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Definitions of UI/UX



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1 Definitions of UI and UX

1.1 User Interface (UI)

- User Interface often abbreviated as UI is an interface that is provided to the users to interact with the system
- Something that the users see when they use a system
- Can be seen with the eye since it's what the users will see upon using the system
- There are two types of UI that are commonly used digitally, namely:
 - **Graphical User Interface (GUI)**
 - * Used in a more modern system
 - * Rendered as a graphical element
 - * Has a high resolution
 - * Can have as much detail as possible depending on the resolution of the system
 - **Terminal User Interface (TUI)**
 - * Made its appearance since older system such as UNIX system or those without a modern graphical screen
 - * Its entirety is based on text and colours manipulation
 - * Limited to the grid system provided by the terminal

1.2 User Experience (UX)

- User Experience often abbreviated as UX is how the user interacts with the system or product
- Ability of the users interacting with the system or product
- Cannot be seen with the eye because it's something that the users experienced throughout the system

1.3 Conclusion

User Interface is what the users see and User Experience is what the users feel. Both plays an important role in a system or product.

2 Good UI and UX Characteristics

2.1 User Interface

- Adheres to a certain laws of design
- Follows the accessibility (a11y) rules so that more people can use the system
- Looks good in the eye but shouldn't distract the users from the information given
- Must be able to convey informations clearly

2.2 Examples of good UI

- Laws of UX

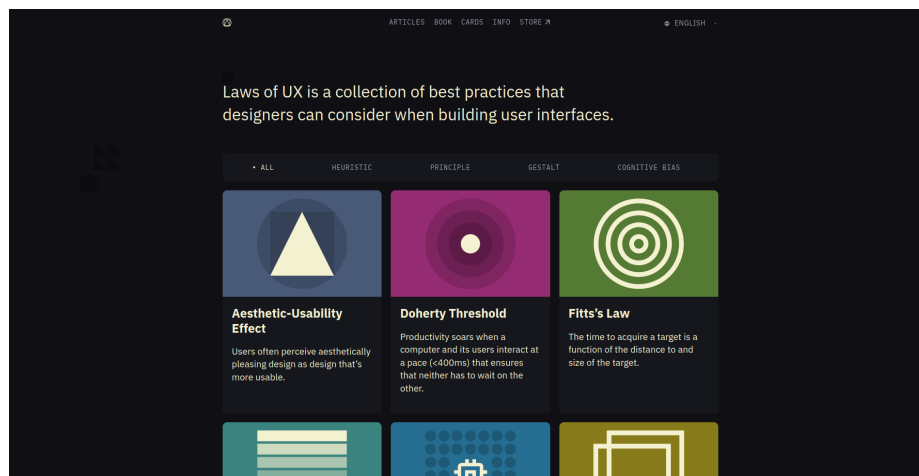


Figure 1: <https://lawsofux.com>

- Clear in its intention, it tries to inform different laws of a good user experience
- Simple enough where the users can see all the informations clearly at a glance
- Using different colours and simple shapes to make it easier to differentiate each sections
- Feels clean and doesn't look cluttered

- Microsoft .NET

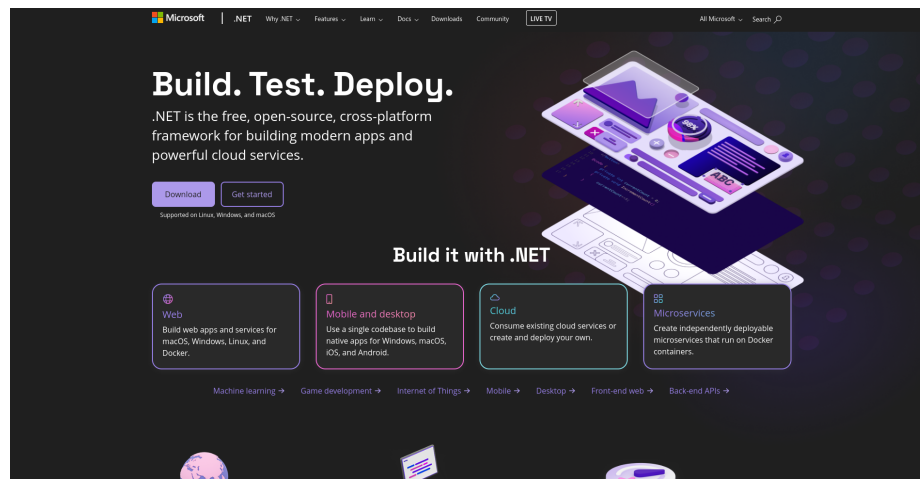


Figure 2: <https://dotnet.microsoft.com>

- It has a clear tagline that attracts the attention of the user and a clear call to action button which the users can click
- Illustration is provided to attract the user attention, instead of just giving some boring texts
- Uses different colours that work with each other making it pleasing to look at

2.3 User Experience

- Adheres to a certain laws of UX
- Makes the interaction with the system or product feels like a breeze
- Does not need much explanation, or it should feel natural to the users

2.4 Examples of good UX

- Github

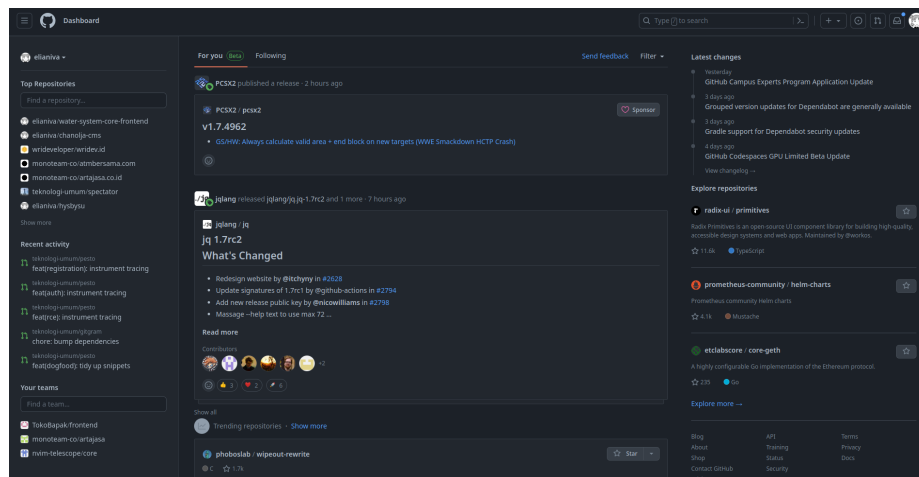


Figure 3: <https://github.com>

- Everything can be seen on a single screen yet they are all clear with their intention
- There's not much explanation needed since everything is self explanatory
- Each components have their own state when they receive interaction making it feels fluid

- Learn Svelte

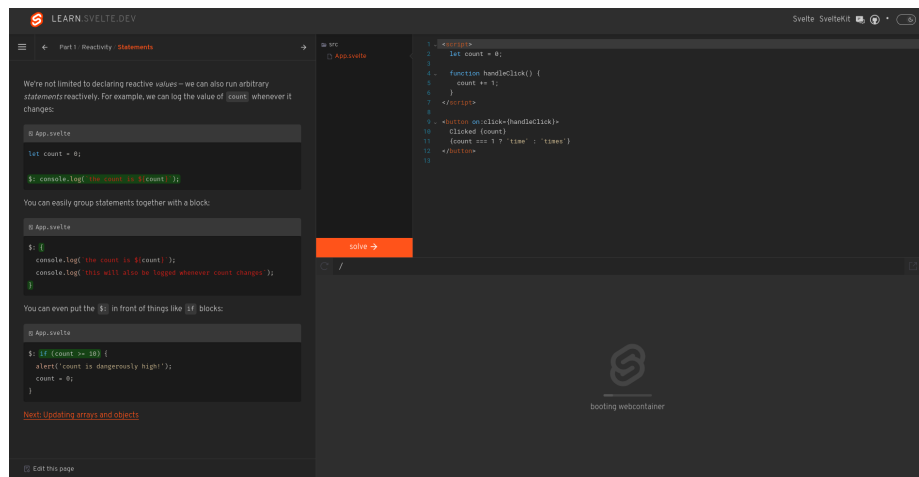


Figure 4: <https://learn.svelte.dev>

- There's not much explanation needed since the flow of the app is clear
- It feels familiar to most people with at least some experience of web development
- Every buttons do exactly what the users think

2.5 Conclusion

User Interface and User Experience both have certain rules that needs to be adhered so that it provides the best experience for its users. Having a good User Interface doesn't always mean having a good User Experience. There should be a strike of balance between the two such that the app gives the best experience for the users. Sometimes there are tradeoff that needs to be made to make the UI better by sacrificing some of the UX or vice versa but that highly depends on the needs of the system or product.