

Accepted Manuscript

Unit effects in software project effort estimation: Work-hours gives lower effort estimates than workdays

Magne Jørgensen

PII: S0164-1212(16)30008-5
DOI: [10.1016/j.jss.2016.03.048](https://doi.org/10.1016/j.jss.2016.03.048)
Reference: JSS 9717



To appear in: *The Journal of Systems & Software*

Received date: 26 November 2015
Revised date: 16 February 2016
Accepted date: 17 March 2016

Please cite this article as: Magne Jørgensen , Unit effects in software project effort estimation: Work-hours gives lower effort estimates than workdays, *The Journal of Systems & Software* (2016), doi: [10.1016/j.jss.2016.03.048](https://doi.org/10.1016/j.jss.2016.03.048)

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

Highlights

- Effort estimation in work-hours leads to lower estimates than in workdays
- The unit effect may be connected with anchoring and conversational norms
- Underestimation can be reduced by choosing higher granularity effort units

ACCEPTED MANUSCRIPT

Download English Version:

<https://daneshyari.com/en/article/6885504>

Download Persian Version:

<https://daneshyari.com/article/6885504>

[Daneshyari.com](https://daneshyari.com)