

Experience Design

Individual Paper

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User Experience:

We can say that a product or service has a good user experience when it fulfills its purpose.

User experience clearly matters a lot I mean, think about today's best systems they have one thing in common which is good user experience. The user experience for me is usability, accessibility, user-centered, and aesthetics. When we design any product or service, we should consider what will satisfy our customers after using the design. The user experience's role, according to me, is to make any product or service enjoyable to use, usable, and accessible to most people.

During the early years after the industrial revolution, functionality played an important role. Trends have changed today, and the user experience related to any product or service plays an important role.

For me, experience design is much more important than anything else. Let's take an example of a gift. The excitement of receiving a gift is more important than the material: the sense of being "special". The experience of receiving a gift is more special than the material it contains. Hence, experience design holds so much importance in various situations. Designing things according to context is also very important.

As a UX designer, I would love to create a collection of active experiences when a person engages with my designs. The future of design is experiential, and I believe that whenever we design, we should consider what the pain points are and what screen should come after the first. We should start thinking about how it feels to order medicines from a handheld device and how that affects your sense of health. We should start building apps from an

experiential point of view, like thinking about how it feels to be that person who is in need or who wants to have an entertaining experience or whatever the purpose of that app is. UX designers' job is to take complex problems and divide them into smaller chunks that can be worked on; the job here is to understand the issue on the screens from a deeper perspective.

Personal values for user experiences:

I feel the future of our global society depends on what we design today. Everything is well-designed, from the chair I'm sitting into the software I'm typing on, and the experience we have in any sort of software application is designed by a UX designer.

My values for user experience are that design should be clean, transparent, user-centered, and honest. Users should have the impression that they are using reliable and secure applications. Their experience should include a sense of satisfaction and honesty after using our applications. On the same hand, one should also get a sense of enjoyment while using the app. When do we stay on the same app? When do we keep using the same application? When we feel joy and safety, and the app appears to be trustworthy, this is how I feel we can measure my personal value of honesty and transparency: by user retention rate.

Technological advancements that will drastically change the user experience include:

Yes, I feel technology will change the idea of the user experience. Technology is everywhere; it is so ingrained in our lives that it is impossible to imagine our lives without it. Right from our mobile phones to our laptops, it is everywhere. Just think about mobile phones. They were handheld bricks in their early days, and now they are slim devices that can do so many things, from taking high-quality pictures to providing the basic calling

feature. Technology is rapidly growing. And with this rise in technology, the user experience field has a direct impact on it.

In today's world, the way we learn has changed. We use YouTube and other online platforms to gain information. Social media has a big impact on the world. We have definitely shifted from the information age to the experience age, which means that today's tech-enabled generation has begun to consume content based on how we experience it. Futurists have hypothesized how creativity and imagination can become primary producers of economic values; we are now living in the age of imagination. There will be businesses that use AR and VR to give their customers a great user experience. Looking at today's tech advancement, I feel soon we will be designing user experiences using all these technologies, such as augmented reality and virtual reality.

The future of user experience design:

I feel that UX for designing websites, mobile applications, and everything that we see around us today should be more standardized. When we talk about the UX design of websites and software applications, UX designers tend to create designs that are user-centered, and when it comes to being a user-centered design, usually play on the familiarity factor. Build on what our users already know. So there will be a point where most applications will have a standard set. However, because interface-less technologies such as augmented reality and virtual reality are new, it will be more difficult to gain experience. However, I am confident that by focusing on familiarity factors, we will be able to create the best user experiences. Along with this, we as the HCI community will find new patterns. Having said this, I feel the focus will always be on users.

In the next 10 years, I feel user experience will become an integral part of everyday life, and we won't even notice it's there. Good UX is hard to notice in everyday life because it's so good. When UX is done right, it is unnoticeable; it gets out of the way. On the other hand, when a good design is created, people notice it. Today computers are programmed to just

follow a set of instructions but with AI computers will be able to interpret what the users need according to that they will show outputs. Now with this dynamic nature of humans computers will have to be dynamic and so will the User experience. We will have to design for such computers and yes a new set of principles will be formed. We as a UX community will have to evolve. But one thing that will remain constant is the user-centered approach. We will need to develop a deeper understanding of AI to solve problems.