USABILITY VS UX

HCI have evolved and widely used in recent years for product developments. There are a diversification of methods and techniques resulting in forming specific roles and approaches. For example, the role of UX is widely recognized, and it is part of many development teams and processes. However, it is important to have a clear distinction of the aim, task, methods or techniques used specific. Considering the differences explain following points:

- How HCI, Usability and UX are related.
- Describe ONE specific difference between Usability and UX. Provide an example based on your team's project.
- Based on the above explanations, provide a basic example of an "UX feature" which your team's project could be included (currently not included as part of your project). Be as specific as possible to map (or provide context) on the UX attribute and how could be verified and measured in your project.

HCI, Usability, and UX are all connected in the design of digital products. HCI is the big field that studies how people interact with systems. Usability is one part of HCI, and it focuses on how easy and efficient a system is. UX is wider it includes emotions, satisfaction, and the full journey of the user.

A key difference between Usability and UX is that usability is about how the system works, while UX is about how the user feels when using it. For example, in our project, we designed a system where musicians can create and edit their profiles easily. But UX would go further and ask: "Does the musician feel proud when viewing their profile?" or "Does the design give them confidence to apply for gigs?"

One UX feature we could add to our project is a "success tracker" for musicians. It would show stats like how many views or clicks their profile got, or how many people bookmarked them. This supports the UX attribute of user motivation and feedback. It can be verified by testing if musicians log in more often and measured by comparing activity before and after adding this feature. In short, HCI gives us the base, usability makes the product work well, and UX makes it meaningful. Our project includes usability already, but adding more UX-focused features would improve the full experience for musicians and employers.