

User Experience Engineering

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CPSC:480

11/16/22

~~Pressman Ch 12~~ Guest Lecture Content

Notes

- All teams' Project 3 part 5 reports look very good!
- Quiz Monday, lectures 21b-23. This is the final quiz graded for correctness.
- Remember you can pick a topic to present to me for a 1% semester bonus.
- Common P3 survey response "I wish we'd picked tasks that were better suited for a demo" - This was why I didn't want to release project 4 early; the assignment in projects 2 and 3 was to pick tasks that should be done first based on initial user requirements prioritization. Dealing with requirement priority changes is a staple of software engineering.
- I've noted the feedback that "100 lines to 10 hours" is an unclear range for target scope of work. The intention was to have enough code to perform meaningful review and QA activities while allowing plenty of time for project management and other non-coding tasks.
- I want to stress the "minimal" in "minimal prototype" for project 4 requirements again. You may have features that aren't integrated or don't fully work; again, it's really just one sprint's worth of work (less, really).

Practice Final

- Unlike the real exam, the practice is untimed, open-book, and graded only* for submission (counts as a survey). Real one is 2 hours with **one 8½x11 side** of notes.
- Earning an "A" on the practice final will result in a 10% bonus. *That is, if you submit anything it will count as a 100%, and if real grading would have resulted in an A, it will count as 110% for quiz average. Probably no curve on practice final.
- *Like* the real final, it is twice as long as the midterm & ~75% content since midterm.
- Please do the exam individually, so I can accurately determine what topics most need additional review.
- I'll note the grade I would give (and point out any errors) for anything submitted, just like I would for the actual final, so attempting the entire exam will result in more practice and feedback before the real exam. I will reuse at least 1 question.
- Practice only covers lectures 1-23; real one will cover some content in 24-26.
- Due **5:15 PM Monday, Nov 21 on paper**. Late work is still not accepted for *credit*, but I will review late submissions just to give feedback & identify topics for review

Guest Lecture

- Welcome Mikyla Wilfred!
- She will be talking about her experience and perspective on software engineering, user interface and user experience engineering, product ownership, and company culture.
- University of Akron Computer Science Class of 2018.
- Keyfactor front-end software developer 2019-2021.
 - Her redesign of the UI using React nearly eliminated JavaScript bugs.
- Keyfactor product owner 2021-present.
 - Instrumental in maintaining software portfolio during business growth.
- 2021 Keyfactor Key Contributor of the Year.
- Keyfactor Culture Ambassador and highly active member of several employee committees and resource groups.