UsabilityVsUX

In the context of Human Computer interaction, usability can be defined as that which at first glance can represent what the average user defines as "accessible", in the sense that it does not represent some type of complexity, whether physical, visual, auditory, etc.

On the other hand, UX (user experience) represents what happens between the user and the application, including, but not limited to, its usability itself or the user interface that represents it.

In summary, one of the main differences between usability and UX is that the former refers to what the user visually and functionally represents, and UX is what exists at the time of the interaction between these two elements.

Regarding our project, the following interaction is expected:

- The user enters the application through their institutional email (subject to change).

- A list of the main psychologists (popular, economical, with greater availability, etc.) is presented on the screen, representing usability, by showing in a simple, visual, and concrete way the main information for which the user accessed in the first place.

- The user chooses the psychologist they want, then their contact information is displayed below the latter's name in the shortest and most concise way possible, this representing the UX by providing the user with said information without oversaturating the screen with data from other psychologists. which the user is not necessarily interested in.

- The user contacts the psychologist to schedule an appointment.

- The psychologist marks the user as "at attention" (also subject to discussion).

- End of interaction with the application.