UIvsUX

As I previously said, UX is the way the user interacts with our system, expressed in how this application shows to the user if it's doing what is expected to do.

But we can't talk about UX without talking about UI as this one exist in a static way and don't necessarily need user interaction, but by moving through and using proper UI design is how we achieve UX, this is how the confusion happens because these are like 'two sides of the same coin'.

Regarding our project *psychological help application,* at this day it's not formally clear how we should aboard this topic, since we still have the UI, a set of static menus showing what the system have to interact with, which is made using some ISO standards like ISO 9241 and taking account our previous surveys, but as I said earlier, this UI only exists in a static way and don't have any interaction response.

Anyway, there are plenty of books and sources explaining basics of this topic, and different ways to create UX, one of these sources being *Designing User Experience*, by David Benyon, who shows examples of and case studies about how UX exists in our daily life, how some enterprises deal with this issue and how some don't success.

We are planning to take note about these examples and design ways to reach our target audience, using proper UI techniques.

Bibliografía

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