

## **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>

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

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

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

### **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.

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.

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