, Abstract or UXPin, which integrate with major graphic editors. To document design processes, store specifications, and interact with developers, use Zeplin, Avocode or Figma Dev Mode, which allow programmers to easily access colors, fonts, sizes and CSS properties without having to contact a designer.

Thus, software products for website design form a complex infrastructure, where each tool performs a specific function – from creative inspiration to precise technical implementation. Their correct combination allows you to create modern, convenient, fast and aesthetically perfect web interfaces that meet the highest standards of interaction in the digital environment.

Animation plays an important role in web design, as it not only adds visual appeal, but also significantly improves the user's interaction with the site. Its main purpose is to provide a smooth and understandable transition between interface states, emphasize key elements, and create a sense of dynamism and «liveliness» of the web resource. Animation helps to direct attention: for example, when the user hovers over a button and it changes color or increases slightly, this signals that the element is interactive. Thus, animation performs a feedback function – it indicates the result of the action and confirms that the system is responding to the user.

It is also used to improve navigation – smooth scrolling, sliding menus, soft appearance of modal windows or messages make moving around the page more logical and comfortable. In more complex interfaces, where there is a lot of information or several levels of nesting, animation makes it easier to understand the hierarchy and relationships. For example, when a list or tab is expanded, the

user sees where it appeared and where it disappears, which creates cognitive coherence in the visual environment.

In addition to its functional purpose, animation has an emotional charge. It can create a certain mood, strengthen a brand, or add uniqueness to an interface. For example, the smooth appearance of a logo when loading a page or animated illustrations create a positive impression and establish the individuality of the project. At the same time, it is important not to abuse animations, because excessive or too slow use of effects can lead to irritability, attention overload, and even slowing down the site. Modern web design uses micro-animations – small, imperceptible movements that are not distracting, but increase usability: for example, loading indicators, smooth confirmation of actions, shifts when filtering content.

Animation is also part of accessibility, when, for example, prompts or errors appear not instantly, but gradually, which allows people with special perception to better capture changes. It helps to adapt the interface to the user's expectations, to make interaction with the site logical, predictable and pleasant. In short, the role of animation in site design is a combination of functionality, aesthetics and psychological support for the user, which brings the interaction experience to a qualitatively new level.

For image and graphics processing, Adobe Photoshop is widely used – a universal raster graphics editor that allows you to create banners, background images, textures and visual effects. Adobe Illustrator is used to work with vector graphics and icons, especially when it is necessary to create a logo or scalable interface elements. If 3D visualization is needed, designers can use Blender or Cinema 4D, although these tools are more typical for specialized projects, such as web presentations of products or visualization of spatial concepts.

At the stage of creating prototypes and testing the usability of the interface, services such as InVision are used – a platform for interactive prototyping, commenting and presentations to clients. In the field of building a responsive grid and rapid layout, Webflow is often used – a tool that combines a graphical interface design with the ability to export pure HTML/CSS/JS code. To create animations and microinteractions, Principle or Framer is used, which allow you to simulate the behavior of the interface before its implementation in code.

To work with design systems, share components and styles across projects, use services such as Zeroheight, Abstract or UXPin, which integrate with

major graphic editors. To document design processes, store specifications, and interact with developers, use Zeplin, Avocode or Figma Dev Mode, which allow programmers to easily access colors, fonts, sizes and CSS properties without having to contact a designer.

Thus, software products for website design form a complex infrastructure, where each tool performs a specific function – from creative inspiration to precise technical implementation. Their correct combination allows you to create modern, convenient, fast and aesthetically perfect web interfaces that meet the highest standards of interaction in the digital environment.

Animation plays an important role in web design, as it not only adds visual appeal, but also significantly improves the user's interaction with the site. Its main purpose is to provide a smooth and understandable transition between interface states, emphasize key elements, and create a sense of dynamism and «liveliness» of the web resource. Animation helps to direct attention: for example, when the user hovers over a button and it changes color or increases slightly, this signals that the element is interactive. Thus, animation performs a feedback function – it indicates the result of the action and confirms that the system is responding to the user.

It is also used to improve navigation – smooth scrolling, sliding menus, soft appearance of modal windows or messages make moving around the page more logical and comfortable. In more complex interfaces, where there is a lot of information or several levels of nesting, animation makes it easier to understand the hierarchy and relationships. For example, when a list or tab is expanded, the user sees where it appeared and where it disappears, which creates cognitive coherence in the visual environment.

In addition to its functional purpose, animation has an emotional charge. It can create a certain mood, strengthen a brand, or add uniqueness to an interface. For example, the smooth appearance of a logo when loading a page or animated illustrations create a positive impression and establish the individuality of the project. At the same time, it is important not to abuse animations, because excessive or too slow use of effects can lead to irritability, attention overload, and even slowing down the site. Modern web design uses micro-animations – small, imperceptible movements that are not distracting, but increase usability: for example, loading indicators, smooth confirmation of actions, shifts when filtering content.

Animation is also part of accessibility, when, for example, prompts or errors appear not instantly, but gradually, which allows people with special perception to better capture changes. It helps to adapt the interface to the user's expectations, to make interaction with the site logical, predictable and pleasant. In short, the role of animation in site design is a combination of functionality, aesthetics and psychological support for the user, which brings the interaction experience to a qualitatively new level.

Animation requirements in web design, in particular frame rate (FPS – frames per second), are key to ensuring a smooth interface, comfortable user experience and high performance. The generally accepted standard for web animation is a frequency of 60 frames per second (60 FPS). This frequency provides a natural and smooth display of movements, which corresponds to the refresh rate of most screens and is perceived by humans as continuous, “live” movement. If the frequency drops below 30 FPS, users begin to notice jerks, delays, which negatively affects the perception of the interface, reduces trust in the resource and can cause irritation.

FPS requirements depend on the context of the application. For standard micro-animations (hover, tooltips, tab switching), it is optimal to achieve a stable 60 FPS even on mobile devices with limited resources. For more complex interactive effects (e.g. parallax scrolling, 3D animations, WebGL elements), it is desirable to provide at least 45–60 FPS, otherwise delays occur that harm perception. Special attention should be paid to performance on devices with lower graphics capabilities – budget smartphones, tablets, old laptops, where poorly optimized animations can reduce FPS to unacceptable levels.

To achieve the necessary smoothness of animation, it is important to adhere to technical requirements: avoid unnecessary reflows (layout recalculations), limit the use of resource-intensive CSS properties (such as box-shadow, filter, border-radius in large quantities), and give preference to animation of transform and opacity properties, which are optimized for the GPU. In particular, animating positions, sizes, colors in CSS (left, top, height, background-color) often causes excessive CPU load, while translate3d, scale or opacity allow you to achieve the effect without reducing FPS.

Animations should also take into account the user's personal preferences, in particular the «reduced animation» mode (prefers-reduced-motion), which is supported in modern browsers. If the user has enabled such an option, the

system should automatically simplify or disable animation effects to avoid irritation or dizziness.

In conclusion, the requirements for animation in web design include achieving a stable 60 FPS, minimizing the use of heavy CSS properties, ensuring adaptability to device resources, adhering to accessibility standards, and careful testing across browsers and platforms. Optimized animation is not only about beauty, but also about respecting time, technical capabilities, and the user's physiology.

Color in web design is a system of selecting, combining and using colors to create visual harmony, emotional impact and effective communication with the user. Its significance goes far beyond aesthetics, as color is one of the first elements that affects the user's impression of the site. A correctly selected color palette forms brand recognition, creates the appropriate mood and facilitates the perception of information. Colors have a psychological nature: for example, blue is associated with calm and trust, green with harmony and security, red with energy, danger or a call to action, yellow with happiness or attention.

A key aspect of color is the functionality of color. Web design requires not only beautiful combinations, but also those that support usability. The contrast between the background and text should ensure high readability. Too light shades or small differences in brightness can make perception difficult. In addition, colors are used to build a visual hierarchy – accent shades draw attention to important elements: buttons, links, headings, notifications. Using secondary and neutral colors for the background, navigation or auxiliary blocks allows you to avoid visual overload.

Color harmony is important—the ability to combine colors in a way that creates a sense of coherence. To do this, designers use color schemes: monochrome, analogous, complementary, or triadic. Itten's color wheel helps to find successful combinations that maintain a balance between contrast and unity. For example, combining blue with orange creates a dynamic contrast, while green with cyan creates a soft analogous combination.

Color is also closely related to brand identity. Many companies have corporate colors that are embedded in their visual style, and the site must accurately reproduce these colors to maintain recognition. For example, Facebook blue, Coca-Cola red, or Spotify green evoke instant associations. Within a single site, it is important to maintain consistency: the same use of color for certain

types of elements (all buttons are one shade, all headings are another) creates visual stability.

A separate place is occupied by the adaptation of color to the conditions of perception: taking into account the dark theme of the interface (dark mode), screen lighting, color blindness (color blindness). For this, there are accessibility tests that allow you to check the sufficiency of contrast (for example, the WCAG Contrast Checker tool) or test the palette from the point of view of various visual impairments. Color is becoming not just a means of decoration, but an important tool of inclusive design.

In conclusion, the importance of color in web design is to provide visual clarity, emotional impact, structural organization of the interface and support of brand identity. It is a powerful means of communication that works at the subconscious level and is able to build trust, interest and effectiveness of user interaction with a digital product.

One of the basic principles of composition is visual hierarchy, which is the ordering of elements by degree of importance. It is created through size, color, contrast, position, indentation, and typography. For example, large and bold headlines attract attention first, subheadings are read second, and regular text is read last. This allows you to form a logical sequence of viewing content. Another important principle is the layout grid. It provides alignment and symmetry, allows you to coordinate the placement of blocks vertically and horizontally, while maintaining rhythm and visual harmony. The grid also facilitates adaptive layout and scaling of the interface for different screens.

Composition is closely related to the rule of the golden ratio, the rule of thirds, the principles of balance, contrast, rhythm, and dominant. For example, a balanced composition has a symmetrical or asymmetrical ratio of parts, where heavy elements are compensated by free space. The dominant is the most noticeable visual component that sets the center of attention and subordinates all other elements to itself. Free space (white space) in a composition is also extremely important – it creates «breathing» around blocks, reduces visual overload, enhances the meaning of individual elements, and increases readability.

Good composition also takes into account behavioral patterns, such as the natural direction of page scanning. Research shows that most users read a visual

interface in an F or Z pattern, so important elements are placed at the beginning and end of these trajectories. In addition, composition supports adaptability, that is, the ability to maintain logic and consistency when the window size or device orientation changes.

Therefore, the role of composition is not only to aesthetically organize content, but above all to ensure effective user interaction with the site, improve navigation, convey meaning through form and spatial logic. It is it that transforms a set of elements into a clear, functional and attractive interface that meets expectations, simplifies the use of the resource and enhances the overall effectiveness of the digital product.

Yes, in web design there are basic requirements that ensure the efficiency, convenience and aesthetic quality of the interface. These requirements cover both visual and functional aspects of design and are critical for a positive user experience. First of all, it is usability, that is, the convenience of using the site: the interface should be intuitive, with predictable navigation, logical structure and clear controls. The user should be able to find the necessary information or perform a targeted action without additional effort.

The second mandatory requirement is adaptability – the site must be displayed correctly on different devices: desktops, tablets, smartphones, regardless of the screen size. This is achieved by using flexible grids, scalable elements and optimized images. Speed is another critical parameter: the site should load as quickly as possible, preferably in less than 2-3 seconds, as delays reduce the level of satisfaction and can lead to the loss of visitors.

Basic requirements also include contrast and readability – text should be easy to read, fonts should be large enough, and the contrast between text and background should be sufficient for comfortable perception, taking into account accessibility requirements (e.g. WCAG). Color scheme should be consistent, harmonious, support brand identity, and not distract the user. Composition – elements should be placed logically, maintaining visual balance, with enough free space to avoid overload.

In the coming years, web design will increasingly transform from a visual interface design to a systemic, integrated discipline that combines design thinking, analytics, inclusivity, and automation. One of the main areas of development is deep interface personalization – sites gradually adapt to the individual needs, preferences, and context of the user in real time, taking into

account their behavior, interaction history, location, or time of day. This becomes possible thanks to integration with artificial intelligence, machine learning, and recommendation systems.

Another important trend is the development of voice and multimodal interfaces, where interaction with a site occurs not only through a mouse or keyboard, but also with voice, gestures, or even gaze. This requires a rethinking of design: new scenarios, simplified interfaces, an emphasis on inclusivity and accessibility. At the same time, adaptability is reaching a new level: design must take into account not only the size of the screen, but also the type of device, network bandwidth, graphics power, lighting conditions and other variables. This creates a need for context-sensitive design that is flexible and changes dynamically.

One of the promising directions is the development of no-code/low-code design – thanks to platforms like Webflow, Framer or Wix Studio, more and more designers can implement full-fledged projects without the participation of developers, which changes the role and format of the designer's work. This allows you to speed up development, test hypotheses, scale projects and reduce barriers to launching new products. In this context, the importance of design systems is growing – centralized libraries of components, styles and rules that ensure consistency, speed and scalability of design.

Web design is also increasingly focused on micro-interactions, animations, and 3D elements, thanks in part to WebGL, Three.js, and CSS animations. But these effects are no longer decorative – they have a functional purpose: they explain, confirm, simplify the interface, and add emotional connection to the user. At the same time, there is a growing demand for green, energy-efficient sites that are optimized for speed, file size, query volume, and carbon footprint minimization, in line with the overall environmental responsibility of digital products.

In the near future, the importance of ethical design will increase: transparent interfaces, the absence of manipulative patterns (dark patterns), support for digital rights, control over privacy and transparent explanation of system decisions to the user. The role of inclusive design is also increasing – the creation of sites that are convenient for people with disabilities, which will meet not only technical standards, but also the principles of equality in the digital space.

Therefore, the prospects for the development of web design lie in the direction of intellectualization, humanization, automation and personalization of interfaces. A successful designer of the future is not just a layout maker, but a systems thinker, strategist and researcher of user scenarios, who combines creativity with data, intuition with technology, and creates an environment in which a person feels understandable, protected and free.

When specifying the prospects for the development of web design, it is worth paying attention, first of all, to the active implementation of artificial intelligence in the processes of creating interfaces. Already today, with the help of AI assistants such as Adobe Firefly, Figma AI or Uizard, a designer can automatically generate layout options, select color schemes, adapt the design to different platforms or improve the text part of the interface. In the coming years, these systems will become an integral part of daily work: the designer will be able to focus not so much on drawing individual blocks as on a conceptual solution, while the routine will be automated. AI will also help in analytics – for example, based on user behavior, the system will be able to point out weak points in the composition or color accents.

Another specific trend is the spread of neural network personalization of interfaces: websites will dynamically change content and structure depending on the person visiting them. This means that the main page of, for example, an online store will look different for a student looking for budget items and for an entrepreneur interested in the premium segment. This approach is already being implemented in e-commerce, but in the future it will spread to educational platforms, medical services, government sites, and travel portals. This creates a demand for design that is not rigidly fixed, but is able to “rebuild” in real time.

On a more practical level, mobile-first design is gaining importance. According to statistics, most users interact with websites via smartphones, so the design should focus primarily on small screens, touch control, gestures, loading speed and ease of navigation. In this context, progressive web applications (PWAs), which look and work like native mobile applications but operate through a browser, are becoming increasingly popular. The web design of the future will include elements of animation, push notifications, offline caching and adaptation to different OSes – all within the framework of a single web resource.

Special attention is being paid to interfaces designed for short interactions – “fast sites” with minimalist design, large fonts, bright CTAs and a simplified path to the goal. In the future, this will become the new norm for information pages, fast-action services (order, payment, status check), where every second counts. The compositions of such sites are reduced to one or two elements on the screen, large visual areas and a clear emphasis on the main action.

Another specific direction is three-dimensional visualization (3D UI) based on WebGL, Three.js, Spline. Sites with interactive three-dimensional scenes, animated objects or visualization of complex data are gaining popularity in the fields of architecture, education, and product presentation. Web designers will have to work with scenes, lighting, animations, and the camera – that is, go beyond two-dimensional thinking. There is also a growing demand for the integration of AR (augmented reality) elements – this can be viewing a product in your room, a virtual tour, or visualization of instructions.

Another promising method is the deep integration of three-dimensional graphics into web interfaces. Thanks to WebGL, Three.js and Spline technologies, it is possible to create spatial scenes that are not only aesthetically appealing, but also perform a functional load: demonstrate products in 3D, visualize educational materials, create the effect of presence in a digital environment. Spatial design is also actively combined with elements of augmented reality, which allows, for example, to view furniture in your interior or test a gadget in virtual mode. This significantly increases user engagement and the effectiveness of digital communication.

There is also a growing importance of personalized interfaces that change according to the type of user. For example, an educational platform website can show easier options to beginners and more complex ones to experienced users, change the pace of material presentation, level of difficulty, block design, or even the style of speech. Such solutions are implemented through dynamic content systems, user segmentation, and analytical behavior models.

Interactive design is a direction in web design that focuses on creating interfaces that provide active, two-way interaction between the user and the digital environment. Its main goal is not just to display information, but to involve a person in action, to make the interaction process intuitive, emotionally appealing and functionally effective. Interactive design encompasses all aspects that respond to user behavior – buttons, animations, pop-up tools, visual

reactions to clicks, dynamic forms, as well as more complex mechanisms – configurators, filters, switches, interactive diagrams, 3D objects, etc.

One of the key features of interactive design is the presence of feedback. Any action of the user should receive visual or functional confirmation: by clicking a button, he sees its color change, receives a notification about the successful submission of a form, or sees the progress of the task. Such feedback reduces uncertainty and anxiety, increases control over the interface and provides a logical connection between actions and results. It is important that this process occurs without delays, smoothly and predictably.

Interactive design is based on the principles of usability, accessibility, perception psychology, and visual hierarchy. It involves not only a beautiful implementation of the interface, but also a well-thought-out logic of scenarios – what the user does, where he goes next, how quickly he achieves the goal. Effective interactive design helps to avoid errors, simplifies processes, and motivates to act. For example, in a mobile application for food delivery, interactivity is manifested in dynamic lists of products, the ability to customize an order, choose a delivery time, and monitor the courier's movement on the map – and all this happens in a few touches.

Interactive design also takes into account the context of interaction: device type, technical specifications, touch input availability, connection speed, etc. It should be adaptive – and not only in terms of composition, but also in terms of logic: some interactive elements may have a simplified version for mobile devices or be replaced with text analogues for people with special needs.

In short, interaction design is not just a set of effects, but a methodology for creating interfaces that feel alive, flexible, controllable, and action-oriented. It is a discipline that combines aesthetics, engineering, and emotion in a single environment that allows not only viewing information, but also fully interacting with it, creating a new quality of digital experience.

Interactive design continues to evolve as a key component not only of web environments, but also of digital ecosystems in general – mobile applications, interactive panels, virtual and augmented reality. A distinctive feature of modern interactive design is its focus on dialogue between the user and the system. If earlier the web page was static – just a presentation of information, now it reacts, predicts and adapts to the user's actions, creating the illusion of live communication. This is manifested in mechanisms such as adaptive forms

that change fields according to previous answers, or search systems with hints that learn from the history of queries and offer options in real time.

An important aspect of interactive design is emotional engagement, which is achieved through micro-animations, sound effects, dynamic color changes, and smooth transitions between interface states. All of this creates a sense of response and validation that forms an emotional connection with a digital product. For example, when a user presses a button and sees a loading animation or a slight vibration, they feel that the system is working and responding to them. This connection, although invisible at first glance, is extremely important for trust and enjoyment of use.

Interaction design is also closely related to behavioral analytics. After launching the interface, designers analyze how users interact with elements, where difficulties arise, at what steps they leave the site. This allows not only to improve the logic of interaction, but also to build hypotheses for A/B testing, improve microinteractions, change the structure of scenarios without a complete redesign. This approach brings design closer to a cyclical system, where the interface is not a finished product, but is constantly improved, responding to the behavior of real users.

A separate niche is occupied by interactivity in educational and presentation materials – from interactive courses to webinars and digital instructions. Here, the design should not just attract, but help to assimilate information through action, simulation or visual experiment. For example, the user can independently build a virtual model, go through a simulated process or see the change of parameters in an interactive graph – this contributes to deeper memorization and understanding.

In short, interactive design is not just a reaction to a click, but a holistic system of interaction, where each element is subordinated to the logic of a mutual dialogue with the user. It forms not only a visual environment, but also a behavioral model of a digital platform that responds, supports, helps and, ultimately, forms a high-quality, memorable experience. In the future, interactive design will increasingly take on the features of an intelligent environment that anticipates the user's needs before he has time to act.

Interaction design is also closely related to behavioral analytics, which allows you to study how users interact with interface elements, which areas of the screen they pay attention to, which actions they perform first, where difficulties

or points of churn occur. By analyzing these indicators, designers receive real data for making decisions – what should be changed, simplified or strengthened in the interaction. Behavioral analytics is usually based on heat maps of clicks, tracking mouse movement, scroll depth, the number of interactions with certain elements, as well as the time spent on performing certain actions. Tools such as Hotjar, Microsoft Clarity, Google Analytics or Yandex Metrica allow you to visualize this data and identify which parts of the site work effectively and which go unnoticed.

Interactive design, formed without the participation of analytics, risks remaining only visually attractive, but non-functional. Therefore, the modern approach involves iterative work: after deploying the interface in a real environment, behavioral data is collected, hypotheses are tested on their basis (for example, that changing the color of a button or the location of a form will reduce the bounce rate), and changes are made according to the results. Such a cycle allows you to gradually improve the site without a complete redesign, while maintaining the consistency of style and user logic. In the context of interaction with the interface, analytics helps not only to improve the visual part, but also to understand the motivation, behavioral patterns and expectations of the target audience more deeply. As a result, interactive design and behavioral analytics form a single system where design is not dictated by assumptions, but is created and improved based on actual user experience.

The optimal combination of elements in web design means a harmonious combination of all visual and functional components of the page, which ensures convenience, aesthetic appeal and efficiency of interaction with the user. The basis for this is a clear visual hierarchy, which allows the user to quickly navigate the page, find the main elements of the interface and understand the logic of transitions. An important role is played by the unity of style, which includes the use of a consistent color scheme, fonts, icons and compositional solutions, which ensures the integrity of the perception of the interface. Contrast and color harmony allow you to highlight key areas of attention and ensure accessibility for people with different visual impairments. Simplicity and minimalism reduce cognitive load, increase the clarity of the interface and contribute to the rapid execution of actions. Functional content is also important: each element should be logically justified, accessible and have clear feedback, for example, through animation or a change in

state upon hover. Responsive web design allows you to maintain usability regardless of the device, ensuring comfort on both mobile phones and large screens. Compositional balance is achieved through alignment, the use of a grid, principles of symmetry or the golden ratio, which contributes to the harmonious perception of the page. Animation and micro-interactions add dynamism, improve user interaction and enhance intuitive understanding of functionality. Taken together, all these aspects form a holistic, effective and emotionally attractive digital interaction that meets user expectations and the requirements of the modern web environment.

In the context of modern web design trends, it is also important to consider personalization and contextual adaptation of the interface – this means that design elements can change depending on the preferences, behavior or even geolocation of the user. This approach allows you to create a more individual experience and improve interaction with the product. In addition, analytics play a significant role: collecting data on clicks, mouse movements, scrolling depth and other indicators allows you to identify design weaknesses and optimize the placement of elements. Successful interfaces are built on the basis of testing: A/B tests, usability studies, focus groups help to test hypotheses about the effectiveness of individual components. All this forms an iterative approach to design, when the product is constantly improved based on feedback. In addition, new technologies, including WebGL, CSS animation, SVG and 3D visualization, open up new opportunities for interactive and visually complex solutions without a significant load on performance. An important aspect is accessibility: elements should be convenient for users with visual, motor or cognitive disabilities, which is achieved through the correct use of colors, alternative text, logical structure and keyboard navigation. Ultimately, the optimal combination of elements in web design is the result of a delicate balance between aesthetics, functionality, technological capabilities and user behavioral expectations, which ensures not only a good impression, but also the achievement of specific product goals: increasing conversions, attracting an audience, retaining attention and building trust.

The use of voice interfaces in web design is one of the most promising areas of development of modern digital interfaces, combining convenience, accessibility and innovation. Voice interaction allows users to control web resources without physical contact with the interface – using natural

language. This opens up new opportunities, especially for people with visual impairments, motor skills or in cases where using a keyboard or mouse is impossible or inconvenient. Thanks to the rapid development of speech recognition, web applications can effectively identify user commands, adapt content, perform navigation, fill out forms or even conduct a dialogue in real time. Such interaction increases the level of personalization, reduces barriers to using complex systems and at the same time speeds up access to information.

From the technical side, the implementation of voice interfaces in web design is based on the use of web APIs, such as the Web Speech API, which includes speech recognition and speech synthesis modules. This allows you to integrate voice control without the need to install additional software. For example, a user can say “open news” – and the page will automatically redirect him to the appropriate section. In addition, the voice interface can accompany visual interaction, duplicating text messages with synthesized speech, which is especially useful for navigation systems, educational resources or services for older users.

Modern type design in web development is a crucial component that goes beyond aesthetic appeal and plays a fundamental role in communication, brand identity, user experience, and readability across devices. It reflects a careful balance between tradition and innovation, merging classical typographic principles with minimalist visual trends. Today’s web typography is driven by clarity, flexibility, and performance. Designers increasingly favor sans-serif fonts with geometric or humanist characteristics due to their clean appearance and high legibility on screens. Variable fonts are also gaining popularity, allowing a single font file to support multiple styles and weights dynamically, which not only enhances visual consistency but also improves loading speed and performance.

Another defining feature of contemporary type design is adaptability—fonts are selected or created to perform equally well on large desktop displays and small mobile screens, ensuring readability in diverse viewing conditions. Web designers now emphasize open letterforms, balanced spacing, and sufficient contrast to maintain accessibility and visual comfort. Globalization and cultural inclusivity have also influenced type design, prompting the development of multilingual typefaces that support various scripts such as

Latin, Cyrillic, Arabic, and CJK characters, all harmonized within the same design system.

Typography is increasingly used as a central visual element rather than a passive text container. Headlines, hero sections, and brand names often rely on distinctive, custom or modified fonts that become part of the site's visual identity, sometimes even replacing traditional images as the focal point. From a technical perspective, modern font formats like WOFF2 and the adoption of responsive CSS properties help optimize performance while maintaining high visual fidelity. Designers must also consider fallback systems, font loading strategies, and ethical use of licensed typefaces.

Ultimately, modern web type design is not just about choosing a font—it is about crafting a typographic environment that guides the user, evokes emotion, enhances accessibility, and aligns with the narrative and functional goals of the digital product. It represents a multidisciplinary synthesis of visual communication, technical efficiency, and user-centered design.

In addition to aesthetic and functional roles, modern web typography increasingly serves as a medium of storytelling and emotional resonance. Designers use typography not only to convey information but also to shape tone, mood, and brand personality. A bold, condensed typeface might communicate urgency and power, while a light, elegant serif can suggest sophistication and calm. This expressive capacity of type plays a significant role in shaping first impressions and establishing trust with users in the first few seconds of interaction.

Technological advancements have expanded the designer's toolkit, allowing for dynamic and interactive typographic experiences. Animations, transitions, and responsive behaviors applied to text elements can guide the user's attention, indicate hierarchy, or subtly enhance usability. For example, animated letter spacing or fade-in effects can provide feedback or visual interest without overwhelming the content. These enhancements must be handled with care to avoid performance issues or visual clutter, particularly on low-powered or mobile devices.

Typography also intersects with accessibility standards, making inclusive design a top priority. Designers must ensure sufficient contrast between text and background, readable font sizes, scalable units, and screen reader compatibility. Typography in web design must accommodate users with visual impairments,

dyslexia, or cognitive limitations, requiring thoughtful choices in font shape, spacing, and alignment. These considerations are no longer optional but essential to responsible and ethical design.

Moreover, the integration of custom fonts and branding elements through type is becoming more seamless. Many companies invest in proprietary typefaces that reinforce their identity across all platforms, from websites to mobile apps and printed materials. These fonts are carefully crafted to remain consistent, scalable, and performant in diverse environments. As brand consistency becomes more important in a crowded digital landscape, typography serves as a unifying visual thread.

In essence, modern type design in web development is an evolving discipline that blends visual art, user psychology, and digital engineering. It demands a deep understanding of how users read and perceive information online, as well as how text behaves across technologies and cultural contexts. Effective typography elevates content, enhances usability, and builds emotional connections, making it a cornerstone of high-quality web design in the contemporary digital age.

Adaptation of web design to hardware capabilities is a fundamental aspect of modern interface development, ensuring that content is displayed correctly, quickly, and comfortably across a wide range of devices. This involves not only adjusting to screen sizes—such as desktop, tablet, or smartphone—but also considering processor performance, graphics acceleration, memory capacity, pixel density, power consumption, input methods, and network speed.

Modern adaptive design uses CSS media queries to modify the size, layout, visibility, and behavior of elements based on device characteristics. However, true hardware adaptation goes beyond screen width. For devices with limited processing power, it is essential to reduce or disable complex animations, large image assets, or resource-heavy scripts, replacing them with lightweight alternatives to maintain smooth user experience even on older or low-end hardware.

Pixel density (DPI or PPI) also plays a critical role. High-resolution displays such as Retina or OLED require vector graphics (e.g., SVG), crisp font rendering, and high-quality image formats like WebP or AVIF. To avoid performance bottlenecks, techniques like lazy loading are implemented, allowing media content to load only when it becomes visible. Additionally, hardware acceleration

via CSS and WebGL offloads rendering tasks to the GPU, freeing up the CPU and improving responsiveness.

Input methods must also be considered: touchscreens require larger tap areas and gesture support, while traditional interfaces rely on precise cursor control. Accessibility features include keyboard navigation, screen reader compatibility, and support for voice commands to ensure usability across different hardware setups and user needs.

Power efficiency is another vital factor. Many mobile browsers operate in battery-saving modes, so websites should be capable of disabling energy-intensive features when needed. Using APIs like `prefers-reduced-motion` allows designers to detect user preferences and adjust animations and transitions accordingly to reduce energy usage or visual overload.

In essence, adapting web design to hardware is not just about responsive layout—it's about comprehensive optimization that respects device limitations, enhances performance, and ensures inclusivity. This holistic approach leads to fast, stable, and accessible web experiences regardless of the hardware environment or usage context.

Web design has evolved from static page layouts to dynamic, interactive, and user-centered experiences. Modern trends emphasize accessibility, responsiveness, and performance optimization across diverse devices and hardware capabilities. Designers now integrate technologies like voice interfaces, adaptive typography, and motion design to enhance usability and engagement. Ethical design practices and inclusivity have become essential, reflecting a shift toward human-centric digital environments. Overall, web design continues to merge visual creativity with technological innovation to meet the growing demands of users and platforms.

DOI: 10.51587/9798-9917-51926-2025-023-30-94