

## HCI & UX

Technology changes, though along this reflections, I've been mentioning these changes, it's important to highlight them to truly understand them, like the article "User Experience and the Idea of Design in HCI"(2006) mentions, "Fifteen years ago the idea of design in HCI was taken for granted and not a point of concern or discussion. Design meant the process of modelling users and systems and specifying system behaviour such that it fitted the users' tasks, was efficient, easy to use and easy to learn. In short, design in HCI was about engineering usability. Research agendas around this idea involved how best to model the user and to overcome the technical problems with specifying interactive programs in a way that promoted usability".

This brings us to the user experience, were according to "The Thing and I: Understanding the Relationship Between User and Product."(2018) "There is no guarantee that users will actually perceive and appreciate the product the way designers wanted it to be perceived and appreciated. When users come in contact with a product, they take its features in and construct an apparent product character. Product characters can be described by attributes, such as simple, predictable, novel or interesting"

This brings us to what HCI and UX have in common, and that is that they both concern themselves with users and their journeys through the software product produced, it's certainly a point of contention between both of these, but the one thing that separates them, and why I brought up these extracts, is that aesthetics dictate better user experience, but HCI experts, don't really care for that, in fact, before the advent of colorful interfaces, the possibilities of adapting something experimental was unheard of and mocked by them, just something to consider, as with anything, there was no proof of it's real use correlation with better HCI, HCI became about how people feel and instead of how people might be able to perceive certain parts of a software product.

## References:

Note: To avoid confusion, I did use the same book for 2 reflection entries.

Hassenzahl, M. (2018). The Thing and I: Understanding the Relationship Between User and Product. In: Blythe, M., Monk, A. (eds) Funology 2. Human–Computer Interaction Series. Springer, Cham. [https://doi.org/10.1007/978-3-319-68213-6\\_19](https://doi.org/10.1007/978-3-319-68213-6_19)

Wright, Peter & Peter, & Blythe, Mark & Mark, & McCarthy, & John,. (2006). User Experience and the Idea of Design in HCI. 1-. 10.1007/11752707\_1. [https://www.researchgate.net/publication/200553273\\_User\\_Experience\\_and\\_the\\_Idea\\_of\\_Design\\_in\\_HCI](https://www.researchgate.net/publication/200553273_User_Experience_and_the_Idea_of_Design_in_HCI)