Unit 6 Reflection

This unit considered the role of test-driven development using Python's pytest tool as well as understanding a user's experience when using products. It was interesting to consider that users' intentions to use products play a role in affecting their experience of a product. In this regard, the collaborative discussion concerning the factors that affect user experience, was enlightening as it gave opportunity to consider those components beyond the (non-)instrument qualities of a product. The research by Minge and Thuring (2018) laid a good foundation to understanding the basic components that make up a users' experience. Of note from the discussion is the idea that time impacts the overall aesthetics experience, which wanes over time. I particularly like the statement by Tractinsky et al. (2006) who mention "beautiful is usable".

Given that human emotion plays a role in their experience of a product, I think that it is important for software developers to consider their designs from a human-centric approach, placing themselves into the role of a customer. Developing from this approach must drive home the importance of testing software before releasing it to customers. Though this unit used pytest as a unit test tool for Python, the concept remains valid for every other programming language: catch errors given diverse conditions. Catching software errors early in the development cycle is important because, according to the Consortium for Information and Software Quality, the cost of poor software quality (in 2018) was estimated at $635B USD due to legacy system, $1.275T due to software failures and $500B to find and fix defects (Krasner, 2018).

This week the team prepared the design document for submission. We scheduled our regular team meetings to discuss the content and provided last minute changes.

References

Krasner, H. (2018) The Cost of Poor Software Quality in the US: A 2020 Report. Consortium for Information & Software Quality. Available from https://www.disputesoft.com/wp-content/uploads/2021/01/CPSQ-2020-Software-Report.pdf [Accessed 19 May 2022]

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

Tractinsky, N., Cokhavi, A., Kirschenbaum, M. & Sharfi, T. (2006). Evaluating the consistency of immediate aesthetic perceptions of web pages. *International journal of human-computer studies*, 64(11): 1071-1083.