

## FREQUENTLY ASKED QUESTIONS - FAQ - EN

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### 1) What is UXAPP?

UXAPP automatically evaluates user experience (UX) based on three elements: usability, effect, and user value.

It uses emotion recognition obtained from audio and video recordings of the user while they use a web or mobile digital product.

The user experience (UX) and its elements are evaluated based on the user experience evaluation model proposed by [anonymized].

### 2) Where can I find and install UXAPP?

UXAPP is available at our website [uxapp.com.br](https://uxapp.com.br). It is a project still under development, but if you want to try this app, just request a free invitation on our website. Then you can download and install UXAPP from [here](https://www.appsheet.com/newshortcut/f957e997-5459-46e9-ab42-d8d41236de32):

<https://www.appsheet.com/newshortcut/f957e997-5459-46e9-ab42-d8d41236de32>.

### 3) How can I use UXAPP?

The working process of UXAPP is straightforward.

- Firstly, the user installs the UXAPP from the appsheet.com store, logs in, and creates their first experiment following the steps in the APP.

- Next, the user creates a meeting in the Google Meet app, shares the screen using a digital product, and records the interaction. Make sure to record your audio, video, and the digital product's screen.

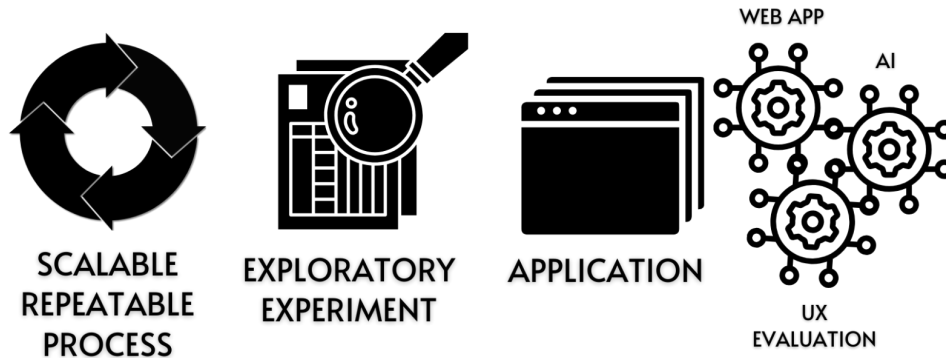
- Next, the user performs tasks or freely uses the product following the think-aloud protocol, which means thinking out loud and verbalizing their thoughts, feelings, and doubts.

- Then, the user shares the recording in our email account, inserts the shared link in UXAPP, and submits the experiment for analysis.

Now, wait for UXAPP to update the experiment status to the completed UX evaluation. You will receive an email from us with the link to the evaluated video.

### 4) What is the User Experience (UX) Evaluation Model?

# UX EVALUATION



This model suggests a scale for evaluates each UX element and how it relates to emotion recognition obtained from user's audio and video.

The model is composed of a scalable and repeatable process, an exploratory experiment, and an application architecture with web app, AI component, and UX evaluation component.

You can access the model first version with user value evaluation in the paper below. The full user experience model is still to be published.

[anonymized]

Measurement of User's Satisfaction of Digital Products through Emotion Recognition  
2023, ACM International Conference Proceeding Series, pp. 62-71.  
DOI: 10.1145/3629479.3629488

[Access the paper: https://dl.acm.org/doi/10.1145/3629479.3629488](https://dl.acm.org/doi/10.1145/3629479.3629488)

5) What is the theoretical background of UX Evaluation Model?



The User Experience (UX) Evaluation Model is based on over 60 references, but the main framework is provided by the work from Park et al. [1], from which we extract the image above, but also the works from Brooke [2], and Likert [3].

[1] Park, Jaehyun, Sung H. Han, Hyun K. Kim, Youngseok Cho, and Wonkyu Park.  
Developing User Experience Elements for Mobile Phones and Services:  
Survey, Interview, and Observation Approaches, July 2013.  
ISSN 10908471. xii, 3, 18, 19, 22, 28, 50

[2] Brooke, John:  
SUS: A quick and dirty usability scale  
Usability Eval. Ind.. 189, 1995.  
<https://www.researchgate.net/publication/228593520>. 13, 21, 22, 28

[3] Likert, Rensis:  
A technique for the measurement of attitudes.  
Archives of psychology, 1932. 10, 21, 54.

6) What are the main concepts of User Experience (UX)?

User Experience, in the context of products and services experiences, can be defined as “an overarching experience that consists of all aspects of users’ interaction with a product or service” [1].

User experience is related to the “experience context”, a set of elements that form the experience. If any element of this set changes, then the experience will be different. This set is made up of person, event, environment, and point in time [2].

It can be said that “an individual experiences an event (i.e., action) through a specific medium at a particular point in time”. [2]. The user experience is composed by [1]:

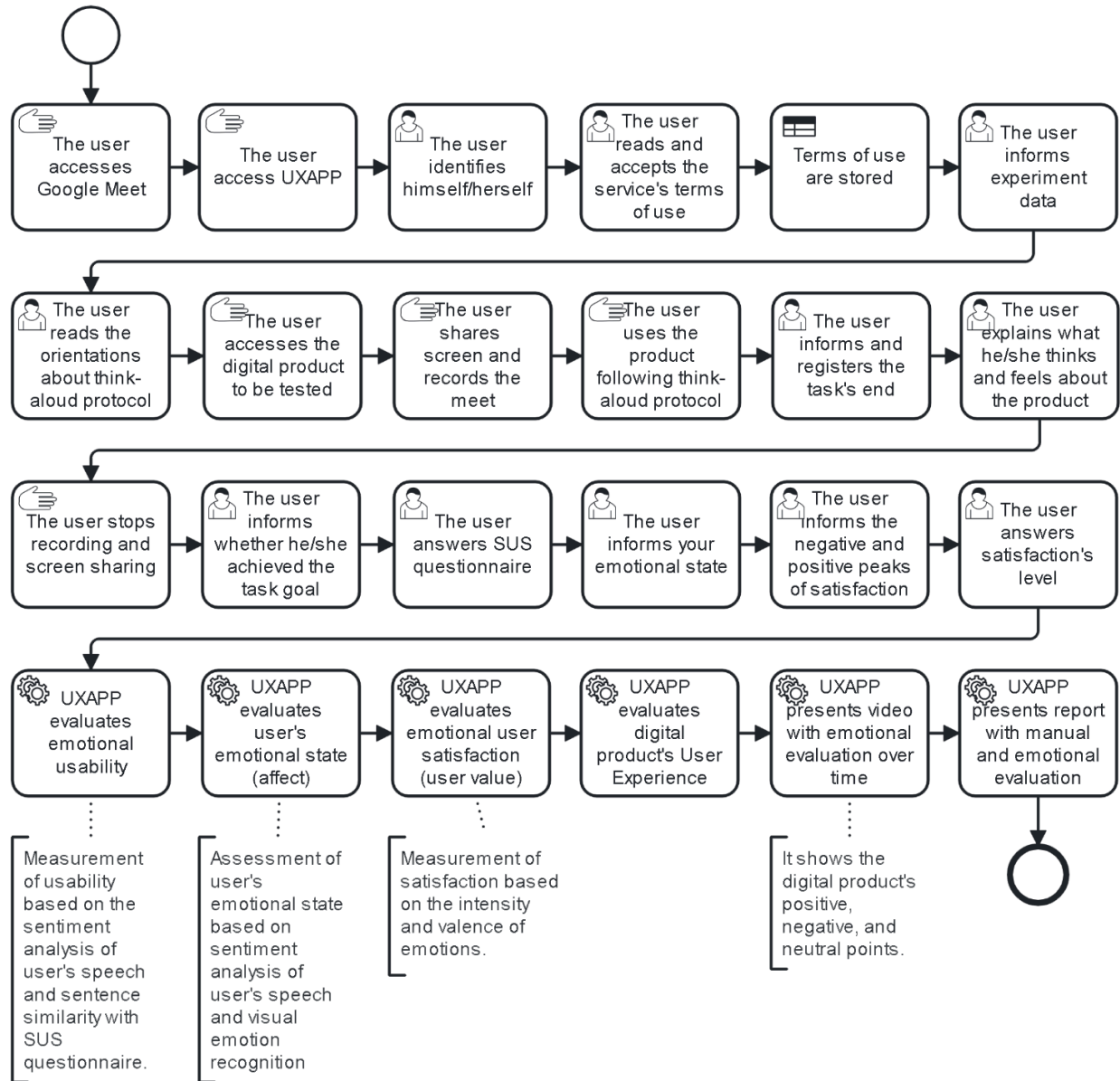
- Usability: is defined as “the effectiveness, efficiency, and satisfaction with which specific users can achieve specific objectives in specific environments”.
- Affect: is considered “as an emotion that is a consequence of interaction with a product or service”.
- User value is defined as “a subjective value that the user attributes to a product. Value can be related to how significant the user thinks the product is in their life”.

[1] Park, Jaehyun, Sung H. Han, Hyun K. Kim, Youngseok Cho, and Wonkyu Park:  
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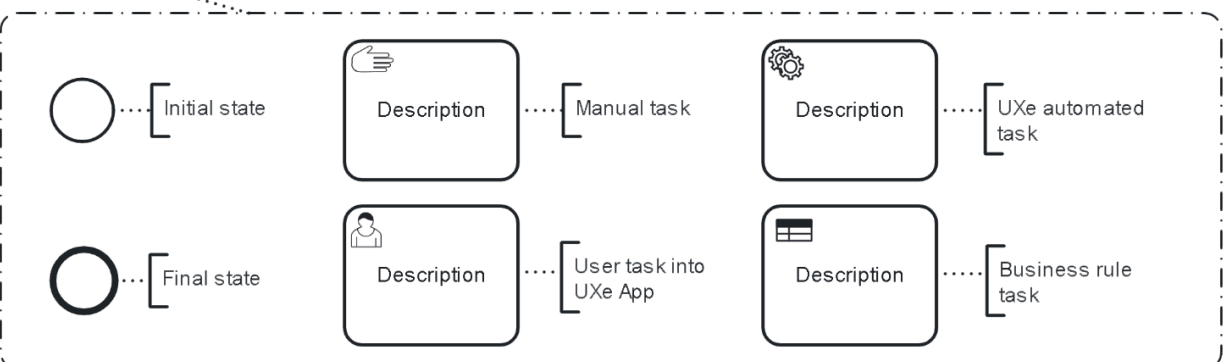
[2] Gahler M., Klein J.F., Paul M.  
Customer Experience:  
Conceptualization, Measurement, and Application in Omnichannel Environments  
(2023) Journal of Service Research, 26 (2), pp. 191 - 211.  
DOI: 10.1177/10946705221126590

7) What is the User Experience (UX) Evaluation Model Process?

The following image illustrates the User Experience (UX) Evaluation Model Experiment.

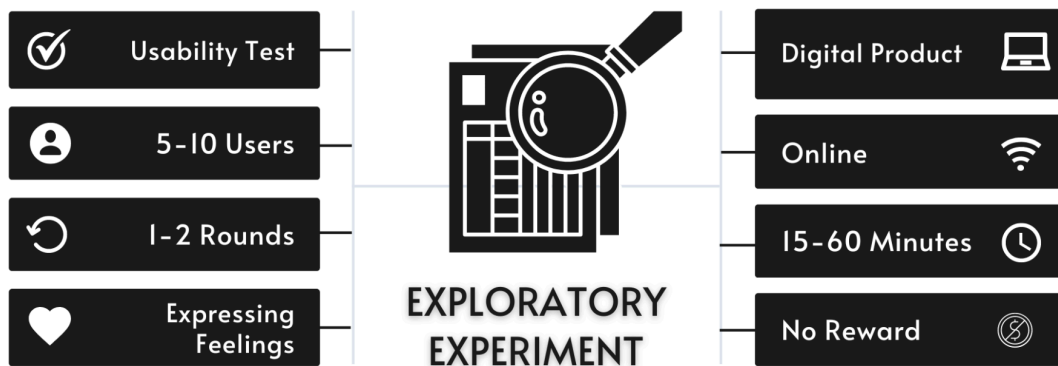


#### Legend



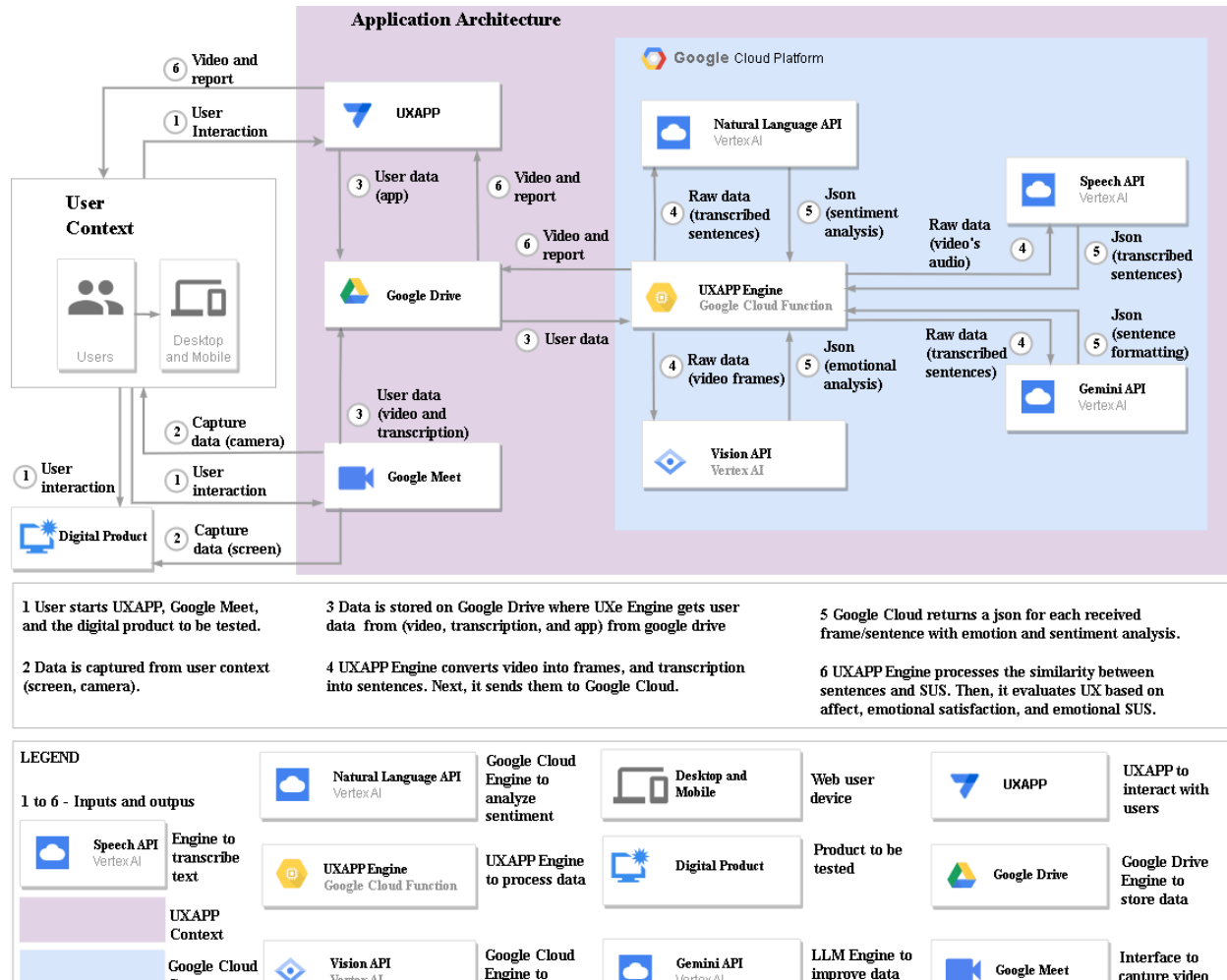
## 8) What is the User Experience (UX) Evaluation Model Experiment?

The following image illustrates the User Experience (UX) Evaluation Model Process.



## 9) What is the User Experience (UX) Evaluation Model Architecture?

The model uses Google Cloud to implement UXAPP. The frontend makes use of APPSHEET environment, the UXAPP engine runs as a Google Function API and it consumes several AI products. Google Workspace tools supports UXAPP with user interface services. The following image illustrates the User Experience (UX) Evaluation Model Architecture.



10) What is UXAPP's privacy policy and terms of service?

You can find our privacy policy at this [link](https://uxapp.com.br/privacy-policy/): <https://uxapp.com.br/privacy-policy/> and our terms of service [here](https://uxapp.com.br/terms-of-service/): <https://uxapp.com.br/terms-of-service/>.