

Reflection on UX vs UI

The article entitled "UX vs UI: What's the Difference? (And How They Apply to WordPress)" does a good job of explaining what User Experience (UX) and User Interface (UI) mean. Although these two words are often used as if they were synonyms, they actually represent different stages in product development.

A product's heart is its UX, which refers to the general experience that a user has with a system. It includes such things as ease of use, efficiency and emotional response. Good UX should let users achieve their goals intuitively and enjoyably. Conversely, UI is the concrete visible part of an interface that enables human-computer interaction. UI design covers buttons' shapes and sizes, menus' styles or typographies among other elements with which users can directly interact.

Thinking about our Test-Runner project:

UI Example:

- Current State: When we created the initial design for Test-Runner extension, it showed the test results as a plain text output in VS Code terminal. This approach was functional but lacked visual clarity and organization, so that users could hardly get a quick look at the results and identify mistakes.
- Improved UI: Now we consider implementing a more eye-catching representation of test results that can provide additional information. This may include using different colors to indicate successful or failed tests; showing progress bars while tests are running; giving error messages with understandable descriptions in separate panels.

UX Example:

- Challenge: Many students who have just encountered Git and command-line tools get scared by such processes as cloning repositories or running tests through terminal because it is difficult for them to understand how everything works. It leads to bad user experience and becomes an obstacle on their way towards learning.
- Improved UX: This is why we are thinking about simplifying testing workflow within VS Code extension for such people. We might create a graphic interface allowing easy management of Git repositories along with buttons executing all tests at once or/and give some hints useful for those who do not know anything about testing right in the extension itself.

Our goal is to create a Test-Runner extension that is not only functional but also fun and easy for students at every stage. We need them to be inspired and excited about learning, not stuck on interfaces or technical challenges. This has shown us that we should think about the person's trip through this thing and what they use to do it with. A beautiful car is useless without a working engine just as much as an attractive interface does nothing for user experience if it doesn't help towards positive one.

References

Ewer, T. (2022, March 2). *UX vs UI: What's the Difference? (And How They Apply to WordPress)*. WPMU DEV Blog. <https://wpmudev.com/blog/ux-ui-wordpress/>