Problem

There is not an agreement in standard vocabulary.

Definitions by Oxford dictionary:
Property: an attribute, quality, or characteristic of something.
Facet: a particular aspect or feature of something.
Dimension: a measurable extent of a particular kind, such as length, breadth, depth, or height.
Feature: a distinctive attribute or aspect of something.
Category: a class or division of people or things regarded as having particular shared characteristics.
Attribute: a quality or feature regarded as a characteristic or inherent part of someone or something.

-Facet for all components of UX,
-Attribute for all features, subfeatures and attributes that are in the standard.
-Dimension for all measurable quality attributes in ISO/IEC 25020n.

Problem

There is not an association between UX facets and product quality standards

UX definition

There is not an agreement in an UX definition

We propose the next general UX definition which includes all required aspects:

“User experience deals with all facts, internal as well as external facts of the user and interactive systems, which causes any feeling in the user who uses the interactive system in a specific context of use.”

- Transverse or cross facets: cross-cultural and communicability.
- Parallel facets: Dependability, usability, playability, plasticity, accessibility, emotional, desirable, findable and useful.

ISO/IEC 25010: 2011

4.2 Product quality

4.2.1 Functional suitability

4.2.1.1 Functional completeness

Useful

4.2.1.2 Functional correctness

Accessibility, Playability

4.2.1.3 Functional appropriateness

Accessibility, Playability

4.2.2 Performance efficiency

4.2.2.1 Time behavior

Usability

4.2.2.2 Resource utilization

Dependability, Accessibility

4.2.2.3 Capacity

Dependability

4.2.3 Compatibility

4.2.3.1 Co-existence

Plasticity

4.2.3.1 Interoperability

Accessibility, Plasticity

4.2.4 Usability

4.2.4.1 Appropriateness recognizability

Usability, Findable

4.2.4.2 Learnability

Usability, Playability

4.2.4.3 Operability

Usability

4.2.4.4 User error protection

Usability, Playability

4.2.4.5 User interface aesthetics

Usability, Playability

4.2.4.6 Accessibility

Accessibility

4.2.5 Reliability

4.2.5.1 Maturity

Dependability

4.2.5.2 Availability

Dependability, Accessibility

4.2.5.3 Fault tolerance

Dependability

4.2.5.4 Recoverability

Dependability

4.2.6 Security

4.2.6.1 Confidentiality

Dependability

4.2.6.2 Integrity

Dependability

4.2.6.3 Non-repudiation

Dependability

4.2.6.4 Accountability

Dependability

4.2.6.5 Authenticity

Dependability

4.2.7 Maintainability

4.2.7.1 Modularity

Dependability

4.2.7.2 Reusability

Dependability

4.2.7.3 Analyssability

Dependability

4.2.7.4 Modifiability

Dependability, Accessibility

4.2.7.5 Testability

Dependability

4.2.8 Portability

4.2.8.1 Adaptability

Accessibility, Plasticity

4.2.8.2 Installability

Plasticity

4.2.8.3 Replaceability

Plasticity