



# User Experience (UX)

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User Experience Design (UX) is a broad, holistic science that combines many cognitive and brain sciences disciplines like psychology and sociology, content strategies, and arts and aesthetics by following human-center approaches.

Human-centred design is an approach to interactive systems development that aims to make systems usable and useful by focusing on the users, their needs and requirements, and applying human factors/ergonomics and usability knowledge and techniques. This approach enhances effectiveness and efficiency, improves human well-being, user satisfaction, accessibility, sustainability, and counteracts possible adverse effects on human health, safety, and performance. [HCDSociety](#)

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## UX disciplines

The principles and indications taught by [interaction-design.org](#) can be useful in the process of creating research software.

The main UX disciplines are:

1. **User research:** understanding the people who use a product or system through observations.
2. **Information architecture:** identifying and organizing information within a system in a purposeful and meaningful way.
3. **Interaction design:** designing a product or system's interactive behaviors with a specific focus on their use.
4. **Usability evaluation:** measuring the quality of a user's experience when interacting with a product or system.
5. **Accessibility evaluation:** measuring the quality of a product or system to be accessed irrespective of personal abilities and device properties.