

## **Eduardo Zenet Lopez**

### **UI vs UX Reflection**

In certain cases, there is often some confusion between the terms User Interface and User Experience. We can induce a difference starting from the definition of both terms. UI is defined as “The physical and technical elements that enable the user to interact with the technology or product, i.e. the controls, buttons, etc” [1]. An example of UI in the Test Runner Project can be seen in the VSCode extension oriented to the use of the tool for students, where we borrowed mostly the VSCode GUI as UI, but adding a new section (visualized as a new icon in the Visual Studio side menu) to control the testing functionalities. In it, the user will visualize from new buttons for the installation of the required dependencies, to a new section to see the serial execution of the tests. This example can be contrasted with the old format in which the Test Runner was presented. Previously, the way to use the tool was through its installation and manual use through the Git Bash GUI, which was not unlike the cmd included in Windows. It could be said that the UI was evolving due to the new needs presented by the project, however, **both were different ways of visually presenting the same thing to the user, a software tool for the execution of code testing.**

Similarly, we can define UX as “The cultivation of customer satisfaction and loyalty by optimally developing the usability and positive emotional response a visitor experiences with your site” [1]. It can be complex to understand the concept for the first time, but in simple terms, UX represents the emotions and feelings that the software product conveys to the user through its interaction. For the project of our team, we have devised visual ways to improve the user experience, such as including all the features of the Test Runner in a single new icon in the sidebar of VSCode, since it was raised as a possibility to segment the functionality in two sections, however, this decision would not contribute to the UX, since the user would have more visual elements in the UI, where he would have to discern which section is suitable for the functionality he wants to perform, However, this decision would not contribute to the UX, since the user would have more visual elements in the UI,

where he would have to discern which section is the right one for the functionality he wants to perform, and if the icons are not clear enough, the user would be confused, contributing to his delay in performing his activities.

Considering both definitions, we can deduce that both concepts actually complement each other. When designing a software product in relation to UX, the UI must be considered as a means to deliver value to the user, since is the one in charge of visually portraying the UX elements.

[1] Javier, A. (2022). *UX vs UI: What's the Difference? (And How They Apply to WordPress)*. <https://wpmudev.com/blog/ux-ui-wordpress/>