

Unit 5 – Reflection

Unit 5 was one of the busiest weeks of the Software Engineering Project Management module. During this week, we were introduced to the user experience concept and ways and strategies to ensure a high-quality user experience.

As next week we will need to complete our unit 6 report, we reserved plenty of hours to read academic articles and papers to assist us with our assignment.

Furthermore, I started looking for references and information for my second collaboration discussion post regarding the factors that affect user experience. I read the 2018's *Hedonic and pragmatic halo effects at early stages of User Experience* paper from Michael Minge and Manfred Thüring to prepare for the post.