UsabilityvsUX

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 related in the field of technology design. HCI is a field of study focused on the interaction between humans and computers (1), so we can see the relationship between these terms like HCI is the field of study and provides the foundational principles to design, usability is a measure of how easy is to use one product and this ensures the "ease of use" in the product that are designing, and UX is the whole experience with the product, not only do the task that must to be complete, it involve psychological and emotional factors, all these terms trait the same field but in different ways. In general, HCI is the base, with that base we can create products with usability (ease of use) and UX enhance the experience using the human factors as a part of the design.

The main difference between UX and usability is that usability is a measure of how well a specific user can use a product/design to achieve a goal (3), meanwhile, UX is a process of creating products that provide relevant experiences to users (2). The main difference is that usability focuses on the functionality (the user archive the goal of the app) instead of UX focuses on the question The product feels good to use? Or are you identify with the brand?, that kind of things. For example, in my project (Indie Musician LinkedIn) one requirement is that the users must have a way to provide and receive feedback, the usability here must be the memorability, the users if they don't use the app for a while, the should be able to remember how to provide and receive feedback, this only focus on the functionality, but if we talk about use a feedback system like the shop pages, amazon for example (Stars and review below), the user probably going to feel more comfortable about it and the memorability will be better, so this way we enhance the experience instead of create a new system that isn't equal to others.

One UX feature that I'd like to include in the project is a recommendation system that use the "tags" on your profile like "guitarist" or "band", to recommend jobs or musicians. I think this refers to the attribute "value", because it saves time to the users instead of use the tag search you can easily find something of your interest in the first results or main page. And we can verify and measure with engagement metrics that calculate how many users click on the post that we recommend to them. Like YouTube or Netflix when they recommend to you something.

Bibliografía

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