



ACÁ VA EL NOMBRE DEL DOCUMENTO

Acá puede ir una descripción breve o información adicional sobre el documento.





Difference between User Interface and User Experience

Worksheet 9.1

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



Worksheet 9.2

Read the following text then, you have to create a graphic organizers to summarize the information from the text.

Understanding the difference between UI and UX

User Interface (UI)

User <u>interface</u> modeling is a development technique used by computer application programmers. Today's <u>user</u> 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 <u>end users</u> 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, <u>tasks</u>, and <u>lower-level</u> dialogs in user interfaces. Using models as part of user interface development can help understand user requirements, <u>avoid</u> premature decisions about specific <u>layouts</u> and <u>widgets</u>, and make the relationships between different parts of an interface's and their roles explicit.

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 <u>improvements</u> 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 visual was created to specify what goes into effective UX design.



MinTIC





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.





Worksheet 9.3

Answer the following questions.

1. Entiendo la diferencia entre UI y UX.

Tal vez Si No

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.

Tal vez Si No