

## Reflexión: UI vs UX

To finish understanding the UI and UX concepts, is necessary know the difference between two concepts.

On easy way UX mean to the personal “connection” that our system have with the user. The objective is seek for a optimum development of usability and that can make positive emotional response from the user.

So, the UX requires understanding the target user of our program, because is neccesary have this on mind in each step to the Development Cycle, this is to have a optimum UX. Althrough this may not be entirely achievable, but it is important to test regularly and fix user difficulties so that our system remains adapted to the user's needs.

The UX should provide “personality” to our program and control to the user, relevance and understanding.

The UI is the elements that are responsible to the direct interaction with the user and the UX design is full represented with the UI. Its very important do the acalaration for two concepts, UX is in charge for a pleasant interaction and the UI is the tool with the responsable for achieve the goal.

With our Project, the educational game “Mas menos Pinguinos”,

Good UX and UI design is very important since the game is almost entirely aimed at elementary school children, who can quickly lose interest or attention. It's important to keep this in mind during development.

UX-wise, the game should be developed in a way that connects with children and is "fun," while also helping to reinforce their knowledge. This can be achieved with attractive designs tailored to the tastes of children of that age. Above all, it can ensure children have positive experiences with visual and auditory stimuli that will allow them to more easily understand what's happening in the game, such as confirmation sounds.

On the other hand, the UI is equally important, as an interface that isn't "overwhelming" for children of that age is necessary. Clear buttons and instructions with minimal text are required to facilitate children's understanding. It also needs to be "intuitive," as a poor UI can cause frustration in children and lead them to abandon the game.