

HCI & UX

According to the Interaction Design Foundation, HCI (Human-Computer Interaction) is "the study, planning, and design of what happens when a person and a computer work together". It emphasizes the collaborative nature of the interaction between people and computers, and the need for careful planning and design to ensure that the interaction is productive and satisfying for both parties.

Also based on the same resource Interaction Design Foundation, UX (User Experience) design "is the process of designing (digital or physical) products that are useful, easy to use, and delightful to interact with". It follows the importance of designing products that meet users' needs, are easy to use, and provide a positive experience that goes beyond mere functionality. Both concepts deal with the interaction between humans and technology.

Considered distinct by the Interaction Design Foundation, HCI and UX display a difference in focus. HCI prioritizes technicalities and interface design for computer-person interactions, while UX encompasses a broader scale - emotional response and overall encounter with the product or service are taken into account.

An UX feature that could be included in our a project might include earning points or badges for reaching certain milestones, or personalized learning paths based on the user's level and goals. It could also include social features, such as the ability to connect with other language learners and practice speaking together.

Source: Interaction Design Foundation. (n.d.). User Experience (UX) Design. Retrieved from <https://www.interaction-design.org/literature/topics/ux-design>

Source: Interaction Design Foundation. (n.d.). Human-Computer Interaction (HCI). Retrieved from https://www.interaction-design.org/literature/topics/human-computer-interaction?gclid=Cj0KCQiAn4SeBhCwARIsANeF9DK85tG0HMCC6 - XPlkpEpfrt5nw1e8XoHa-xeQbtKN9uE8_QyS7BTwaAmOOEALw_wcB