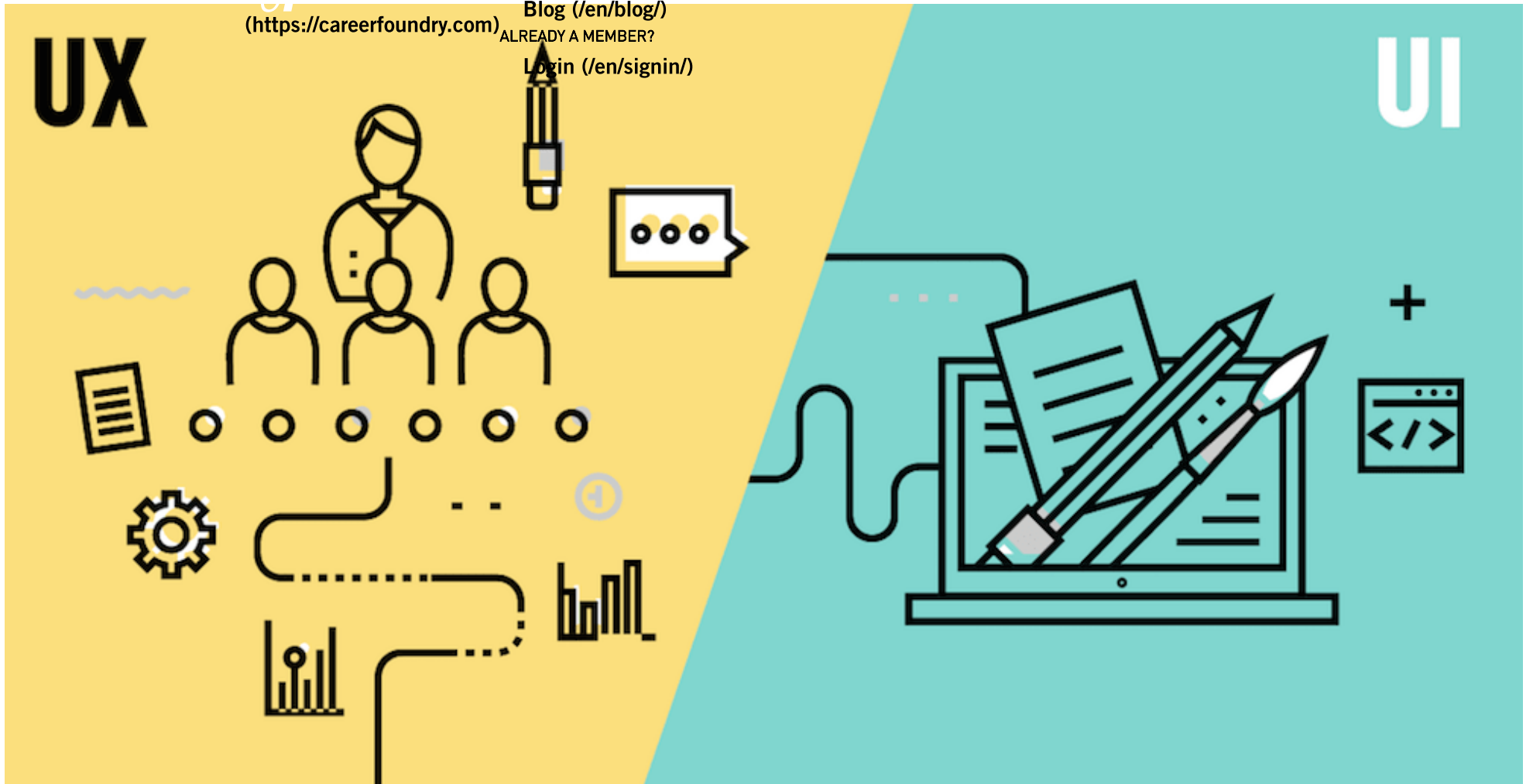


FIND OUT MORE

[How it works \(/en/how-it-works/\)](/en/how-it-works/)[Testimonials \(/en/testimonials/\)](/en/testimonials/)[Blog \(/en/blog/\)](/en/blog/)<https://careerfoundry.com>

ALREADY A MEMBER?

[Login \(/en/signin/\)](/en/signin/)

The Difference Between UX and UI Design - A Layman's Guide



BY EMIL LAMPRECHT, UPDATED ON FEBRUARY 6TH, 2019

Length: 15 Minutes

We've all overheard conversations, walking down hip streets of the world's tech capitals, discussions about the great 'UX' of a product, or the poor 'UI' of a website. Is it a secret language you will never be privy to? Are these people just using slang to look cool?

Well, ok probably yes to the latter, but a determinate NO to the rest. Read on to **learn what these terms mean**, which jobs are better paid, and how to **become a UX designer** (<https://careerfoundry.com/en/courses/become-a-ux-designer/>) or **UI designer** (<https://careerfoundry.com/en/courses/become-a-ui-designer/>).

Scroll to the middle of the post to watch a video of me speaking about this article, and giving you some extra info on what being a UX or UI Designer really means – and which of the two fields would suit you best.

What's The Difference Between UX And UI Design?



FIND OUT MORE

[How it works \(/en/how-it-works/\)](#)[Testimonials \(/en/testimonials/\)](#)<https://careerfoundry.com> [Blog \(/en/blog/\)](#)

ALREADY A MEMBER?

[Login \(/en/signin/\)](#)

The Acronyms Unveiled

The people you have eavesdropped on are actually discussing two professions that despite having been around for decades, and in theory for centuries, have been defined by the tech industry as UX and UI Design.

UX Design (<https://careerfoundry.com/en/blog/ux-design/what-is-user-experience-ux-design-everything-you-need-to-know-to-get-started/>) refers to the term **User Experience Design**, while UI Design stands for **User Interface Design**. Both elements are crucial to a product and work closely together. But despite their professional relationship, the roles themselves are quite different, referring to very different parts of the process **and the design discipline**. Where UX Design is a more analytical and technical field, UI Design is closer to what we refer to as graphic design, though the responsibilities are somewhat more complex.

There is an analogy I like to use in describing the different parts of a (digital) product:

If you imagine a product as the human body, the bones represent the code which give it structure. The organs represent the UX design: measuring and optimizing against input for supporting life functions. And UI design represents the cosmetics of the body—its presentation, its senses and reactions.

But don't worry if you're still confused! You're not the only one!

As Rahul Varshney, co-creator of **Foster.fm** (<http://foster.fm/>) puts it:

User Experience (UX) and User Interface (UI) are some of the most confused and misused terms in our field. A UI without UX is like a painter slapping paint onto canvas without thought; while UX without UI is like the frame of a sculpture with no paper mache on it. A great product experience starts with UX followed by UI. Both are essential for the product's success.

Find out if UX is for you with our free 7-day UX Design short course
(<https://careerfoundry.com/en/short-courses/become-a-ux-designer/>)

Below I break down the history, debate and definition around each term in detail. But if you don't care for them – jump to the end of each section for a simplified description. And make sure you don't miss the professional stats below it.

UX **CF**
(<https://careerfoundry.com>)

FIND OUT MORE
[How it works \(/en/how-it-works/\)](/en/how-it-works/)
[Blog \(/en/blog/\)](/en/blog/)
 ALREADY A MEMBER?
[Login \(/en/signin/\)](/en/signin/)

[Testimonials \(/en/testimonials/\)](/en/testimonials/)

What is User Experience Design?

User experience design is a **human-first** way of designing products

As is found on Wikipedia (<http://snip.ly/98d16>):

- **User experience design** (UXD or UED) is the process of enhancing customer satisfaction and loyalty by improving the usability, ease of use, and pleasure provided in the interaction between the customer and the product.

Clear, right? Well you might note immediately that despite what I implied in the introduction, the definition has no reference to tech, no mention of digital, and is vague at best. But like all professions, it's impossible to distill the process from just a few words.

Some confusion in the definition of the term itself is due to its youth. Don Norman, a cognitive scientist and co-founder of the **Nielsen Norman Group Design Consultancy** (<http://snip.ly/1prrb>), is credited with inventing the term in the late 1990's declaring that "User experience encompasses all aspects of the end-user's interaction with the company, its services, and its products."

This implies that **regardless of its medium**, UX Design encompasses any and all interactions between a potential or active customer and a company. As a scientific process it could be applied to anything; street lamps, cars, Ikea shelving and so on. However, despite being a scientific term, its use since inception has been almost entirely within digital fields; one arguable reason for this being that the industry started blowing up around the time of the term's invention. Another arguable reason being that it was just a fancy way of rewording a practice that has already existed for hundreds of years known as "Market Research"; **and boy do designers love fancy**.

But don't let me confuse you, **User Experience Design is not a market research job**.

Though it does utilize many of the same techniques to achieve a complex end goal: The structure, analysis and optimization of a customer's experience with a company and its products.

If you've never seen User Experience work in practice, never even used the term at work, it's still difficult to imagine what User Experience Designers actually do (<https://careerfoundry.com/en/blog/ux-design/what-does-a-ux-designer-actually-do/>). At CareerFoundry we've developed a UX course that focuses on the process which I will use to illustrate the profession.

Here is a cliffnotes example of a UX Designer's responsibilities as laid out by our course. It is targeted at the development of digital products, but the theory and process can be applied to anything:

Strategy and Content:

- Competitor Analysis

- Customer Analysis

FIND OUT MORE

[How it works \(/en/how-it-works/\)](#)[Testimonials \(/en/testimonials/\)](#)

- Product Structure/Strategy (<https://careerfoundry.com>)

[Blog \(/en/blog/\)](#)

ALREADY A MEMBER?

- Content Development

[Login \(/en/signin/\)](#)

Wireframing and Prototyping:

- Wireframing
- Prototyping
- Testing/Iteration
- Development Planning

Execution and Analytics

- Coordination with UI Designer(s)
- Coordination with Developer(s)
- Tracking Goals and Integration
- Analysis and Iteration

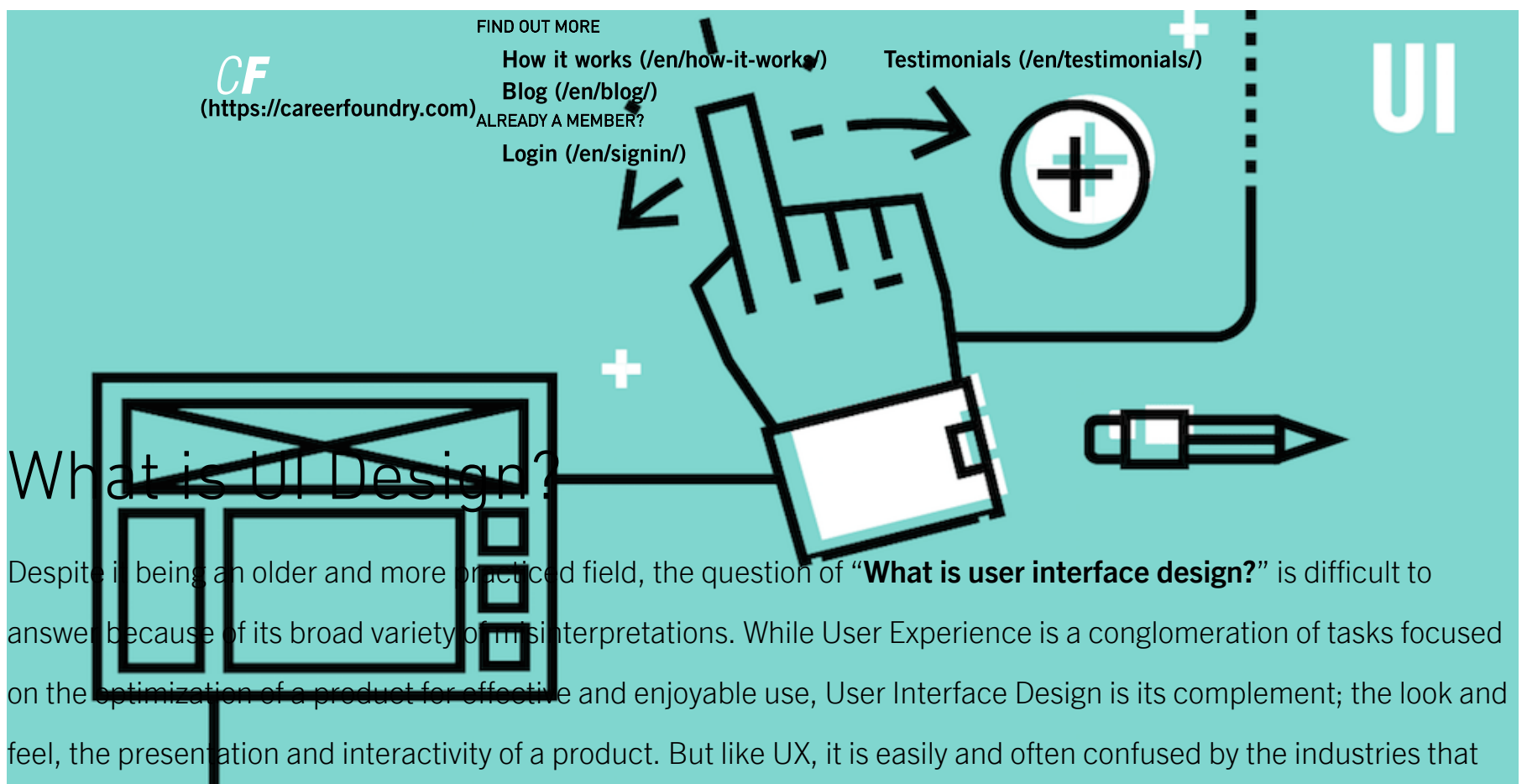
So part-marketer, part-designer, part-project manager; the UX role is complex, challenging and multi-faceted. You see that iteration of the product, as connected to analysis or testing is indeed mentioned twice, but in reality you would put it in between every other item on the list. Ultimately, the aim is to connect business goals to user's needs through a process of testing and refinement toward that which satisfies both sides of the relationship.

So in conclusion:

- User Experience Design is the process of development and improvement of quality interaction between a user and all facets of a company.
- User Experience Design is responsible for being hands on with the process of research, testing, development, content, and prototyping to test for quality results.
- User Experience Design is in theory a non-digital (cognitive science) practice, but used and defined predominantly by digital industries.

The lesson to be learned here, is that if you're interested in sociology, in cognitive science, in people and in great products, User Experience is a good place to be; but if you understand those principles and are more visually inclined, you might look at its brother-in-arms: User Interface Design.

Want to know more about how to build a career in UI or UX design? Check out this great **step-by-step guide by senior UI designer and course writer Eric Bieller** (<https://careerfoundry.com/en/blog/ui-design/how-to-become-a-ui-designer/>), and **this analysis of career paths in UX design** (<https://careerfoundry.com/en/blog/ux-design/typical-ux-designer-career-path/>) by Terri Rodriguez-Hong, a former CareerFoundry student who now works at Visa as a UX designer.



Despite it being an older and more practiced field, the question of “**What is user interface design?**” is difficult to answer because of its broad variety of interpretations. While User Experience is a conglomeration of tasks focused on the optimization of a product for effective and enjoyable use, User Interface Design is its complement; the look and feel, the presentation and interactivity of a product. But like UX, it is easily and often confused by the industries that employ UI designers – to the extent that different job posts will often refer to the profession as completely different things.

If you look at job posts for User Interface Design (<https://careerfoundry.com/en/blog/ui-design/ui-designer-job-descriptions-guide/>), you will mostly find interpretations of the profession that are akin to graphic design. Sometimes extending also to branding design, and even front end development.

If you look at expert definitions of User Interface Design, you will mostly find descriptions that are in part identical to User Experience Design – even referring to the same structural techniques.

So which one is right? **The sad answer is: Neither.**

But both are close in some ways. Like User Experience Design, User Interface Design is a multi-faceted and challenging role. It is responsible for the transference of a product’s development, research, content and layout into **an attractive, guiding and responsive experience for users.** It is also a field that, unlike UX, is a strictly digital profession, as per its dictionary definition:

user interface

noun *Computing*

The means by which the user and a computer system interact, in particular the use of input devices and software.

We explain in much greater detail what the definition and role of UI Design is and teach you the skills required to become a UI designer in the **CareerFoundry UI Design Course (<https://careerfoundry.com/en/courses/become-a-ui-designer/>)**. This includes its relationship to brand, graphic/visual, and front-end design.

Regardless of whether you choose UX design or UI design, it’s important to understand how the other one works and, crucially, how to work with them.

Let’s have a quick look at the **UI designer’s responsibilities (<https://careerfoundry.com/en/blog/ui-design/what-does-a-ui-designer-actually-do/>)**:

Look and Feel:

- Customer Analysis

- Design Research

FIND OUT MORE

[How it works \(/en/how-it-works/\)](#)

[Testimonials \(/en/testimonials/\)](#)

- Branding and Graphic Development (<https://careerfoundry.com>)

[Blog \(/en/blog/\)](#)

ALREADY A MEMBER?

- User Guides/Storyline

[Login \(/en/signin/\)](#)

Responsiveness and Interactivity:

- UI Prototyping
- Interactivity and Animation
- Adaptation to All Device Screen Sizes
- Implementation with Developer

As a visual and interactive designer, the UI role is crucial to any digital interface and for customers a key element to trusting a brand. **While the brand itself is never solely the responsibility of the UI designer, its translation to the product is.**

You'll also note the final point which states a responsibility for "implementation" of the design with a developer. While this is generally how UI jobs have worked in the past, you should be aware that the lines are blurring, as the term "Web Designer" (essentially a UI designer who can code) is being replaced by expertise of User Interface Designers. While UX has no need for coding, UI is a role that, as time progresses, will rely on it as part of building interactive interfaces.

So in conclusion:

- User Interface Design is responsible for the transference of a brand's strengths and visual assets to a product's interface as to best enhance the user's experience.
- User Interface Design is a process of visually guiding the user through a product's interface via interactive elements and across all sizes/platforms.
- User Interface Design is a digital field, which includes responsibility for cooperation and work with developers or code.

Or in analogical terms, UI design produces a product's *skin* – a product's visual/graphic presentation. It's responsible for the product's *senses* – its reactivity and interactivity in response to a user's input. And its *gestures* – a product's guides, hints, and directives that visually leads users through their experience.

Is UI Design More Important Than UX Design?

If you've read the above paragraphs you already know the answer. But in case you're unsure, allow me to quote designer and expert Helga Moreno, who put it rather eloquently in her article [The Gap Between UX And UI Design](#) (<http://snip.ly/mjj7s>):

"Something that looks great but is difficult to use is exemplary of great UI and poor UX. While Something very usable that looks terrible is exemplary of great UX and poor UI."

So you see, they are both crucial, and while there are millions of examples of great products with one and not the other, imagine how much more successful they might have been when strong in both fields.

And let's face it, both roles are still confused, misinterpreted, and falsely sought after. So if you're looking to get into these fields, it's not a matter of which is more important, but, based on the descriptions above, which is more

attractive to you.

FIND OUT MORE

[How it works \(/en/how-it-works/\)](#)

[Testimonials \(/en/testimonials/\)](#)

[Blog \(/en/blog/\)](#)

<https://careerfoundry.com>

ALREADY A MEMBER?

[Login \(/en/signin/\)](#)

Which Profession Is Better Paid?

Salaries are of course dictated by many factors, though primarily:

- Location
- Experience
- Industry
- Project/product type

On average you'll find that UI and UX jobs (<https://careerfoundry.com/en/blog/ux-design/ux-designer-job-descriptions-guide/>) have similar salary ranges across startups and minor tech industries. You'll find however that in tech industries outside the web and mobile fields (e.g. car companies, medical equipment manufacturers, etc) there are more and richer opportunities for UI designers, as the field is not only more established but has a more direct, business-driven application.

Pulling upon averages however, it is possible to find both User Experience and User Interface jobs across the following range of value in central Europe.

Annual:

- Junior Level Salary €28k - €33k
- Mid Level Salary €38k - €45k
- Senior Level Salary €50k - €80k

Hourly:

- Junior Freelancer €30 - €50
- Mid Level Freelancer €50 - €75
- Senior Level Consultant €75 - €100

*Numbers are based on salary data from Germany and central Europe.

To explore salaries in your area, check out these breakdowns of **your earning potential as a UX designer** (<https://careerfoundry.com/en/blog/ux-design/how-much-will-i-earn-as-a-ux-designer/>) and as a **UI designer** (<https://careerfoundry.com/en/blog/ui-design/how-much-will-i-earn-as-a-ui-designer/>), and I recommend also taking a look at **self-reported salaries on Glassdoor** (<http://www.glassdoor.com/salaries>).

UX vs UI - Which Profession Is Right for You?

If you're wondering whether you'd be a better fit for UX or UI design, check out my video below. I touch on the attributes that will predispose you to working successfully in each area.

And if you want to delve even deeper into the common traits of a UX designer, I recommend **this article on what makes for a good fit for a career in UX** (<https://careerfoundry.com/en/blog/ux-design/am-i-a-good-fit-for-a-career-in-ux-design/>), and **this free tutorial on the skills you'll need to succeed** (<https://careerfoundry.com/en/tutorials/ux-design-for-beginners/skills-you-need-to-be-a-ux-designer/>).

How Do I Choose If UX Design Or UI Design Is For Me?

[FIND OUT MORE](#)
[How it works \(/en/how-it-works/\)](#) [Testimonials \(/en/testimonials/\)](#)
[Blog \(/en/blog/\)](#)
[ALREADY A MEMBER?](https://careerfoundry.com)
[Login \(/en/signin/\)](#)



How Do I Learn These Skills?

While there are collegiate institutions who have Interactive Design and Visual Design programs, there are very few official ways to learn either UI or UX Design skills as applied to working within tech startups, or even larger corporates.

If you live in a major metropolitan area, you may be lucky to have access to a variety of bootcamp or class-style programs, such as General Assembly, or localized programs hosted by Google and other tech giants.

Online and with flexibility, you'll find an infinite range of free content and courses for both skills. I highly recommend checking the outline and content of every course to see if what is being taught matches the definitions laid out in this article; but if structured correctly the options found on platforms like [udacity](https://www.udacity.com/) (<https://www.udacity.com/>), [udemy](https://www.udemy.com/) (<https://www.udemy.com/>), [tuts+](http://tutsplus.com/) (<http://tutsplus.com/>) can serve as a good introduction to the field.

For more specialized and personal education, the options are somewhat limited. In fact, at the time of writing, CareerFoundry's mentored [UX Design Course](https://careerfoundry.com/en/courses/become-a-ux-designer/) (<https://careerfoundry.com/en/courses/become-a-ux-designer/>) is the only truly UX dedicated mentor program, bloc.io's being a mixed UI course.

If your interest is in learning UI design online, we obviously recommend our own [mentored UI Design course](https://careerfoundry.com/en/courses/become-a-ui-designer/) (<https://careerfoundry.com/en/courses/become-a-ui-designer/>), curated by long-time UI designer Eric Bieller.

Why Did I Write This Article?

I would like to quickly articulate the motivations behind this post. Firstly, there is seemingly a clear need for more articles of this type as I find few experts bothering to publicly define the differences of UX and UI design. As I've mentioned time and time again, the fields are confused, and unnecessarily so. My hope is that, whether beginner or expert, you can take something away from this article and share it with others who are as confused as the hiring managers writing the job posts.

Secondly, if you are interested in learning either or both of these disciplines, I hope to have made their definitions clear enough for you to better decide which to start with, or which may be inherently more attractive to you as a future

profession.

FIND OUT MORE

[How it works \(/en/how-it-works/\)](#)

[Testimonials \(/en/testimonials/\)](#)

Lastly, I feel it important to stimulate conversation. I am hoping that some of you lovely readers disagree with me and

that you will voice it publicly in the comment section. The industry is confused, it is our job to unconfuse it, and the more passionate professionals that step up and contribute to the definition, the better.

What You Should Do Now

1. If you'd like a **step-by-step intro to find out if UX design is right for you** - sign up here for our free 7-day UX short course (<https://careerfoundry.com/en/short-courses/become-a-ux-designer/>).
2. If you are interested in **becoming a UX Designer** check out our UX design course (<https://careerfoundry.com/en/courses/become-a-ux-designer/>) (you'll learn the essential skills employers need).
3. If you'd like to **speak to an expert Career Advisor** for free about how you can really get a new job in tech - connect with us here (<https://careerfoundry.com/en/connect/ux-design-contact-advisor/>).

If you enjoyed this article then so will your friends, why not share it...



Emil Lamprecht

Contributer to the CareerFoundry Blog

Emil is is an avid startup and personal advisor in Berlin. He has 7 years of freelance with clients across the globe. He is a lover of stories, advice and knowledge exchange.

Related Articles



[\(/en/blog/ux-design/5-big-differences-between-ux-and-ui-design/\)](/en/blog/ux-design/5-big-differences-between-ux-and-ui-design/)

UX DESIGN

[5 Big Differences Between UX And UI Design \(/en/blog/ux-design/5-big-differences-between-ux-and-ui-design/\)](/en/blog/ux-design/5-big-differences-between-ux-and-ui-design/)



[\(/en/blog/ux-design/what-is-the-difference-between-a-ux-designer-and-a-product-designer/\)](/en/blog/ux-design/what-is-the-difference-between-a-ux-designer-and-a-product-designer/)

UX DESIGN

[What Is The Difference Between A UX Designer And A Product Designer? \(/en/blog/ux-design/what-is-the-difference-between-a-ux-designer-and-a-product-designer/\)](/en/blog/ux-design/what-is-the-difference-between-a-ux-designer-and-a-product-designer/)



Testimonials (/en/testimonials/)

(/en/blog/ux-design/what-are-ux-ui-and-interaction-design-and-which-should-you-learn/)

UX DESIGN

The Difference Between Interaction Design And UX Design – And Which To Learn (/en/blog/ux-design/what-are-ux-ui-and-interaction-design-and-which-should-you-learn/)

165 Comments

CareerFoundry

Login

Recommend 37

Sort by Best



Join the discussion...

LOG IN WITH

OR SIGN UP WITH DISQUS ?

Name



matheggem • 2 years ago

Thanks for sharing! Very useful.

39 ^ | v • Reply • Share ›



Daniel B • 2 years ago

Thanks for posting this article...really interesting stuff. However, I would have to disagree with your points about UI Designers needing to be able to code as time goes on.

This whole paragraph for me is open to discussion...

"You'll also note the final point which states a responsibility for "implementation" of the design with a developer. While this is generally how UI jobs have worked in the past, you should be aware that the lines are blurring, as the term "Web Designer" (essentially a UI designer who can code) is being replaced by expertise of User Interface Designers. While UX has no need for coding, UI is a role that as time progresses, will rely on it as part of building interactive interfaces."

I'm a visual person and although I'm trying to understand the basics of how coding works, for me my role is to create a visually impressive experience for the end user and then work with a developer who can take my vision and bring it to life. I'd rather spend my time using my skills as a designer and create something that answers above and beyond the clients brief. Then work with a developer to make it happen. So suggesting that a Web Designer is essentially a UI designer who can code is wrong. I've designed a number of sites and not coded one of them but either collaborated with a developer or used a web based platform that gives enough flexibility to resolve the clients requirements.

Additionally, the above included paragraph suggests that if someone is interested in UI design, then they must also take on the role of a coder and that's wrong. The technology particularly in web design is changing constantly and the

see more

15 ^ | v • Reply • Share ›



Charlotte → Daniel B • 2 years ago

it may not be necessary but I feel an understanding of code is essential to be a truly efficient UI designer. How can one design something when they don't understand how it is built. Surely an architect has to understand what is possible when they design a building or a bridge. They would not stand up if they didn't.

4 ^ | v • Reply • Share ›



Johan Laubscher → Charlotte • 7 months ago

I would have to agree with Charlotte ... although I think one would need to better define what we mean by "Code" or "Coding".

I feel that term can easily be confused - Laying down HTML / CSS markup and adding the behavioural and interactivity using basic jQuery/Javascript ... is not the same as "coding" functionality and logic using programming skills

programming skills .
[FIND OUT MORE](#)

This is area I believe is what needs to be better defined in terms of understanding and getting to a better "generation of concerns" in terms of web design and development, as I see many young Web designer/development professionals entering job market today trying to position themselves in the "best marketable" position to be hired , and end up trying to learn an array of skills without really understanding and specialising in one particular discipline which in the end of the day the Web development industry has in my opinion has been guilty of blurring those different disciplines for other misaligned(albeit possible valid) reasons.

1 ^ | v • Reply • Share ›



Gaurav Bhatnagar • 2 years ago

Very well written article. Simple to understand and to the point.

9 ^ | v • Reply • Share ›



Martino Liu • 2 years ago

"the skin represents UX design, the cosmetics of the body, its presentation, its senses and reactions." shouldn't it say UI design?

3 ^ | v • Reply • Share ›



Florence → Martino Liu • 2 years ago

Well spotted Martino - it has been updated :)

1 ^ | v • Reply • Share ›



Dee Scarano • 2 years ago

Hi Andy,

This is a common point of view, and one that is slowly but surely changing. Many people see UX and UI design as making things "look" nice. In practice a UX designer could have a job which doesn't involve any visual design at all. And UI design is much more about information structure, technology dependencies, and consistent patterns, than about pretty colours and styles.

Think about the last time you used someone else's microwave. It might have been shiny and new with beautiful, sleek surfaces, but could you quickly figure out how to heat up your soup? Which button do you press first? What does this knob do? What are the cryptic numbers on the display telling you? People use microwaves every day all over the world, but we still see so many confusing designs. It might seem simple to redesign a microwave the way that it would make sense for you. But would the next person also find it intuitive? It doesn't matter how sleek that microwave looks if it's annoying to use. This is what UX and UI design are really about.

The important things you'll learn as a UX or UI designer are not about how to make things look nice, but rather how to research human behaviours and needs, understanding how to structure information so that it makes sense, prototyping and validating if real people find value in your product before you build it.

Companies are starting to realise the value of these skills for their business, no matter the name of the job title.

2 ^ | v • Reply • Share ›



robin → Dee Scarano • 2 years ago

can u pls explain me "the best interface for a system is no User Interface"

^ | v • Reply • Share ›



Prashanth Shivasubramani → Dee Scarano • 2 years ago

Explained perfectly to the point!

But have a question, what if a guy has good UI and coding skills, shouldn't that be a confusing part to especially decide which one to settle for in the beginning of career.

^ | v • Reply • Share ›



dsouravs • 2 years ago

So Web Design/Web Designer and UI/UX design/designer are two different things..... Hmmm. So is it wrong to say that he/she is a Web UI/UX designer?

2 ^ | v • Reply • Share ›



Mohamed Yahia • 2 years ago

Awesome Article, and to understand more , we should learn the work circle, that's a better way to clear any confusion.

1 ^ | v • Reply • Share ›



Carolina • 2 years ago

Wow! Amazing article, thanks!

I've got out of the university honestly not knowing what part of design to do, and with time I was unconsciously driven to UI.

This article helped me put some thoughts on perspective.

Very much appreciated!

1 ^ | v • Reply • Share ›



Thoughtgrid • 2 years ago



Thank you for your useful information you give an different view about the UI and UX design keep update the valuable information like this

Web Application Development Company in Bangalore | Mobile Application Development Company in Bangalore
<https://careerfoundry.com>

1 ^ | v • Reply • Share ›

Find out more

[How it works \(/en/how-it-works/\)](#)

[Testimonials \(/en/testimonials/\)](#)

[Blog \(/en/blog/\)](#)

ALREADY A MEMBER?

[Login \(/en/signin/\)](#)



Ziv • 2 years ago

Hi,

I just want to say THANK YOU !!!

I hope I had the money to travel and study the full courses.

Best regards

Ziv

Tel Aviv

Israel

1 ^ | v • Reply • Share ›



JP • 2 years ago

I've been making games for quite some time now, but I'm currently looking for work and I'm not sure if I've actually done this and/or am qualified as a UI/UX designer. I just want some clarification - have I been actually doing UI/UX since I've worked on both coding and art for my games?

Thanks. I could show an example of one of my menu heavy games but I don't wanna spam your comments section.

1 ^ | v • Reply • Share ›



Vincent • 2 years ago

I'm agree with you when you say that "Something that is difficult to use is not exemplary of great UI." What is said by Helga Moreno is in contradiction with the Emil's words.

1 ^ | v • Reply • Share ›



Tim • 2 years ago

I definitely agree - if its difficult to use, I can't see how the UI could be considered exemplary.

1 ^ | v • Reply • Share ›



Jessica Brown • 2 months ago

Thank you

^ | v • Reply • Share ›



Jef Ferguson • 2 months ago

After having read this article, and having actually studied under people who have been involved in these fields for a very long time (40+ years), all of this, both UX, and UI, fall under the heading of Web Designer, as far as the technical (web) aspect is concerned. The old style web designers did all of this, and they did it well, when people started to use shortcuts, like Wordpress for example, they began to try and separate these disciplines, because they no longer took the time to actually acquire the correct skill bases.

Some of this came from large corporations, and some smaller organizations, who had people on staff, and wanted to do things in house, thus they put together teams, someone who knew how to code, and build the site, someone who could design it to look pleasing, and someone who studied their target audience to figure out how to present their product to that audience. All of these could be done with basic people, who could also function in various other departments, but all of this was the original purview of a person called a "web designer".

In closing it is rather sad that so many of you really think that these are different "professions", if you cannot do both jobs, then you really aren't that good, a user interface is useless if it does not draw the user in, and a beautiful, enthralling page is worthless if the user cannot find their way. "UX", and "UI" are intrinsically linked, you can be a graphic designer, and you can be a programmer, but a web Designer must be both.

^ | v • Reply • Share ›



Chris Webb • 3 months ago

"We've all overheard conversations, walking down hip streets of the world's tech capitals, discussions about the great 'UX' of a product, or the poor 'UI' of a website."

I wish the world was that nerdy!!! Great article even years later :)

^ | v • Reply • Share ›



Designer NikiYu • 4 months ago

good, clear enough ; >

^ | v • Reply • Share ›



Hadia Nassim • 4 months ago

Great article. Sharing is caring. Thanks

^ | v • Reply • Share ›



Rohan J • 6 months ago

Thanks

^ | v • Reply • Share ›

FIND OUT MORE

[How it works \(/en/how-it-works/\)](#)

[Testimonials \(/en/testimonials/\)](#)

[Blog \(/en/blog/\)](#)

ALREADY A MEMBER?

[Login \(/en/signin/\)](#)



Bruno • a year ago
(<https://careerfoundry.com>)

Great post.

I find that "UX Designers" are more like "Product Managers" than designers. Most "UX designers" that I come across are not very good at "UI Design" related tasks and vice versa. "UI designers" should also have a very solid understanding of front-end development. I feel the "UX Designer" developed from "UI Designers" not having a relevant seat at the table when it came to product strategy and decisions, so they started appropriating "Product tasks" into their everyday role.

That's great if you're one of those people that can do all of that and do it well, but I find the art of "UI Design" suffers as a result. The "UX Design" role is attracting a lot of unskilled "UI designers" and let's face it, most companies EXPECT "UX designers" to be great "UI designers". I feel like I was shoved into a UX Design role because of my UI design skills, but I could care less about doing a lot of the (IM0) "product related tasks" that "UX designers" are expected to do these days. I hope companies really try to figure this out. It's important to put the right people in the right positions.

I personally think the "UX Designer" and "Product Manager" role should merge and the "UI Design" role should stay a "UI Design" role.

^ | v • Reply • Share ›



Tema Nwana • a year ago

AWESOME post!!

^ | v • Reply • Share ›



destrecht • a year ago

Wow. I've seen these terms a lot lately, and after reading this- it just sounds like the different parts of being a web designer.

^ | v • Reply • Share ›



Courtney Turner • a year ago

Thanks for posting this!

^ | v • Reply • Share ›



Jeff E J Dobson • a year ago

Thanks for this well written article. But i think that the UI design will basically crack the mind of a user as to how a product is design to function in whatever way it does in terms of energy, input and output. For example; How organs produced different sounds and tones/cell phones, watches, e.t.c. So you really don't need to code in other to design but need to code in other to develop or build. Talking about UX, it is basically about the appearance and look of a product in other to attract user and customers to that product, so it take a bit of hard work in understanding and studying the like and wants of humans.

^ | v • Reply • Share ›



shanon usability testing • a year ago

Through this blog, I have a new understanding of user experience design.

^ | v • Reply • Share ›



Samuel Folorunsho • a year ago

Thank you, very helpful

^ | v • Reply • Share ›



bryanirving • 2 years ago

Thanks, needed this to bring some insight before a meeting.

^ | v • Reply • Share ›



Banjerd Millionrich • 2 years ago

VERY CLEAR EXPLANATION. Thank you for this informative page.

^ | v • Reply • Share ›



Centea Iulia • 2 years ago

Finally a good article! Very useful !!

^ | v • Reply • Share ›



Simond Gear • 2 years ago

Hey! This article is really for a person in confusion to clear all the doubts about UX/UI. Thanks for writing as this really helped in clearing my questions. Great for someone coming from non-design background.

^ | v • Reply • Share ›



Xiaoxing Mo • 2 years ago

Amazing article. Thanks for sharing that!!

^ | v • Reply • Share ›



Angel Ba • 2 years ago

thanks it's amazing article

 thanks , its amazing article

FIND OUT MORE

^ | v • Reply • Share ›

[How it works \(/en/how-it-works/\)](#)

[Testimonials \(/en/testimonials/\)](#)

[Blog \(/en/blog/\)](#)

 martin (https://careerfoundry.com)

2 years ago

ALREADY A MEMBER?

[Login \(/en/signin/\)](#)

For me it is terribly confusing explanation of garbage. Of course, you can disagree with me, but it is my personal opinion.

^ | v • Reply • Share ›



Pradeep | VelocitaBrand • 2 years ago

Great post Emil...Your blog really clears the difference between UX and UI Design. Thanks for sharing good stuff.

^ | v • Reply • Share ›



Andy Lucero • 2 years ago

Very informative and useful article, thank you.

^ | v • Reply • Share ›



Laura Gibbs-Powelson • 2 years ago

I just want to say that this is one of, if not the most, wonderful explanations of anything that has to do with tech and programming I've ever stumbled upon. It was comprehensive, extremely informative, and easy to understand and read through. I just felt so compelled to tell you because it was THAT great of a post. Thank you for helping me understand these terms as well as the extra information I read. It was great. Thanks!

^ | v • Reply • Share ›



thumperene • 2 years ago

Very useful! Thanks for the article!!!!!!!!!!!!!!

^ | v • Reply • Share ›



Aliyabad Sheshu • 2 years ago

Excellent Article Very very useful

^ | v • Reply • Share ›



Karishma Varshney • 2 years ago

Wow! This article is totally for a confused mind to clear all the doubts regarding UX/UI. Thanks for writing as this really helped in clearing my questions. Great for someone coming from non-design background.

^ | v • Reply • Share ›



Behsa Travel • 2 years ago

Thank you Emil for your effort. great post.

^ | v • Reply • Share ›



Florence → Behsa Travel • 2 years ago

Glad you enjoyed it!

^ | v • Reply • Share ›



haoTang • 2 years ago

Thank you for your article.

^ | v • Reply • Share ›



Martin Scurry • 2 years ago

Hello Emil

Designing a UI to maximize practically can be a difficult task and one that can always be done better. The above details are very beneficial for getting some inspiration in banner ui/ux.

Thanks

Regards Martin

^ | v • Reply • Share ›



Andre Bertrand • 2 years ago

I understand you meant "the skin represents UI design, the cosmetics of the body, its presentation, its senses and reactions" instead of "the skin represents UX design, the cosmetics of the body, its presentation, its senses and reactions".

Other than that I've really appreciated the content. Thank you!

^ | v • Reply • Share ›



Florence → Andre Bertrand • 2 years ago

Hi Andre!

Well spotted - thanks for the heads up, and glad you enjoyed the article!

^ | v • Reply • Share ›

[Load more comments](#)

FIND OUT MORE

 [Subscribe](#)

 [Add Disqus to your site](#)

[Add Disqus](#) [Add Disqus](#) [Add Disqus](#) [Disqus' Privacy Policy](#) [Privacy Policy](#) [Privacy Policy](#)

[How it works \(/en/how-it-works/\)](#)

[Testimonials \(/en/testimonials/\)](#)

<https://careerfoundry.com> [Blog \(/en/blog/\)](#)

ALREADY A MEMBER?

[Login \(/en/signin/\)](#)

COURSES TO CHANGE YOUR CAREER

[UX Design \(/en/courses/become-a-ux-designer/\)](#)

[UI Design \(/en/courses/become-a-ui-designer/\)](#)

[Web Development \(/en/courses/become-a-web-developer/\)](#)

COURSES TO BROADEN YOUR SKILL SET

[UX Fundamentals \(/en/courses/ux-fundamentals/\)](#)

[Voice User Interface Design \(/en/courses/voice-user-interface-design-with-amazon-alexa/\)](#)

[UI for UX Designers \(/en/courses/ui-for-ux-designers/\)](#)

[Frontend Development for Designers](#)

[\(/en/courses/frontend-development-for-designers/\)](#)

COMPANY

[About Us \(/en/about/\)](#)

[Job Guarantee \(/en/job-guarantee/\)](#)

[Mentors \(/en/mentors/\)](#)

[For Businesses \(/en/business/\)](#)

[Media \(/en/media/\)](#)

[Jobs at CareerFoundry \(/en/jobs/\)](#)

[Become a Mentor \(/en/mentoring/\)](#)

[CareerHub \(/en/careerhub/\)](#)

[Hire our Grads \(/en/hire-our-grads/\)](#)

[\(https://www.facebook.com/careerfoundry/\)](https://www.facebook.com/careerfoundry/)

We'd love to hear from you!

[\(https://twitter.com/careerfoundry/\)](https://twitter.com/careerfoundry/)

[Connect with a Career](#)

[Advisor \(/en/connect/all-](#)

[contact-advisor/\)](#)

[\(https://www.instagram.com/career_foundry/\)](https://www.instagram.com/career_foundry/)

[\(http://www.youtube.com/user/careerfoundry\)](http://www.youtube.com/user/careerfoundry/)

[TERMS OF SERVICE \(/EN/TERMS/\)](#) | [PRIVACY POLICY \(/EN/PRIVACY/\)](#) | [IMPRINT \(/EN/IMPRINT/\)](#)