

Reflection #4

With the passage of time, everything evolves and sometimes even more than many would think. In the case of the IHC, it is defined by Alan Dix as a multidisciplinary field of study that is focused on computer technology design, human-computer interaction. and that in these times it has expanded to cover almost all forms of information technology design, on the other hand, with UX, which is defined as the process used by design teams to create products that provide satisfactory experiences for the user in which its design encompasses the process of acquisition and integration of the product, including aspects of branding, design, usability and function.

The greatest similarity that we can find in these concepts, we can conclude that it is the importance given to how the human-computer interaction is, as it always seeks for the user to be in a certain way at a level of satisfaction, although it can be note that they differ as UX is key to extending the frontiers of IHC as well as supporting the investigation of new forms of IHC interaction and that UX in turn makes IHC advances practical.

References:

[https://www.interaction-design.org/literature/topics/human-computer-interaction?gclid=Cj0KCQiAn4SeBhCwARIsANeF9DK85tG0HMCC6 -XPlkpEpfrt5nw1e8XoHa-xeQbtKN9uE8_QvS7BTwaAmOOEALw_wcB](https://www.interaction-design.org/literature/topics/human-computer-interaction?gclid=Cj0KCQiAn4SeBhCwARIsANeF9DK85tG0HMCC6-XPlkpEpfrt5nw1e8XoHa-xeQbtKN9uE8_QvS7BTwaAmOOEALw_wcB)

<https://www.interaction-design.org/literature/topics/ux-design>