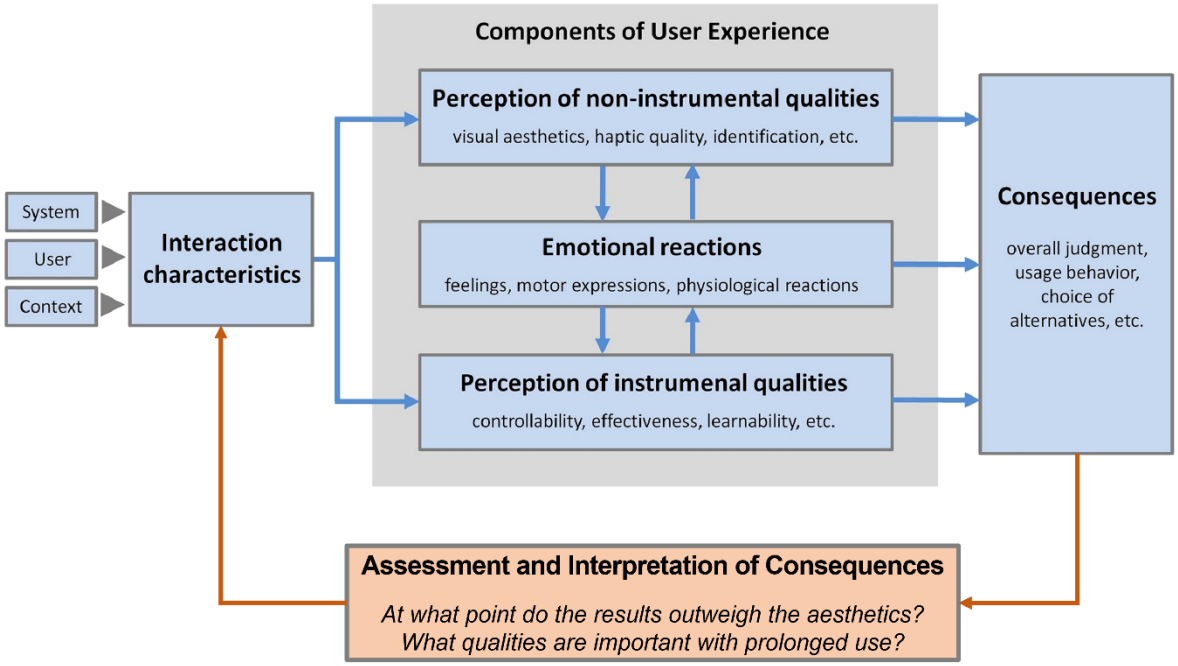
**Collaborative Discussion 2: Summary Post**

Adapted from *Hedonic and pragmatic halo effects at early stages of User Experience* (Minge and Thüring, 2018)




Whilst Minge and Thüring's Components of User Experience (CUE) model provides a versatile construct for examining user reactions to interactions with technology (2018), it could benefit from a feedback loop that considers the effects of repeated use. Interestingly, a survey conducted by Lallemend et al. found that the field of computer science has varying interpretations of User Experience, without standard methodologies for incorporating emotional and behavioural reactions (2015). The CUE model offers a remedy to many of the gaps identified by Lallemand et al. (2015), but omits some of the findings from Minge and Thüring discussed – such as the pivot from hedonic to pragmatic prioritisation – with regular technology use (2018). Further examination of specific types of technology, such as medical health platforms, has indicated that the hedonic principles of the CUE model are less significant when user welfare and perceived survival is at stake (Pal et al., 2023).

As this field continues to evolve, I believe the computer science community will increase its ability to recognise behavioural and emotional variance as they change between user populations, application purposes, and pretext for use.

**References**

Lallemand, C. et al. (2015) User experience: A concept without consensus? Exploring practitioners' perspectives through an international survey. *Computers in human behavior*. [Online] 4335–48.

Minge, M. & Thüring, M. (2018) Hedonic and pragmatic halo effects at early stages of User Experience. *International journal of human-computer studies*. [Online] 10913–25.

Pal, S. et al. (2023) Exploring the factors that affect user experience in mobile-health applications: A text-mining and machine-learning approach. Journal of business research. [Online] 156113484–113484.