

Usability vs UX

To relate HCI, usability and UX we can first look at Marcus, A. (2015). Definition of HCI, as the multidisciplinary field focused on human aspects of computer technology. The human-centered approach in the design and development of this technology. As well as how people might interact with the technology. Following Hassan, H. (2017) interaction design is defined as developing an interactive product that is usable and provide enjoyable user experience. Taking this into account we can conclude that **in the field of HCI, usability and user experience are both a concern to evaluate the use of these technologies by humans.**

Usability constitutes the capability of software or product to be understood, learned, used and attractive to the user, when used under specified conditions. It is task related, refers to pragmatic interaction, do-goals, and instrumental qualities. Usability is a subset of user experience, which includes non-task related elements, hedonic interaction, be-goals, and non-instrumental qualities. (Hassan, 2017). According to the previous usability is a subset of user experience and a measure of it. **In our project an example of this difference is that our users must be provided an efficient medium (currently a map) to provide an address during sign up (usability) while providing a positive perception/stimulation before and during the use of the medium (UX).**

Taking one of the UX goals proposed by Hassan 2017: The product should be helpful, rewarding and emotionally fulfilling. **One way of including this feature would be through via visual aids while a user selects their own home in the interactive map as a part of the signup process to generate the feeling of certainty and reliability while using it.**

References:

Marcus, Aaron (2015). [Human-Computer Interaction Series] HCI and User-Experience Design || . , 10.1007/978-1-4471-6744-0(), -. doi:10.1007/978-1-4471-6744-0

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