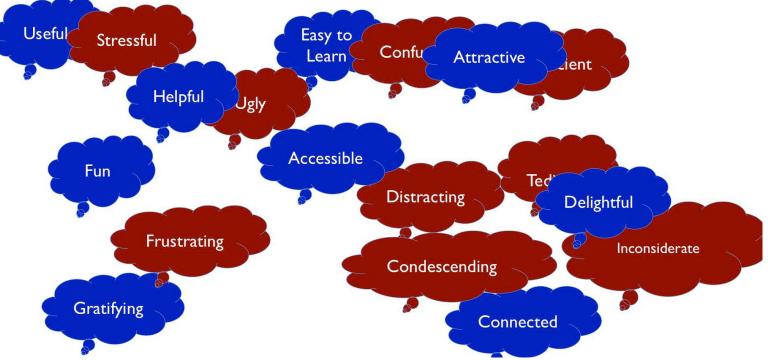
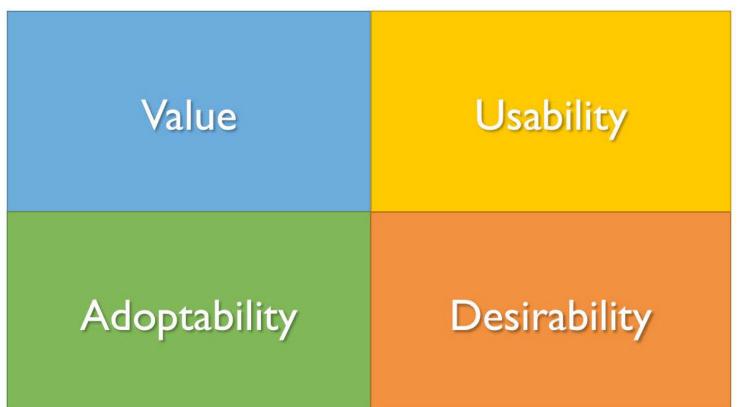
Human-Computer Interaction by Prof. Enrico G. Dacanay

Good and Bad UX

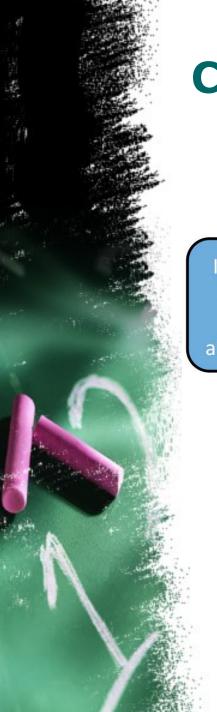
14.1

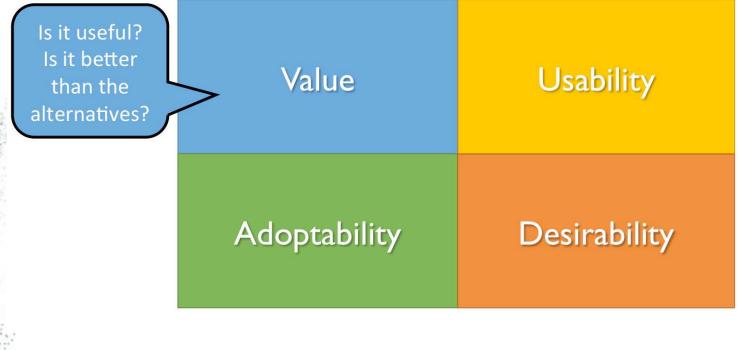






Frank Guo. More than Usability. The four elements of User Experience, Part I. UX Matters. April 24, 2012.







Viscalc, 1979





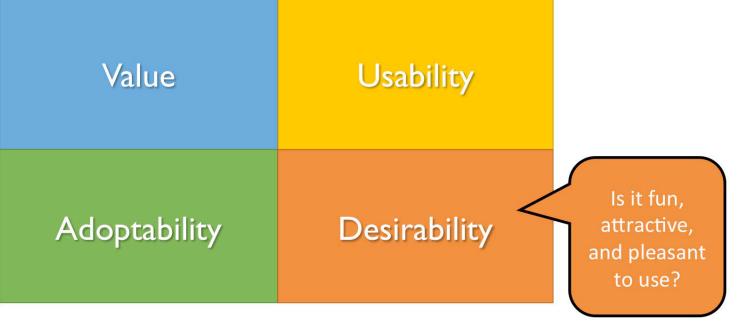




Motorola ROKR









iPod, 2001









Duolingo





Basic Methods of UX

- Understanding users
- Design and Prototyping
- Evaluating designs

Value	Usability
Adoptability	Desirability



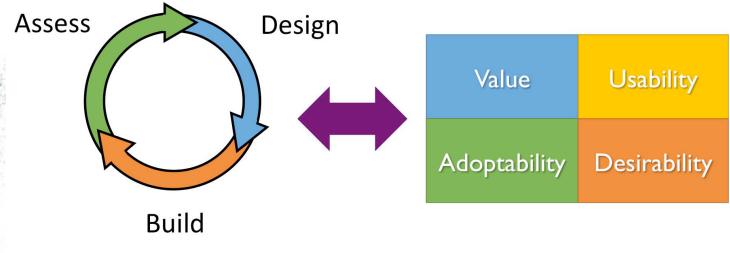


Assessing UX

	Understanding Users	Evaluating Designs
Value	What do users need?	Does this design fulfill the need?
Usability	How do they do it now?	Can they get it done with this?
Desirability	What do they desire?	Is the design appealing?
Adoptability	Where do users look for things?	Can users find and access them?

Assess

The process is your guide



Summary

- UX is multi-faceted
- Basic UX methods can address many UX concerns
- Let the process be your guide