The focus of this discussion was on how the components of user experience model (CUE model) could be extended. Opinions were split between updating the model and making no changes. Students who suggested making changes to the model overall noted that user experience does not exist in a vacuum- rather, it changes over time, thus time should be added to the model (Clarke, 2022; Justus, 2022; Edgell, 2022).

Students who argued against changing the model noted that adding time to the model is a valid suggestion, however, time is not necessarily a functional improvement to the model, it's just an extra detail (Smirnov, 2022; Van Rooyen, 2022). Additionally, one other argument was that the original CUE model was designed to model short-term usage, and adding a time dimension to the model could therefore be a contradiction (Villar, 2022).

I took a different approach to these two main arguments by suggesting that it's not necessarily time that affects user experience, but rather, external experiences. Smirnov (2022b) argued that external experiences are perhaps best understood as a non-instrumental quality. I would say that this might not be accurate because the instrumental/non-instrumental qualities shown in the model are tied to the application itself, whereas external experiences may not fit within that interpretation. However, I think my original proposition would best be suited for a discussion on how different user experience models can be integrated, because the scope of that argument is too broad for a discussion on extending a single model.

After assessing the opposing arguments, I would agree with those that suggest not updating the model, mainly because the model was not designed for time-based representations. In a peer response, I briefly discussed a new model (PLUX) which models how and what influences user experience over time. In this model, aspects of user experience are viewed through the lens of learning and mastery because of the time dimension (Karahanoğlu & Bakırlıoğlu, 2022). Bearing this in mind, it can be argued that time fundamentally influences how changes in user experience are perceived, and so it would not be appropriate to include time in the CUE model because CUE views user experience through a static perspective (hence its focus on tangible qualities as opposed to intangible growth and change as shown in the PLUX model).

**References**

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