**Essay 1. The basics of user experience**

Having now researched user experience, please use the space below to answer the questions in the following prompt:

1. Before researching user experience, what did you know about it? Is there any surprise from the research?
2. How did you conduct the research? What can you do better?
3. What product do you wish to design and how would you like this course to help you achieve it?

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Before the research, I thought user experience (UX) is interchangeable with user interface (UI). After the research, I found out UX is much more than UI. It’s about how users interact with the product from the moment they purchase it to the moment they dispose it. UI is just a small piece of UX. I also learned that as UX is an experience -- an impression that users have on their experience with the product. It is not designable. UX designers; therefore, are not designing the experience but for the experience.

I initiated the research by listing five questions. These research questions provided directions of the research. I then browsed the internet for reliable information. I found two articles from Adobe Xd Ideas. Adobe is a renowned innovator of design software. I could do better by exploring information from other sources as this research heavily replied on this one source of information. Both articles are from the same website and the same author published in 2020. I could also research on YouTube for videos and academic websites such as university research websites as well as people around for more information on this topic. I could also find more recent resources published in 2022 to get more updated information on the topic.

As this is a front-end development course and I’m interested in starting a web development agency, I’m interested in building web-based applications to fit the needs of independent artists, bloggers and reporters, e-commerce businesses as well as corporations that need to set up an official website. I hope this course could teach me user experience and front-end development skills. In particular I want to learn how to use MasterGo to wireframe user interface, HTML and CSS to create layouts, and JavaScript to build interactive UI elements. I would also like to learn a few useful libraries with these programming languages as well as building a design system that is reusable and scalable. I hope the experience would be diverse and include various hands-on learning activities so that I won’t get bored.