Reflection – HCI and UX

When checking the diagram made by Envis Precisel, you can notice that the fields of Human Computer Interaction and User Experience have a relation of commonality with one another. And after giving them a good glimpse, you can see why.

HCI and UX both aim to better understand how people interact with computer systems, their behaviors and thought process when doing so, so that they can devise newer and better solutions to improve their handling of computer systems.

Of course, both fields have differences to set them apart, and the biggest one is their aim. HCI is concerned to have a great, academic understanding of how people interact with computer systems to develop their designs. It needs well established and proven theories to ensure their solutions are usable. On the other hand, UX aims to improve the experience users would get when handling with computer systems, taking into considerations their emotions, perception and attitudes to ensure an overall good experience.

In UX, there are seven fundamental principles to follow when designing, and for our project I find 2 of them important for our purposes: usable and useful. Since our project aims to help students from UADY's Math Faculty in strengthening social cohesion by assisting them in better organizing and managing social initiatives for them to participate at, is important that our project must offer great utility in carrying out the deeds effectively and be designed in a way that it would be easy to handle by the students.

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