
Unit 5: User Experience

Required Reading

Lopes, A., Valentim, N., Moraes, B., Zilse, R. & Conte, T. (2018) Applying User-centered Techniques to Analyse and Design a Mobile Application. Journal of Software Engineering Research and Development 6: 5. DOI: <https://doi.org/10.1186/s40411-018-0049-1>

tbc

Minge, M. & Thuring, M. (2018) Hedonic and Pragmatic Effects at Early Stages of User Experience. International Journal of Human-Computer Studies 109: 13-25.

Tbc

International Organisation for Standardisation (2018) Ergonomics of Human-system Interaction - Part 11: Usability: Definitions and Concepts. ISO 9241-11:2018.

Tbc

Gardler, R. & Hanganu, G. (2013) Governance Models. OSS Watch.

Tbc

Additional Reading

Matthews, T, Judge, T. & Whittaker, S. (2012) How do designers and user experience professionals actually perceive and use personas? In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '12). Association for Computing Machinery, New York, NY, USA. 1219–1228.

tbc

Lai-Chong Law, R. (2011) The measurability and predictability of user experience. In Proceedings of the 3rd ACM SIGCHI symposium on Engineering interactive computing systems (EICS '11). Association for Computing Machinery, New York, NY, USA. 1–10.

Tbc

Shastri, Y, Hoda, R. & Amor, R. (2021) The role of the project manager in agile software development projects. Journal of Systems and Software 173.

Tbc