TESTING AS A TEAM
THE SEQUEL

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I am a Automation Tester at Stuff.co.nz. My journey as a tester started about three years ago.

I’m passionate in improving and experimenting with processes. Importantly making things to be more efficient while maintaining high quality standards.

My goal as a tester, is to make the role of a tester to be more than just a testing and more like a coach. Making the team to incorporate testing early and also making testing fun.
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QUICK RECAP
Testing Stuff - Transforming testing, next to the newsroom

Presented by, Jamie McIndoe

stuff
SECTION 1
Background and Inspiration
TEAM ORIENTATION

PO
UX
AC

Developers

Testers
THE ISSUE
THE ISSUE - PART 2
PERSONAL RETROSPECTIVE

Better communication with the person testing

Have a way for other people to understand testing

Coaching a talented group of experienced developers
THE GOALS

Goal 1: Reduce the pressure from the testers.

Goal 2: Coach the team to test early and TEST AS A TEAM!

Goal 3: Remove testing as a bottleneck mindset

Goal 4: Invest and start building our automation suites
INSPIRATION
Traditionally, session based testing is used to make exploratory testing accountable.

Each session has a specific purpose/goal that is broken down into charters (tasks).
**SESSION BASED TESTING**

- Charters are time boxed and uninterrupted.
- After each charter the tester will have a "debrief" to go through what they have done

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<thead>
<tr>
<th>Session</th>
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<tbody>
<tr>
<td>- Charter/Task</td>
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<tr>
<td>- Area tested</td>
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<td>- Testing notes</td>
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<td>- Bugs list</td>
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<td>- Issues/Questions</td>
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OUR TWIST

A conversation starter
It allows the person testing to express their testing experience
People that are not familiar with testing are able to explore without feeling scared or lost
Encourage collaboration and the ability to convey thoughts

Session:
- Reviewer
- Duration
- Test Status
- Journey
THE PREPARATION
THE APPROACH
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<th>Review</th>
<th>Testing</th>
<th>Pre-Release</th>
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<td>Review</td>
<td>Testing</td>
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**THE OLD**
THE NEW

In Progress

Review & Testing

UAT

Pre-Release

Done

Team Huddle

Review & Testing

UAT

Writing
SECTION 3
Implementation
# NEW BEGINNING

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BIGGEST ADJUSTMENT

Regression

Feature A
Feature B
Feature C
CYCLE TIME

Time

Story Points

With SBT

Prior to SBT
SECTION 4
Struggle and Success
FIRST IMPRESSIONS

- Dip in quality
- Risk of damaging the team's confidence
- Some uncertainty between the team members
- Some tested more than others
Everyone stuck with the experiment
Appreciate each other’s role more
As a team we got closer
Once the process is much more fluid, our productivity goes up
We are more comfortable with experiments
THE REFINEMENT

- Better match up between testers and features
- Spreading testing and development evenly
- As a tester, learning to step back and be a coach
- Taking context switching to the next level
WHAT'S NEXT

- Enabling further exploration for testers
- Testing as a first class citizen
- Starting to build a strong automation stack
- Continuous process improvement
Goal 1: Reduce the pressure from the testers.

Goal 2: Coach the team to test early and TEST AS A TEAM!

Goal 3: Remove testing as a bottleneck mindset

Goal 4: Invest and start building our automation suites
CONCLUSIONS

“Testers” now have the freedom to explore and play around.

The team will pick up testing tasks straight away, thus making a smoother development process.

Our automation coverage is getting better and continues to grow as we get to learn more.

Having a healthy learning environment and strong trust between team members.
KEY MESSAGES

- Importance of socializing the experiment
- Getting business and team buy-in
- Creating a smooth transition
- Establishing trust with everyone
- Shifting the focus from the "traditional tester" into more of a coaching/mentoring role

- Reducing pressure/stress in testing
- Creating a natural "work in progress" (WIP) limit
- Creating a positive learning environment
- PERSEVERANCE IN YOUR VISION!!!
THANK YOU