

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.**

Human-Computer Interaction (HCI), Usability and User Experience (UX) are strongly related, because the three are about users doing things in the computer. HCI englobes the study of how humans interact with the systems, Usability focuses in efficiency and easy use, and UX reaches the emotional experience and the user satisfaction.

A key difference between Usability and UX is that Usability centers in the functionality and efficiency of the system, while UX sees the user subjective perception. An example in our project would be the tabs and buttons organization for the Usability and background color, graphics and sound for the UX.

Maybe an implementation of UX in our Musician Social App could be piano or guitar sfx after some specific actions, something like when you mark done an assignment in Microsoft Team. Obviously, the point of the sfx would be being satisfactory to do and could be disabled.