

## Abstract

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The importance of usability has increased throughout the last decades. Research has shown that usability is a key factor in how users perceive interactive systems. This perception has an impact on the user experience, whose design aspects try to serve usability. On the other hand, the visual design depends on the aspects of minimalism and therefore, correlate with user experience design [Unger and Chandler, 2012]. The aim of the dissertation is to understand the further relation between usability and the principles of minimalism. It will be clarified to what extent good usability is conditioned by minimalism. The following question arises in this work: Is usability in user experience design all about minimalism?

In this context, the term usability means "the effectiveness, efficiency and satisfaction with which specified users achieve specified goals" [ISO, 2018]. User experience means "user's perception and responses that result from the use and/or anticipated use of a system, product or service [ISO, 2018]", which leads to the fact that user experience design describes the perception of the user of the visual representation of interactive products. Minimalism in this context, is the simplification of visual elements [Obendorf, 2009].

Based on the principles outlined in the chapter "Usability, User Experience Design and Minimalism", a case study was designed to compare the correlation of usability and minimalism between two interactive systems. In both prototypes, minimalistic aspects were used to create the interface for the user. In one prototype, there was more minimalism applied and in the other one less. A usability test was conducted in the form of a questionnaire and an interview. Such a test was implemented to assess the perception of the user towards the prototype.

The results showed better usability efficiency in favor of the prototype with more minimization. This output implies the importance of minimalism in terms of successful usability. However, the case study also reveals exceptions of minimalism, when the over-use of it lead to the removal of necessary information. Apart from this aspect, it is concluded that it is advisable for creators of interactive systems to always include minimalism when planning usability but ensure a right balance between necessary details in context of the product.