

## UsabilityvsUX

- HCI is the field that studies how people interact with computers and systems in terms of technical, cognitive, social, and organizational aspects. It also serves as a theoretical basis for the design of effective interfaces.
- Usability is a subfield within HCI that focuses on how easy and efficient it is for a user to perform specific tasks with a system. It evaluates criteria such as ease of learning, efficiency, memorization, error prevention, and basic satisfaction.
- UX includes all the user's emotions, perceptions, and responses before, during, and after interacting with a product or service. It considers elements such as aesthetics, emotional design, trust, enjoyment, and overall perceived value.

One difference between usability and UX is that usability focuses on the efficiency and effectiveness of using a system, while UX also includes emotional and subjective aspects, such as how the user feels when interacting with it. In our case, since the interface is geared toward 7- and 8-year-olds, the buttons should be easy for them to understand, but at the same time, they shouldn't be boring; they should generate interest and capture their attention.

An example of a UX feature we proposed was to use attractive visual elements to mark a tutorial so children can learn how to play a game, but they shouldn't reappear when they start other games or rounds. This way, they learn the rules and don't have to repeat the tutorial every time they play.