**Question:**

**Read Minge & Thuring (2018). Based on the change in human emotion over time, might you adapt Figure 1 in their paper in any way?**

Researching User Experience (UX) is a complex process, since it includes cognitive processes, which in return are fairly dynamic. Understanding and defining UX gets even harder when we include other factors as well (for example, instrumental, non-instrumental, hedonistic, pragmatic). From that perspective, component model of user experience model (CUE) helps us to identify all the components, measurements and even variables to better understand one's experience of using a system. As stated by Minge & Thuring (2018), CUE model serves as a comprehensive framework to understand interaction between system and its users.

In its core, CUE model consists of two perceptions, which are instrumental and non-instrumental qualities of a system. In addition, the model also accounts for the emotional reactions component, consequently encapsulating different factors, such as physiological reactions, feeling, motor expressions. However, the model could be further optimized with the focus on a person's efficiency of using a system. Since all people have different perception of self-efficiency, it is worth to mention that one who considers himself as efficient and competent when interacting with the system may have different final judgements about a system.

**References**

Minge, M. & Thuring, M. (2018) Hedonic and Pragmatic Effects at Early Stages of User Experience. *International Journal of Human-Computer Studies* 109: 13-25.