**AI Tools**

My example is UI Bakery, is a low-code platform that allows developers to create web and mobile applications using pre-built templates and drag-and-drop components. The platform uses AI algorithms to help streamline the development process and automate certain tasks, such as generating code and creating UI layouts.

The quality of the UI produced using UI Bakery depends on the developer's skills and expertise. While the platform can ensure consistency and usability, it ultimately depends on the creativity and attention to detail of the developer. From what I have used, UI Bakery is design to be user-friendly and intuitive, providing a range of customizable templates and components.

UI Bakery can assist with incorporating certain usability attributes into the UI design, but it cannot replace the expertise and creativity of UX designers. While the platform can ensure consistency and layout, it cannot fully replace the need for UX designers

Regarding the impact of AI tools on the role of UX designers, it is likely that their role will continue to evolve and adapt to incorporate the use of AI tools. While AI can help automate certain tasks, UX designers will still need to use their strategic thinking, creativity, and problem-solving skills. AI tools can enhance the work of UX designers, but they cannot fully replace the value of human input and design expertise

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**HCI&UX**

In the past few years, the way we design products has changed a lot. People now have specific jobs and techniques to help them make things better. One of these jobs is called User Experience (UX), and has become a critical aspect of product development. Even though UX and Human-Computer Interaction (HCI) are related, they're actually pretty different.

HCI aims to design and evaluate interactive systems and technologies that improve the interaction between humans and computers. It involves a bunch of different skills, like computer science, psychology, and design. Basically, it's all about making things easier, faster, and more accurate.

UX, on the other hand, is more focused on how people feel when they use computer stuff. It's all about making things that are easy to use, look good, and feel good. UX people care about what people think and how they act when they use things. They want to make sure that using something feels like a good experience.

One big difference between HCI and UX is what they focus on. HCI is all about the technical parts of using things, while UX is all about the emotional and psychological parts. Another difference is how they work. HCI people like to use data and numbers to figure out what works best, while UX people like to talk to people and watch how they use things to figure out what works best.

So, if we are working on a project, and we want to make it a good user experience, we might try making things like the interface simple and easy to use. We might also want to make sure that everything looks good and fits with what people want. Overall, we just want to make sure that people feel good when they use what we've made.

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**BorrowedTechniques**

As I explore the diagram of Envis Precisel, it strikes me how the field of Human-Computer Interaction (HCI) has borrowed methods and techniques from various areas to create better user experiences. One of the methods highlighted in the diagram is the Application Design method, which has its origins in creating software that is easy to use and intuitive.

What stands out to me is how the HCI field has adapted the Application Design method to create user-centered design solutions. By incorporating user research and iterative design processes, HCI practitioners can create designs that meet the needs of users and provide better user experiences. This focus on user-centered design is a significant advantage of the method, as it ensures that the designs are created with the users' needs and goals in mind.

However, the Application Design method also has its limitations. For example, incorporating user research into the design process can be time-consuming and resource-intensive. Additionally, the method may not work well in cases where the users' needs are not clearly defined or where the software application is highly technical.

In conclusion, i believe that the Application Design method has been a valuable addition to the HCI field. It is an excellent example of how the field has borrowed methods and techniques from other areas to create better user experiences. However, it is essential to use the method appropriately based on the context and needs of the project.

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**Cognitive psychology**

Cognitive psychology helps us understand how people think, which is important for designing technology that people can use easily. We can use what we know about how people pay attention, remember things, and learn to create computer programs and apps that are easy to use.

For example, we can use what we know about affordance to create buttons and other things on the screen that are easy to understand. If something looks like a button, we expect to be able to push it to do something. We can also use colors and pictures to make important things stand out and make them easier to notice.

Memory is also important for designing computer programs and apps. People need to be able to remember how to use them. We can help by making things easy to remember, like using the same button in the same place every time. We can also use pictures and animations to help people remember what they learned.

We can use what we know about how people learn to make computer programs and apps that are easy to learn. We can use things like tutorials and feedback to help people learn how to use new things. And we can make things easy to learn by breaking them down into smaller steps.

Gestalt psychology is a way of thinking about how people make sense of what they see and hear. It says that people don't just see or hear individual things, but they put them together in their minds to make a whole picture. For example, if you see a bunch of dots, you don't just see a bunch of separate dots - you see them as a line or a shape. This way of thinking about perception is important for understanding how people experience the world around them.

Cognitive psychology helps us make technology that people can use more easily. But we need to remember that people are different and what works for one person might not work for another. So, we need to keep testing and improving our designs to make sure they work well for everyone.

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