

## **Unit 7 Reflection**

### **Description**

This was the seventh unit of the Software Engineering Project Management module. This unit focused on the role of the SLDC (Software Development Life Cycle) in project management. The goals of this unit were to learn about the triple constraints of project management, learn how to use the Volere template for requirements gathering, learn about BDD (Behaviour Driven Development) and learn how a project manager adheres to the SLDC (Software Development Life Cycle). The goals of this unit were achieved the summary post for the collaborative discussion on the factors affecting user experience, an e-portfolio activity on how a project manager can manage the emotional reactions of a customer based on the CUE Model (Components of User Experience model), a lecture cast on the SDLC (Software Development Life Cycle) and the required reading for this unit.

### **Feelings**

I feel as if this was my worst unit to date as my initial post for the collaborative discussion received 0 replies so I was unable to write an effective summary post as you have to reference your responses from your peers which I never received.

I feel as if there was a lot of new content in this unit of the module compared to the previous units of this module as I was not previously aware of the CUE model (Components of User Experience model) and the Volere methodology.

Again, for this unit of the module had a lot of required reading. I believe this may have been a tad excessive and I would have benefited from a lecture on these topics instead of just reading a bunch of academic articles.

### **Evaluation**

Learning about the common mistakes made in software engineering is a good idea as it helps you be better prepared allowing you to learn from others mistakes. As I am someone who tends to get wrapped up in the smaller details, I could benefit from learning how to take a step back and assess the project in terms of the bigger picture.

This unit emphasised the importance of requirements gathering prior to starting any coding. Before my postgraduate studies whenever I began a project, I would jump straight to the coding not focusing much on the initial design. Its only from my postgraduate studies that I have realised how suboptimal this was.

### **Analysis**

Whilst I had previous covered some of the content covered in this unit there was a lot of new stuff that I learned in this module. Throughout this unit I gained a much greater appreciation for project managers as I had no idea how truly complex their role is.

## **Conclusion**

This unit taught me how project managers integrate the SDLC into each phase of a project. Additionally, this unit taught me how to gather requirements more effectively.

## **Action plan**

In the future whenever I work on a project, I will make sure to use the Volere template to identify and analyse project requirements as its ideal for software projects.

## **References**

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