Contributors

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User experience (UX) design shapes the overall encounter with the use of a product, including programming, building information architecture, doing usability engineering, and user research. Interaction design is involved in helping a user reach their goal via smooth, pleasurable, and quick interactions with an object or a machine. Since then, a lot of scientific research, including cognitive science and computer science, has been put to use to explore ways of shaping better communication between machines and humans.

This domain also encompasses sources of competence required for design-oriented practices focused on interactive systems and digital-laden services that fall under the umbrella of UX. Specialized books, blogs, magazines, conferences, and even meet ups are included in this domain. As we noted, in early stages of competence development, practitioners seem to focus on the people and sources of competence that could help them acquire best UX practices.