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HCI, UX and Usability as Pillars of User-Centered Development

It is fundamental to consider HCI, usability, and UX holistically. It is preferable for the three concepts to have a decent development rather than one standing out while neglecting the others. Why is this? In my understanding, HCI refers to the principles that govern the interaction between people and computer systems, including how users perform their tasks together with the system. Usability is based on the ease with which users can perform these tasks, while UX focuses on the user's emotional and satisfaction experience with the system as a whole.

The difference between UX and usability, at least for me, lies in the fact that UX goes beyond usability. Usability can have clear metrics with objective values, while UX relies on more subjective metrics that can vary from user to user. An example of this is the difference between a website that is easy to use and one that is also attractive. In our project, usability focuses on accessibility and the ease of finding what you are looking for in a few clicks, while UX seeks to create a pleasant interface that is complemented by sounds that reflect the actions performed.

One UX feature that we have not included is interface personalization. This feature would allow users to adapt the interface to their individual needs, whether by changing colors, design, or any other aspect. While our goal is to create an interface that is comfortable for most users, we know that this is not always possible. Interface personalization would allow those users with specific needs to have a more satisfactory experience.