Peer Response 1:

Collaborative Discussion 2: Factors Affecting User Experience

In reply to Anda Ziemele

Peer response

by Andrius Busilas - Monday, 23 September 2024, 7:22 PM

Hi Anda,

Your initial post effectively demonstrates how user emotions change during product interaction, stressing the importance of user traits and perceived distance to the final interaction in UX design. Incorporating the concept of "Perception of distance to final interaction" into the CUE model provides a more comprehensive view of how step quantity and complexity affect user contentment. This is consistent with Minge and Thuring's (2018) research, which emphasizes the impact of time and repeated use on perceived usability and aesthetic experience.

The example of the eCommerce website shows that visually pleasing designs can still hinder usability if navigation is complex. Ji and Yu's (2022) study on simplifying navigation, particularly for older users, reinforces the notion that UX designers should optimize interaction paths to boost user satisfaction. This approach also aligns with secure coding practices and BDD (Behavior-Driven Development), where user stories aim to simplify interactions while addressing security and functionality requirements.

From a developmental standpoint, this highlights the need to adapt design principles to suit various user characteristics and strike a balance between visual appeal and functional clarity. Applying these insights to virtual teams necessitates collaboration between designers and developers to ensure that UX research translates into practical enhancements. By employing an iterative, user-centered development approach, teams can minimize friction in user interactions, leading to more effective and satisfying digital experiences.

References:

Ji, H. & Yu, Y. (2022) A Fuzzy Comprehensive Evaluation Study on the Performance of Age-Friendly Digital Retrofit Based on User Experience: Take the “Elder Mode” App as an Example. Mathematical Problems in Engineering, 2022(1), p.5926081.

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