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Usability VS UX Reflection

Considering the definitions provided by Interaction Design Foundation, can we state that usability “is a measure of how well a specific user in a specific context can use a product/design to achieve a defined goal effectively, efficiently and satisfactorily” [1]. Similarly, UX is defined as “the process design teams use to create products that provide meaningful and relevant experiences to users” [2]. Finally, the source points to the HCI as a “multidisciplinary field of study focusing on the design of computer technology and, in particular, the interaction between Both HCI, Usability and UX are related in that they focus on the use of a product by users, where each concept takes different approaches. However, rather than being mutually exclusive, the three concepts can be complemented by the focus of each on the same software development. HCI is a discipline that, in fact, broadly focuses on the usability of computer interfaces with which humans are to interact, i.e., indirectly seeks to make such interfaces understandable to users, and as easy as possible for a human to understand. UX takes a similar approach when building graphical interfaces: it is based on the assumption that these interfaces are usable, but that, in the same way, they must provide a hook so that the user, more than an object to be used during a daily task, sees the interface as a comforting medium through the experiences it can provide.

Now, diving into the differences between Usability and UX, usability is considered as a step further in UX Design, where usability focuses on the ease of use and speed of learning a product by a user, and UX considers the generation of experiences as the main goal of every product development. This can be emphasized within my team's project development. The current system is a command-line tool that goes where it goes, i.e., it tests code as specified, gives you the results in text form via console, and that's it. It is not usually comforting for the user, beyond the fact that he can see that his tests have passed successfully. The system does not provide a hook for the user to declare the system as their

primary tool for testing any code they generate: it does not provide a user experience.

One UX feature that my project team could consider is Desirability. According to [4], Desirability is defined as that factor in the user that makes them want to use the product. In our case, Desirability could be embodied in the graphical interface to be designed for the VSCode extension of our system: The use of such a tool should be as satisfactory as possible to use, either to provide the test results as quickly as possible, or to provide the information in a clear way that all users, regardless of their programming experience, can understand.

[1] Interaction Design Foundation - IxDF. *“What is Usability?”* Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/usability>.

[2] Interaction Design Foundation - IxDF. *“What is User Experience (UX) Design?”* Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/ux-design>.

[3] Interaction Design Foundation - IxDF. *“What is Human-Computer Interaction (HCI)?”* Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/human-computer-interaction>

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[4] Frank Spillers – “What is the importance of desirability in UX” Experience Dynamics. <https://www.experiencedynamics.com/desirability-vs-usability-which-is-the-most-important-in-ux/#:~:text=Desirability%20defines%20the%20problem%20to,it%20in%20the%20first%20place.&text=Important%20Clarification%3A%20The%20UX%20community,test%20branding%20and%20Visual%20Appeal>.