

Here’s a comparison of **User Experience (UX)** and **User Interface (UI)** in a tabular format:

Aspect	User Experience (UX)	User Interface (UI)
Definition	Focuses on the overall interaction and experience a user has with a product or service.	Concentrates on the visual and interactive elements of a product.
Goal	Ensures the product is functional, user-friendly, and satisfies user needs.	Makes the product visually appealing and easy to interact with.
Scope	Encompasses user research, usability, accessibility, and functionality.	Covers aesthetics, layout, design patterns, and interactivity.
Key Deliverables	User flows, wireframes, prototypes, personas, and usability testing.	Visual designs, color schemes, typography, and responsive layouts.
Focus	Overall journey and problem-solving for the user.	The look and feel of the product’s interface.
Tools Used	Figma, Adobe XD, Sketch (for prototyping), Miro (for research and collaboration), UsabilityHub.	Figma, Adobe Photoshop, Sketch, Illustrator, InVision.
Interaction with Users	Involves understanding user behavior, needs, and pain points.	Deals with how users visually interact with the interface.
Core Principles	Empathy, usability, functionality, and simplicity.	Visual hierarchy, consistency, and branding.
Involvement in Process	Starts at the beginning and spans the entire product lifecycle.	Primarily focused on the design and development phases.
Example Focus Areas	Ensuring easy navigation for users and solving user pain points.	Designing an attractive button or layout for a specific page.