

## UI VS UX

User Experience (UX) and User Interfaces (UIs) are an intricate and related part of what makes the fabric of the software we use so efficient and useful (when done right) but the definitions of both tend to be a little confusing for some people, the way these two relate is confused for their individual definitions, making them more confusing for someone with no care to understand the intricacies of what both bring to the table, just to introduce the differences, the UI is visible, but the UX is notable.

In the matter of look and feel of a certain software product, the UI is the look of the design, the possibility for the user to relate and define one's ideal perception by its userbase, all the while, the UX is based within the core of the product, it can be classified as the feel, it's what defines how a user interacts with the product and how that affects the experience they have with it. It ensures that whatever style, typography, or iconography the software product uses makes for a satisfying experience for the user, because an interface can look pretty, but if inefficient, users will still complain, it's natural, a reaction to not being able to do what they desire in an efficient way.

Within our proposal for the group project, there isn't a clear example of UI, basically because our product is a voice application, due to that, the example I will provide in this reflection will be with the assumption that we used in some way a UI.

UX within our project is baked within, and our vision of what we want to accomplish is a good user experience with an element of self-correction. A feedback loop where the user practices their English and with the feedback provided is able to be a better English speaker and thus creating a satisfying experience for the user, that's our goal with the UX of our project

Another Example is that the way that our users experience the AI, filtering is necessary to create a better experience for users all around the board. Making the use of efficient ways to make the AI be able to create useful and cohesive dialog a necessity for the userbase that we have, or at least strive to have.

If we would have had a UI, One of the principal aspects that we would have needed to use is the report system what we will use, in reality it will be an evaluation of the dialogue had made for the end user, yet if we were to make a UI out of it, it would be very simple (As to make the UX efficient) and be able to provide value to the user.

Another Aspect would be the dialogue itself, due to AI in itself being in an early stage for the purpose that we need it for, we need to be able to have tools ready, and present them in an intuitive and orderly fashion, the UI will need icons that are portray those features.

## References:

Javier, A. (2015, November 2). *Ux vs ui: What's the difference? how they apply to WordPress?* WPMU DEV Blog. from <https://wpmudev.com/blog/ux-ui-wordpress/>