

# The building blocks of experience: an early framework for interaction designers

[Technology](#), [Information Technology](#)



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For ages, there has been a significant rise in the design of various user experiences. Different factions having a common interest have embraced these thoughts. The great interest in the field design translated to emergence of initial efforts aimed at creating theories of user experience. However, additional work will be essential in fully comprehending human experience and efforts aimed at its design. For designers to have success, must a great understanding of the relevant components and the knowhow on whether to design or script the experience. Furthermore, must a better understanding in a manner that inhabitants interact with diverse artefacts and their effect on people's experience[For].

The theories of experience have led to expressing experience in different ways. They are as follows; experience as the story, an experience, and experience. The most exact type of reference is experience. It refers to the constant stream happening during conscious moments. An experience possesses a start and an end that transforms the user and times the context. The final form of experience is the experience as a story[For].

Designers can only design conditions, which people could easily interact with as compared to neatly forecasted results. Products provide stories of use, which brings about engagements. In the event, that a product is in an unfamiliar context, the experience might not be to the designer's expectation. Nonetheless, designers need to comprehend that beyond personal perception there are other crucial aspects. For example, the elements of chance and diverse cultural background[For].

When experience is majorly broken-down, it gives rise to qualities of experience and their influences. In order to determine factors influencing the experience is to assess components of what surrounds the product and components of consumer-product interaction. Similarly, about existing work the quality of experience is based on division of consumer-product experience as being easy or pleasant in using[For].

The use of the initial framework provides a reliable platform through which designers can understand the experience. Within this framework, the dimension of experience is in four components. For illustration, they consist of cognition, storytelling, sub-conscious, and narrative. The illustration of the given components makes designers more knowledgeable when it comes to creating experiences for different product designs. The assessment of the constant shift in the components contained in the framework acts as a useful means of understanding forms of consumer-product interaction. In addition, it enables establishing relationship between components of the framework with ways of conversing about experience. Finally, it acts as a revelation of experiences we may design[For].

Having an understanding of experiences enables designers to come up with new products, which improve the value of life. Future study will investigate components of the framework associated with the three forms of experience[For].

## Reference

For: , (Forlizzi & Ford),