TABLE 4: COMBINED ASPECTS/ATTRIBUTES.

Combined Elements	Combined As	Reason
Appearance, Layout, Structure, Interface Design, Aesthetics	Aesthetic Design	All essentially deal with the visual aspects of design and their impact on user experience.
Perspicuity, Understandability	Understandability	All terms essentially mean "the ability to be easily understood." They emphasize that users should be able to grasp the meaning and functionality of an interface with minimal effort.
Reversal Of Actions, Error Prevention/Handling	Error Prevention/Handling	Reversal of Actions specifically addresses the prevention or handling of errors by providing users with the ability to undo or reverse their actions.
Attitude, Technology Acceptance	Technology Acceptance	Technology acceptance is a broader concept, including the attitude attribute.
Life-Style, Values, Culture	Cultural Background	Considering a user's cultural background encompasses aspects of lifestyle, values, and culture, providing a broader understanding of their context.
User Needs, Cost, Recommended, Expectations, Mental State, User Preferences	User Needs And Preferences	User needs and preferences are a broad concept, including all of them.
Judgment, Likeability, Satisfaction	Satisfaction	Users' judgments and likeability directly contribute to their satisfaction levels, highlighting the importance of delivering a positive and high-quality user experience to foster user satisfaction.
Knowledge, Co-Experience, Familiarity	Familiarity	Familiarity encompasses the knowledge and the co-experience that the user has in the app domain.
Immersion, Presence	Presence	They both relate to the feeling of being fully engaged and absorbed in the virtual environment or content.
Creativity, Invention, Uniqueness	Innovativeness	Innovativeness includes inventiveness, creating something new, and uniqueness, being distinctive.
Guidance, Assistance/Helpfulness	Assistance/Helpfulness	Both guidance and Assistance/helpfulness ultimately aim to achieve the same goal. Thus, combining these two aspects reduces redundancy and creates a more streamlined taxonomy.
Communicativeness, Responsiveness	Responsiveness	Both aspects relate to the app's ability to interact with the user in a timely and appropriate manner
Sequence, Navigability	Navigability	Both aspects are fundamentally concerned with the user's journey through the app. Ultimately, good navigability ensures a logical and efficient sequence for users to complete tasks or find information
Practical, Functionality	Functionality	Same meaning

TABLE 5: REMOVED ASPECTS/ATTRIBUTES.

Removed Elements	Reason
Cognitive Load	Cognitive load is considered a metric of usability; it primarily assesses attributes such as Learnability, Efficiency, Memorability,Error Rate, and Satisfaction.
Gesture Interaction	It is a method of user input.
Performance	It is a metric that quantitatively measures specific aspects of the system's speed, responsiveness, and stability. It impacts usability attributes like effectiveness and efficiency.
Errors	Errores doesn't define a characteristic of the system itself. Thus, Errors, in this case, it is a metric, not an attribute of usability.
User Rating	User ratings are external feedback provided by users after interacting with the app. They reflect user perception, but not the inherent design elements of the app itself.
Self-Satisfaction	Self-satisfaction is a desirable outcome of a positive UX experience, not the opposite. It might not be as directly measurable or tangible as aspects like usability or efficiency.
Connective	Mobile UX focuses on user interaction with the app itself. While connectivity might be necessary for some functionalities, it's not directly related to the usability, accessibility, or emotional response elicited by the app.
Professionalism	Mobile UX focuses on the user's experience with the app itself, primarily on usability, accessibility, and emotional response. Professionalism applies more to the app's content or purpose than to the user interaction itself.
Complexity	This is covered by the opposite aspect (Simplicity)

Time Behavior	It is a metric to measure the aspects, such as efficiency, responsiveness, etc.
Bug/Crash	They're considered negative factors that significantly hinder a positive user experience.
Identity	While user identity can influence that interaction, it's not the central element. It encompasses factors such as user authentication, account management, profile customization, and maintaining consistency across different devices or platforms that are related to several aspects discussed in the taxonomy.
Identification	Identification refers to the process of users recognizing and confirming their identity within an application or service; thus, it is not an aspect of mobile UX.
Scalability	Mobile UX focuses on the user's experience within the app itself, and scalability typically refers to a system's ability to handle increasing demands or data.
Productivity	Productivity isn't a core aspect of mobile UX, but a well-designed app can indirectly enhance user productivity through features that promote efficiency, organization, and reduced cognitive load. It could be a metric based on this (Productivity, which is the level of effectiveness achieved in relation to the resources (i.e., time to complete tasks, user efforts, materials, or financial cost of usage) consumed by the users and the system. In contrast with efficiency, productivity concerns the amount of useful output that is obtained from user interaction with the software product.)
Portability	Portability refers to the ability of a mobile device or application to be easily transported or transferred between different environments or platforms. It does not focus on the user's experience within the app itself.
Auto-Sign In	This is an example of a UI feature within the Flexibility aspect.
Right Objects, Zoom In/Out	These are examples of the UI features within the aesthetic design aspect.
Convenience, Friendly	These are examples of the UI characteristics within the User-Centric Adaptation aspects.
Compatibility	This is an example of the UI feature within the External application assistants and Updateness aspects.
Manageable	This is an example of the UI characteristic within the controllability aspect.
Quality Of Content	This is an example of the UI characteristic within the quality of information and aesthetic design aspects.
Conciseness	This is an example of the UI feature within the simplicity aspect.
Integrity	This is an example of the UI characteristic within the security aspect.
Universality	This is an example of the UI characteristic within accessibility and User-Centric Adaptation aspects.
Predictability	This is an example of the UI characteristic within the consistency aspect.
Minimal Workload	It is a measure of the mental workload aspect.
Entertaining Interaction, Impressive, Inspirational, Enjoyment	These are emotions related to the positive emotions attribute included related to the emotional aspect.