

Software Engineering Project Management

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« [Collaborative Discussion 2: Factors Affecting User Experience](#)



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Summary Post

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This week, students were tasked with writing a summary post to conclude the discussion on Factors Affecting User Experience. The goal of user experience is to interact with users to develop landscapes that respond to their needs and feelings (Nick B., 2020). These elements were divided into three groups by the CUE model: instrumental attributes, non-instrumental qualities, and emotional reactions. Each is having an impact on the other (Minge & Thuring, 2018). As stated in my initial post, I suggested that emotional responses can be influenced by outside factors such as use of social media, recommendations from peers, particular organisations or groups, etc., Therefore, it could be beneficial to broaden the scope of emotional reactions to include external influences.

After reading the contributions from my peers, I concur that user experience is a broad subject that is challenging to quantify. There are too many things that might influence the user experience, such as prior experience with comparable goods or services, peer reviews, etc. Additionally, it is also important to remember that some trial and error as well as ongoing user feedback can help to improve the user experience.

References:

Minge, M. & Thuring, M. (2018) Hedonic and Pragmatic Effects at Early Stages of User Experience. International Journal of Human-Computer Studies 109(1): 13-25.

Nick Babich. (2020). What You Should Know About User Experience Design. available from: <https://xd.adobe.com/ideas/career-tips/what-is-ux-design/>. [Accessed on 30 Aug 2022].

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