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Initial Post

by [Zukiswa Tuso](#) - Thursday, 26 September 2024, 9:07 AM

Factors Affecting User Experience

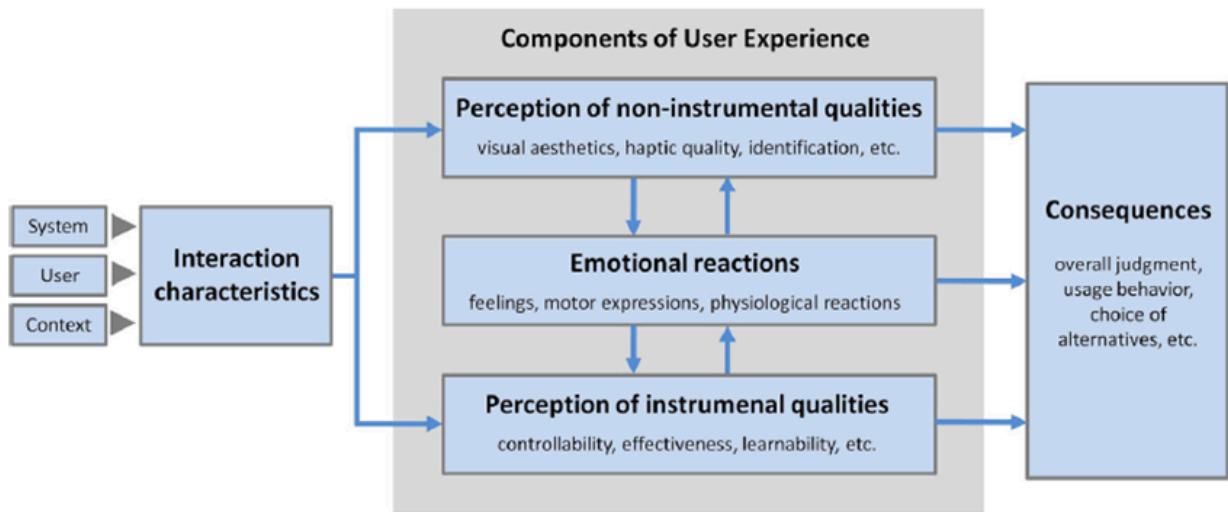


Fig. 1. Components of User Experience (CUE model) by Thüring and Mahlke (2007).

Based on the insights from the paper by Minge and Thüring (2018), I would adapt Figure 1 above, which represents the CUE (Components of User Experience) model, to reflect a more practical approach in management systems.

My approach when looking into Designing, and Evaluating Management Systems would be:

- **Incorporating BDD and Secure Coding in the SDLC:** I would modify the CUE model (Fig. 1) to integrate BDD principles and secure coding practices early in the UX model, aligning with the idea that user experience isn't only about usability but also about embedding secure and behaviour-driven practices from the start (Minge & Thüring, 2018). I think this approach then addresses both the functional and the non-functional requirements, reducing later adjustments and enhancing security.
- **Handling Constraints and Uncertainty:** Since the paper highlights that the perceptions of usability and emotions evolve, I'd incorporate elements showing repetitive evaluations, where checkpoints are used to manage constraints and uncertainties.

Secondly, I'd assess Developing Skills in a Virtual Professional Environment and look at:

- **Team Dynamics and Real-life Roles:** Adapting the CUE model (Fig. 1), I'd include aspects that show how different team roles contribute to the evolving user experience, demonstrating the collaborative nature of UX in a virtual setting.



- **Continuous Feedback:** I'd include feedback loops in the CUE model and would emphasise that people's emotions and perceptions change over time, aligning with how teams should adapt progressively to these changes in order to achieve effective virtual collaboration (Minge & Thüring, 2018).

References

Minge, M., & Thüring, M. (2018) 'Hedonic and pragmatic halo effects at early stages of User Experience', International Journal of Human-Computer Studies, 109, pp. 13–25.

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Re: Initial Post

by [Oi Lam Siu](#) - Monday, 14 October 2024, 3:58 AM

Hello Zukiswa,

Your post presents a thoughtful integration of security and BDD (Behavior-Driven Development) into the CUE model, aligning well with Minge and Thüring's (2018) emphasis on both hedonic and pragmatic aspects of user experience. By incorporating secure coding practices early in the UX model, you address both functional and non-functional requirements, which can reduce later adjustments and enhance security.

Your idea of handling constraints and uncertainties through repetitive evaluations and checkpoints effectively accommodates the evolving perceptions of usability and emotions over time.

Additionally, your focus on team dynamics and continuous feedback loops highlights the social aspects of UX, reinforcing the findings from Van der Linden et al. (2019) regarding social influences.

To further strengthen your proposal, consider providing more specific examples or diagrams to illustrate how these adaptations would look in practice.

Overall, your approach effectively extends the CUE model to management systems by integrating key elements of user experience theory with practical considerations.

Reference:

Minge, M. & Thüring, M. (2018) Hedonic and Pragmatic Effects at Early Stages of User Experience. International Journal of Human-Computer Studies 109: 13-25.

Van der Linden, J. et al. (2019) 'User Experience and Social Influence: A New Perspective for UX Theory', in: A. Marcus & W. Wang. (eds) Design, User Experience, and Usability. Design Philosophy and Theory. Springer International Publishing. 98-112.

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