Design deals with improving the lives of people. As such interactions with products, interfaces, and systems should facilitate not only usable and practical concerns but also mediate emotionally meaningful experiences. This paper presents an integrated and comprehensive model of experience, labeled ‘Unified User Experience Model’, covering the most prominent perspectives from across the design field. It is intended to support designers from different disciplines to consider the complexity of user experience. The vision of the model is to support both the analysis of existing products, interfaces, and systems, as well as the development of new designs that take into account this complexity. In essence, we hope the model can enable designers to develop more marketable, appropriate, and enhanced products to improve experiences and ultimately the lives of people.