

Usability vs UX

The Usability, HCI and UX have a great relation, especially because all three allow our programs to have a positive impact on the user. The three complement each other: one studying users as a multidisciplinary approach, the other addressing the quality attributes necessary to make use more comfortable, and the third delivering a positive user experience.

In the case of our project, usability could be an attribute focused on the comprehensibility of instructions for children, and UX could be how "fun" or "entertaining" the game is for children.

A one UX feature, even suggested by Professor Rocío, was the presence of a "mascot" or character in the program that congratulates children on their interactions. The simplest metrics I can think of are A/B tests where we can compare the presence of the character with its absence.