

WELCOME TO ENGLISH CLASS



El futuro digital
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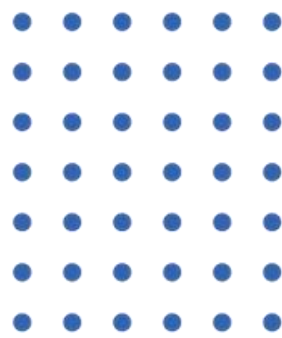
**HOW ARE
YOU?**



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**Mision
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WELCOME TO ENGLISH CLASS



“Surround yourself with only people who are going to lift you higher.”

Oprah Winfrey



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Difference between User Interface and User Experience



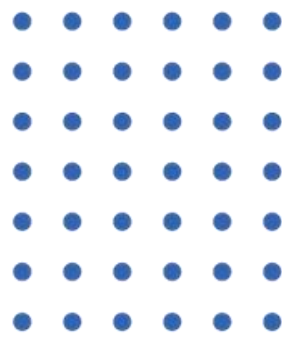
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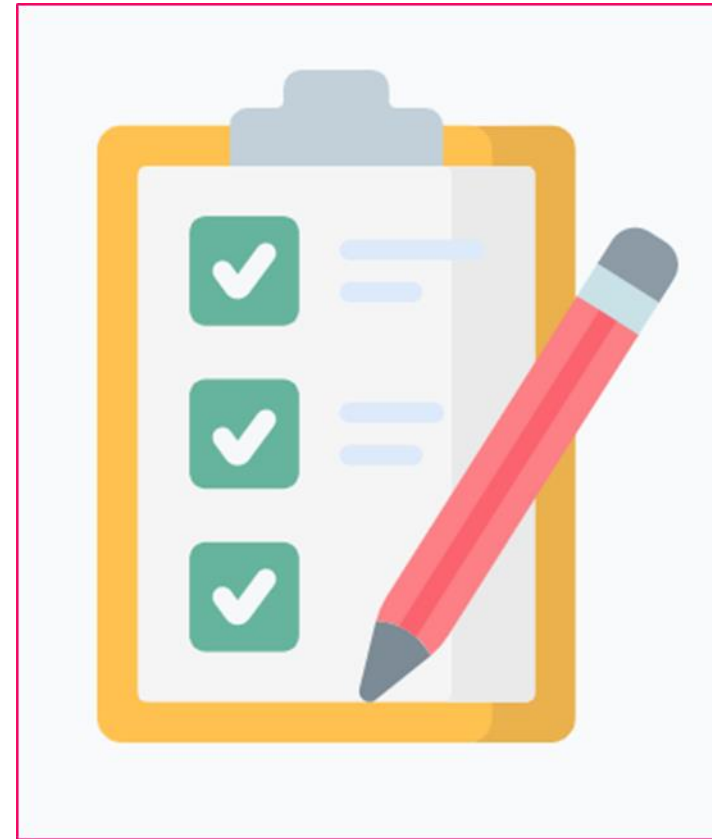
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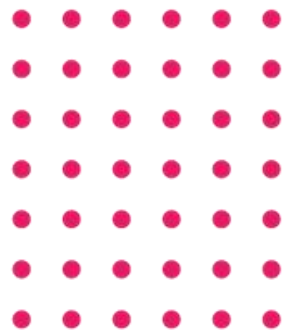
DATE

Objective:

Students will design a graphic organizer to summarize the information from the text about user interface and user experience.



AGENDA



WARM UP:

Complete the mind map.

CLASS ACTIVITY:

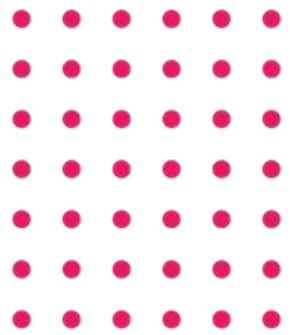
- New Vocabulary
- Reading Strategy: Using graphic organizers
- Reading: Understanding the difference between UI and UX

Wrap- Up

Work with the three question in a Jamboard or Padlet tool.



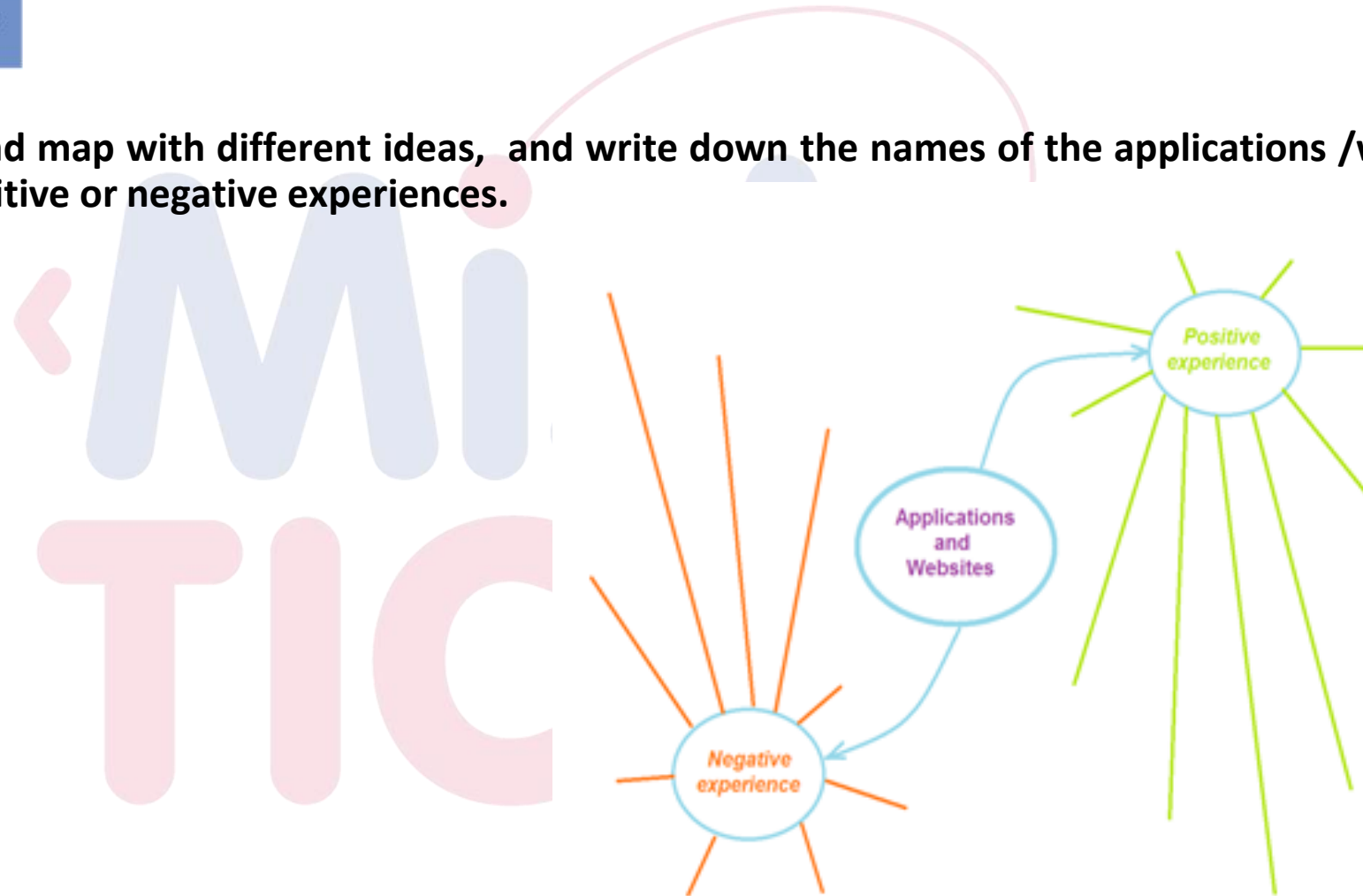
WARM-UP



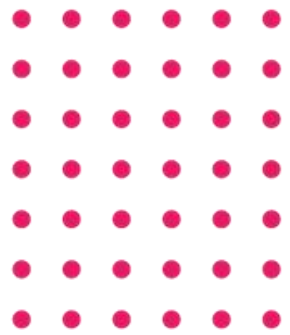
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Complete the mind map with different ideas, and write down the names of the applications /websites you have had positive or negative experiences.

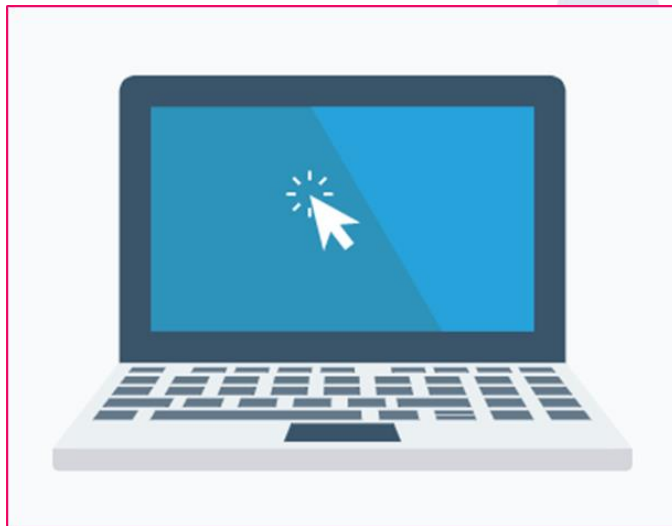
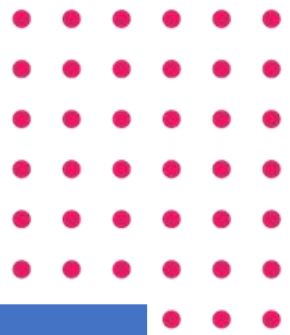


VOCABULARY



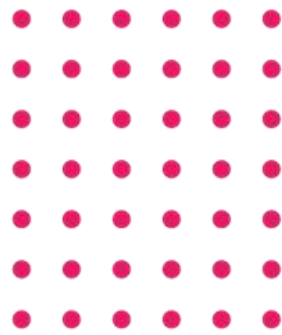
- **seful**
- **findable**
- **desirable**
- **interface**
- **user**
- **end users**
- **tasks**
- **lower-level**
- **avoid**
- **layouts**
- **widgets**

Match the synonym of the vocabulary words, put the numbers in the brakes.



Vocabulary word	Synonym
1.useful	Band (together)
2.findable	Costumer
3.desirable	Utile
4.interface	Job/ duty
5.user	Smaller
6.End users	Locatable
7.tasks	Design
8.Lower- level	Object
9.avoid	Consumer
10.layouts	Stay away from
11.widgets	popular

Video: Reading Strategy

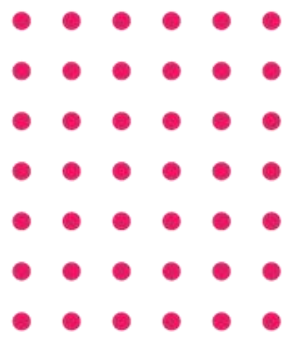


<https://youtu.be/uU0v8eFO53g>



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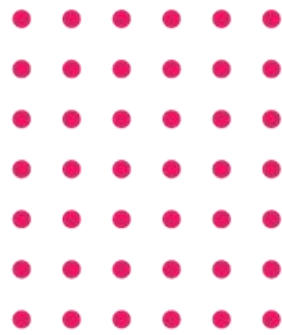
Understanding the difference between UI and UX

User Interface (UI)

User interface modeling is a development technique used by computer application programmers. Today's user interfaces (UIs) are complex software components, which play an essential role in the usability of an application. The term “user interface modeling” is mostly used in an information technology (IT) context. A user interface model is a representation of how the end users interact with a computer program and how the system responds.

Modeling user interfaces is an independent discipline. For example, modeling techniques can describe interaction objects, tasks, and lower-level dialogs in user interfaces. Using models as part of user interface development can help understand user requirements, avoid premature decisions about specific layouts and widgets, and make the relationships between different parts of an interface's and their roles explicit.

Text Understanding the difference between UI and UX



User Experience (UX)

User experience (UX) is the internal experience that a person has when they interact with every aspect of a company's products and services. User experience, or UX, appeared as a result of the **improvements** to UI. 'User experience' includes all aspects of the end-user's interaction with the company, its services, and its products. To understand what makes an experience a good one, a great

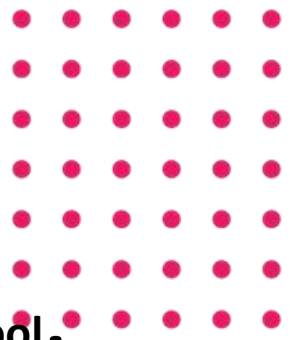
ify what goes into effective UX design.



Usability Honeycomb
Source: Peter Moreville

This 'usability honeycomb' is foundation for best practices for UX professionals. UX designers have the responsibility to guarantee that the company creates a product or service that gives a positive UX. UX designers work closely with UI designers.

WRAP-UP

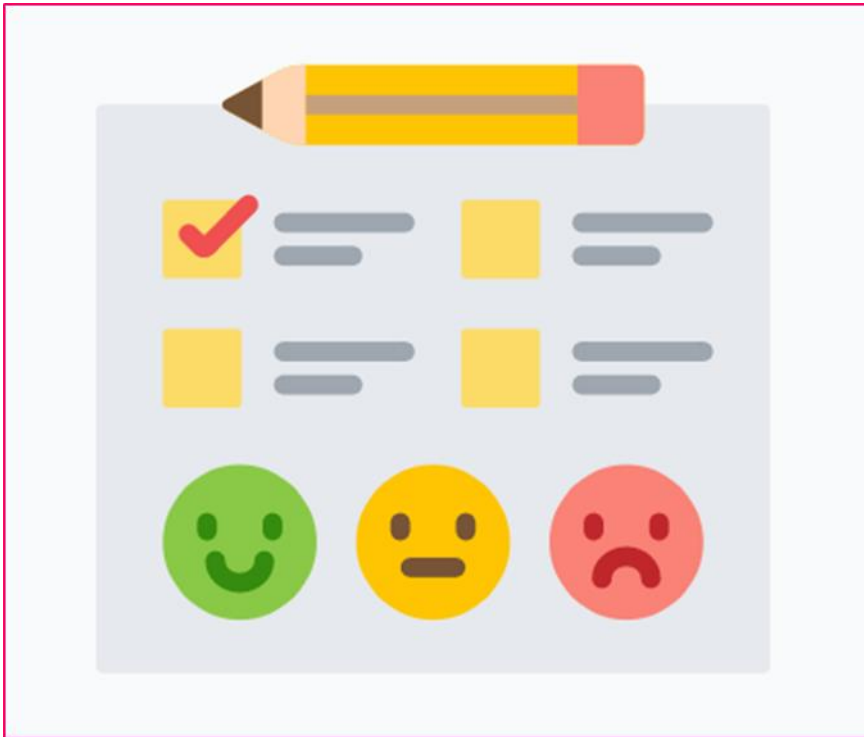


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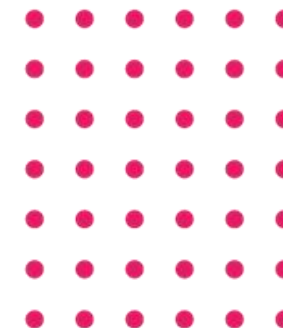
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Work with the three question in a Jamboard or Padlet tool.

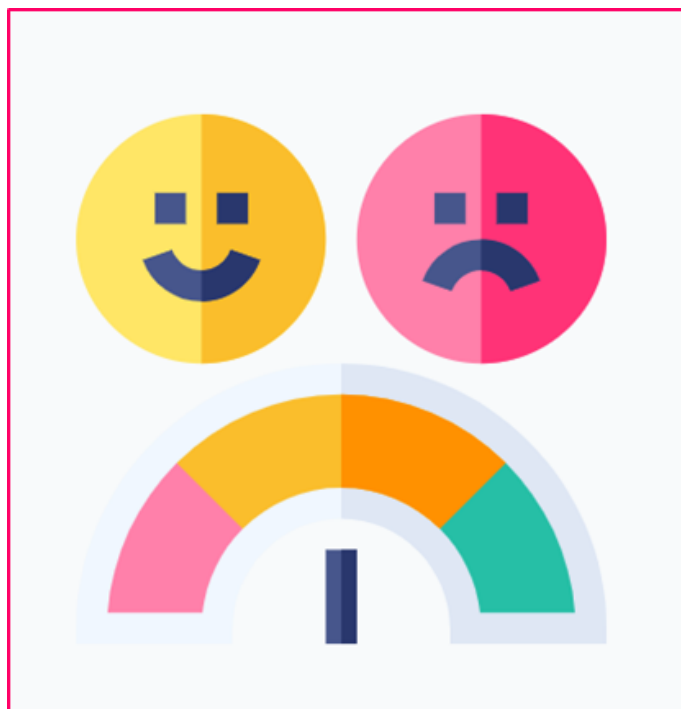
- What is User Interface?
- What is User Experience?
- What makes UX great?



SELF-



Answer the following questions.



1. Entiendo la diferencia entre UI y UX.

Si No Tal vez

2. Entiendo cómo utilizar un organizador gráfico para hacer un resumen de un texto.

Si No Tal vez

3. Usar un organizador gráfico me ayuda a entender y recordar la información de un texto mejor.

Si No Tal vez