Unit 6 Reflection

Description

This was the sixth unit of the Software Engineering Project Management module. The goals of this unit were to learn how to develop code in Python using TDD (Test Driven Development), learn about what a user experience researcher does and the understand the impact emotional reactions have on user experience. The goals of this unit were achieved through the first assignment submission, a seminar, a Python activity on Pytest, a collaborative discussion post on the factors affecting user experience and the required reading for this unit.

Feelings

I am still unsure how beneficial collaborative discussions are as the other student's participation in them has been sub-par as at the time of writing this my initial post for the collaborative discussion has 0 replies and for the summary post that is due next week you have to reference your responses from your peers.

I feel as if we worked effectively as a team for the group assignment as this was the first group assignment I have worked on where everyone did their share of the work. Typically, in a group of 4 its only one or two people who actually do the work so this was a refreshing change of pace compared to what I am used to for group assignments.

Again, I didn't receive the lecture slides in advance like I am supposed to as part of my reasonable adjustment plan. I would consider this not ideal as it allows me to be better prepared for the lecture.

The level of attendance during the seminars up until this point in the module have been terrible as generally its only me and Mario who actually attend the lectures. While I believe I have benefited from this as I am not confident enough to ask questions in front of a large group, I would have expected a higher level of commitment from the other students.

While I was familiar with the fundamentals of TDD (Test Driven Development) I have primarily developed in a BDD (Behaviour Driven Development) environment. I believe learning about different development strategies will make me a better all-round coder as I will not just be tied to BDD (Behaviour Driven Development).

I found this unit of the module to provide a valuable learning experience as so far in the module a lot of the content was theoretical but, in this unit, there was a much greater emphasis based on coding. As I am a Kinaesthetic learner, I prefer to learn by doing so I feel as if this unit was the best to date in the module.

Evaluation

This unit marked the halfway point of the module. I was a tad surprised by the feedback the lecturer received from the other students on his teaching style as whilst some elements may have felt a bit rushed the fact most didn't even bother to attend the lectures.

The main artefact for this unit of the module was the assignment where I received a distinction. As I am targeting a first based on my performance to date in the other modules, I would consider a distinction a good grade.

Analysis

I believe I am progressing well with the module as I am now halfway through the module and have handed in and received feedback for the first assignment. This unit taught me how to develop code in a TDD (Test Driven Development) environment.

Conclusion

This unit taught me how project managers facilitate UX (User Experience) and about the different techniques used to measure usability and UX (User Experience).

Action plan

When developing software in the future I am now capable of doing TDD (Test Driven Development) in addition to BDD (Behaviour Driven Development) so I will be able to decide which type of development I do based on the use case. For example, if I were to work on life critical systems at some point in my career then I would do Test Driven Development as the consequences of a software bug can be fatal.

References

Gibbs, G. (1998) Learning by Doing: A guide to teaching and learning methods. Further Education Unit. Oxford Polytechnic: Oxford.