

## ***ERGONOMICS AND THE CONCEPTS IN HEDONOMIA AS DEVELOPMENT OF A WEB INTERFACE***

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### **1 Context**

With the digital world increasingly present in people's lives, the easiness of information and knowledge it is growing even more, although the seek for information has been facilitated, the time to research on various website has decreased, in this manner, the user often can not absorb all the information they crave.

As the products are each day more innovative, user participation in the development of a project gets further important. According Cybis et. al (2010), user experience comes to the interaction between man and technology providing a comprehensive view of aesthetical properties, function and interaction with the product, the way that people respond to, physical, emotional and cognitive. GARRET (2011) explains that every product tends to create an experience for the user, both a satisfactory experience or not. The author also states that the more complex is the product, more difficult is to succeed in the user experience.

### **2 Method**

To the development of the work was used the following directions and studies; the user experience as the main part to be researched, setting the goals and guidelines that a product must achieve to cause a positive user experience, and also research with the interactions before, during and after the use of the product. The stage of the user experience was mainly based on Cybis authors et al. (2010), Royo. (2008) and Preece et al. (2013).

Other important stage to the survey with the users was the usability, because it helped on the process to understand more the user while interacting with the product. It sets

parameters that should result in a clean and simple interface, helping the user in your navigation. The usability goals were studied to have a direction more centralized to the user's action, since this are connected with the user experience goals, doing a relation between interaction with the user or product. To the research of the stages were used as main authors CYBIS et al. (2002) and Preece et al. (2013).

Another factor that helped to understand even more was the cognitive ergonomics, that together with hedonomia, helped on the research of the user's cognitive behavior, seeking more understanding the actions of users, offering more pleasure to navigate and interact with the interface. To this stage the main authors were Preece et al.(2013) and Hancock et al. (2005).

In the last stage was researched about interaction, which was further noticed that the user experience and interaction design include various disciplines, and the user has some distinct perspectives of interaction with a product. The main authors that helped on this research were Garret (2011), Saffer (2010) and Barbosa (2010).

### **3 Results**

The research has great relevance for the understanding of the processes and ways to build a well-resolved interface, concluding that the user experience goals are advice showing how the user feels the system. In addition, when developing an interface, should be considered that the user before navigating for the first time has a different experience, when they are interacting and also a reflection after interacting.

Regarding the usability and interaction, the research brought fundamental examples to develop an easy and simple user interface, further emphasizing the positive user experience in navigation, using fundamental goals for interaction design, where then inserted in context user's use. With these elements it was also perceptible in the way that is user interaction, depending on their role.

With studies of cognitive ergonomics and hedonomia, it was possible to have a better explanation of user behavior before an interface. These studies allows to define an interface in which the user could be navigating for the first time and get the feeling that they already knows how to use perfectly, utilizing symbolic representations that have already stored in their memory. Therefore the user minimizes the discomfort during use interface, providing opportunities for enjoyment and satisfaction, for the purpose of continuous use.

### **4 Conclusions**

This research sought to understand the workings and user behavior, to develop an interface. Such theoretical concepts demonstrated how the user experience may be

affected if the interface is not designed to easily and simply. Having a greater understanding of how your mental model to test the usability and interaction towards their context of use. This mental model can be distinguished also by the type of role on which they are interacting at the time as they have a different mental behavior. Thus, it was identified that the user experience encompasses various disciplines, cross and interconnected way.

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