

Q



Test in Cards



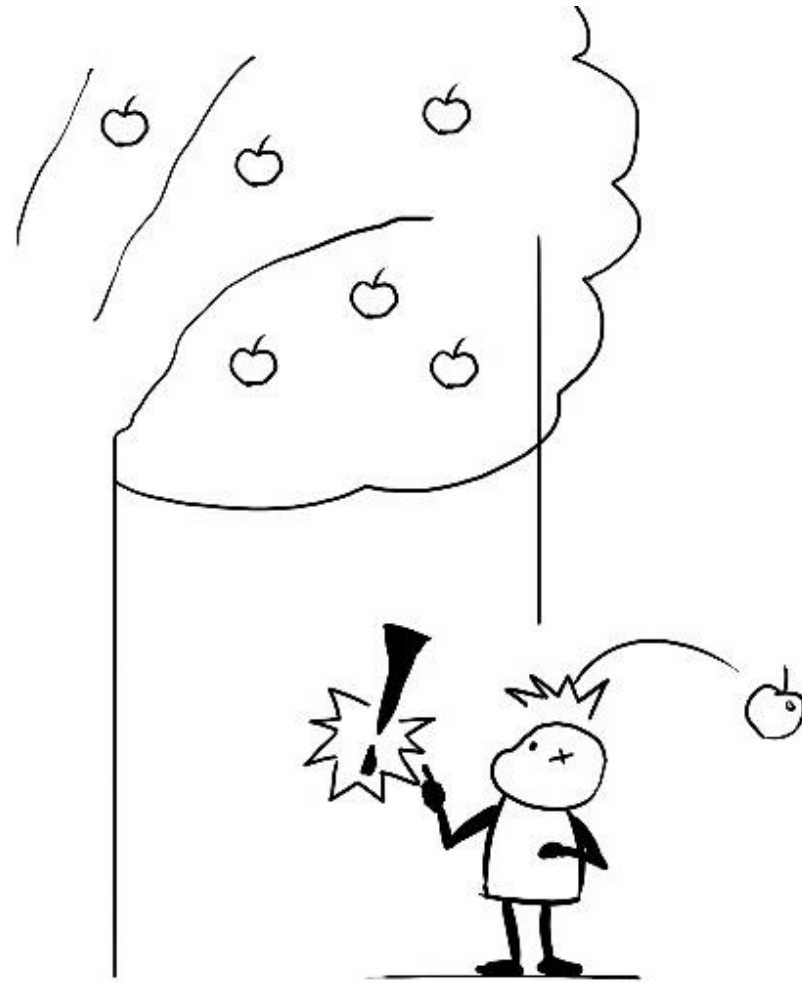
By Klaus Nohlås @ QualityMinds



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“Bädda för test” -
More to make more





From the start...



“...these little boxes are awesome. The question cards fuel interesting discussion and get everyone involved.”

GWYNETH PALTROW

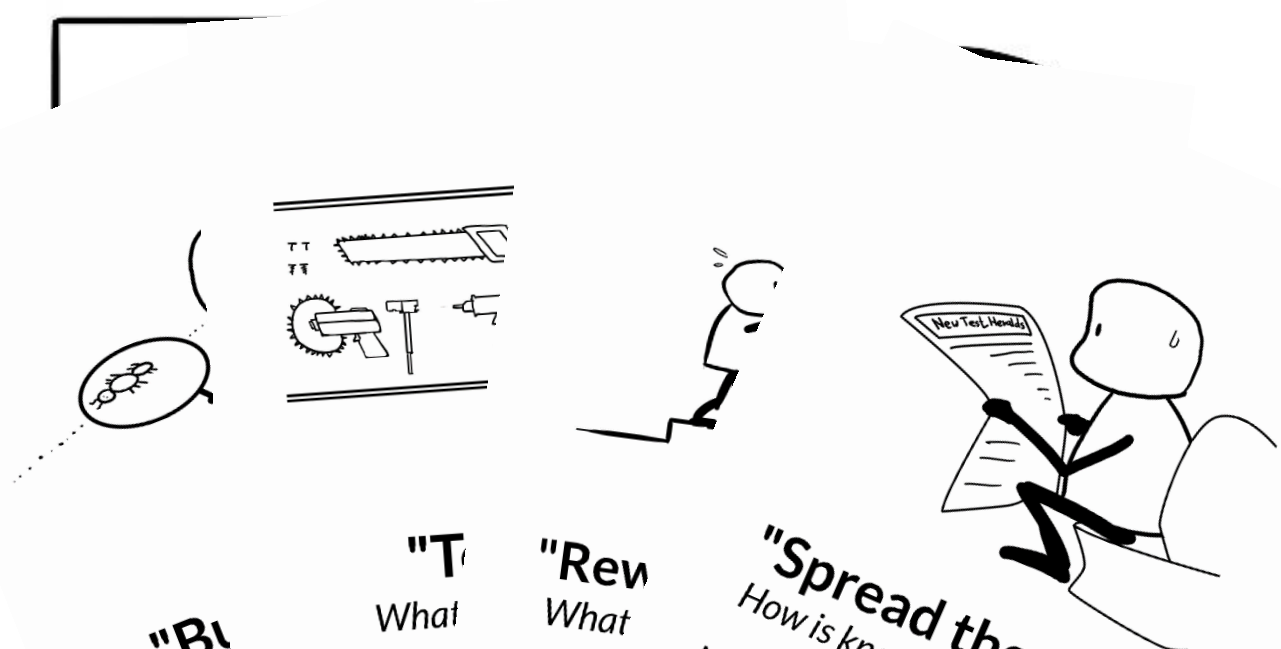
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Courtesy of TableTopics Inc.





Test in Cards



"Build"
What
How
issue
effe

"Test"
What
Do you h
mission?
how can
Open-s

"Review"
What
Celeb
Nom
forg
Co

"Spread the word"
How is know-how distributed?
Make a newsletter or article on the
intranet with the most interesting
things in testing for your
organization.





Why we made the cards

- Inspiration source
- Checklist
- Funnier checklists
- Continuous improvement
- Individual coach
- In assessments
- Identification of important areas
- More





Benefits with cards

- Cards are cheap and fast
 - Produced fast
 - Printed fast
 - Review fast
 - Communicate fast
 - Visually fast
 - Light weight
- They are not flexibel...
 - So how do you solve this?





Why non-digital products



- QR codes
- Back to basic
- Tactile





World of cards - Testing

- Jimmy cards
 - Testing copy of TableTopics
- Karen Johnson's printable card deck
- Planning poker cards
- John Stevenson (compilation of others work)

...More?

Robustness <i>The product handles foreseen and unforeseen errors gracefully.</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>	Stress handling <i>How does the system cope when exceeding various limits?</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>
Recoverability <i>It is possible to recover and continue using the product after a fatal error.</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>	Data Integrity <i>All types of data remain intact throughout the product.</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>
Safety <i>The product will not be part of damaging people or possessions.</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>	Disaster Recovery <i>What if something really, really bad happens?</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>
Trustworthiness <i>Is the product's behavior consistent, predictable, and trustworthy?</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>	Affordance <i>Product invites to discover possibilities of the product.</i> <small>Taken from http://thetesteye.com/blog/2011/11/software-quality-characteristics/ 1/1</small>
Intuitiveness <i>It is easy to understand and explain what the</i>	Minimalism <i>There is nothing redundant about the product's</i>





World of card - other

- Idea generation card decks
 - Roger von Oech's Creative Whack Pack, from his book "A Whack on the Side of the Head"
 - Thinkpak, from the book "Thinkertoys" by Michael Michalko



- Project related card desks
 - Methodkit





World of cards - Educational decks

- Flash cards - Glossary
- Kids learning



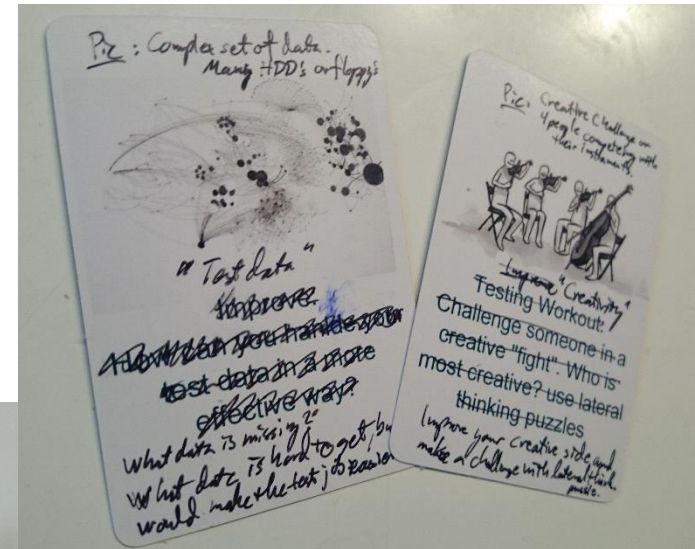
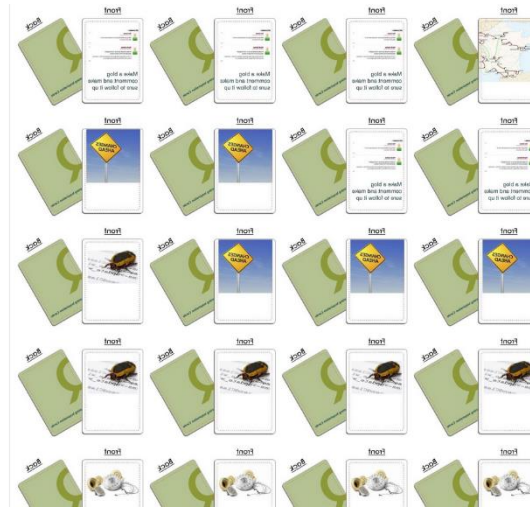
Courtesy of White Rabbit Press





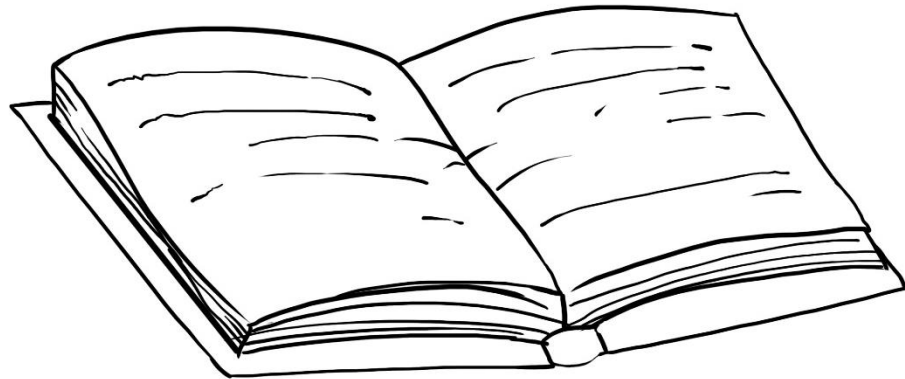
How we made our cards

NR	Desc.	Comment
1)	Teams working	
2)	Visualize (suggestion: Mindmap)	
3)	Automate (suggestion: Big machine)	Note: only for first
4)	Get inspired elsewhere (suggestion: abandoned island with palm and coconuts where a person kills reading)	
5)	No error (suggestion: Popup on computer screen that says "no error occurred" with Cancel and decline buttons)	
6)	Send a report/send an envelope	Try now
7)	Board with a lot of numbers and diagrams (suggestion: shown to the boss)	
8)	Keep track of logfiles (Suggestion: Person hunting bug/files or Shepard dog working to keep track of bugs in a herd)	For the best of two worlds
9)	A lot of tools	
10)	Goals (suggestion: Marathon run towards the goal. Some persons are running wrong direction)	
11)	Testability	
12)	Bad requirement (suggestion: Board with lots of post-itstickers)	
13)	Too complex state diagram	
14)	Improve bug hunting (suggestion: farmer putting pesticide on his crops)	
15)	Too complex data (suggestion: many harddrives in a pile)	
16)	Approaching the delivery or launch (suggestion: space shuttle nearly taking off)	
17)	Checklist (suggestion: Checklist with checkboxes to tick off)	
18)	Examining the bug (suggestion: Person/doctor examining a big bug)	Make it Easy
19)	One person added to the team	
20)	Changes ahead	
21)	Luxury office	
22)	Online course	
23)	One person leaving the team	
24)	News paper (suggestion: Heading "The Daily Tester" or "New Test Herald")	
25)	More value for the money	
26)	Make others to work	

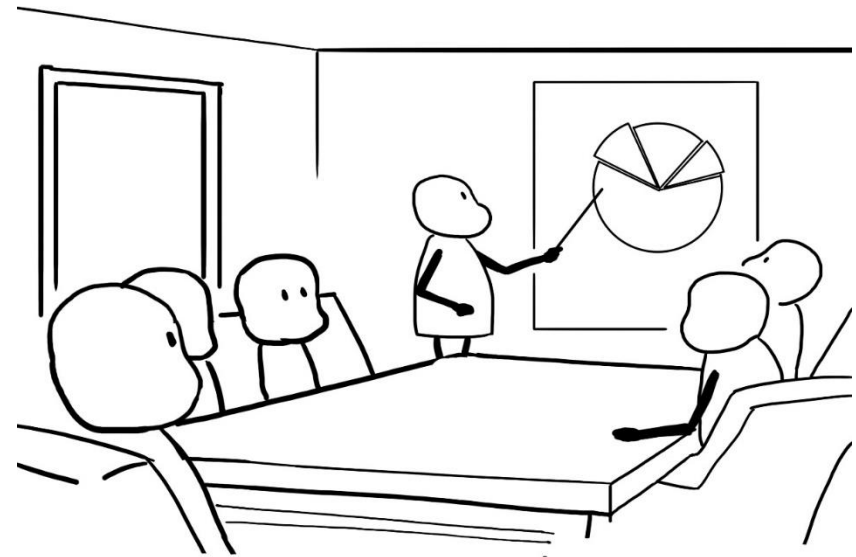




Challenges in making cards



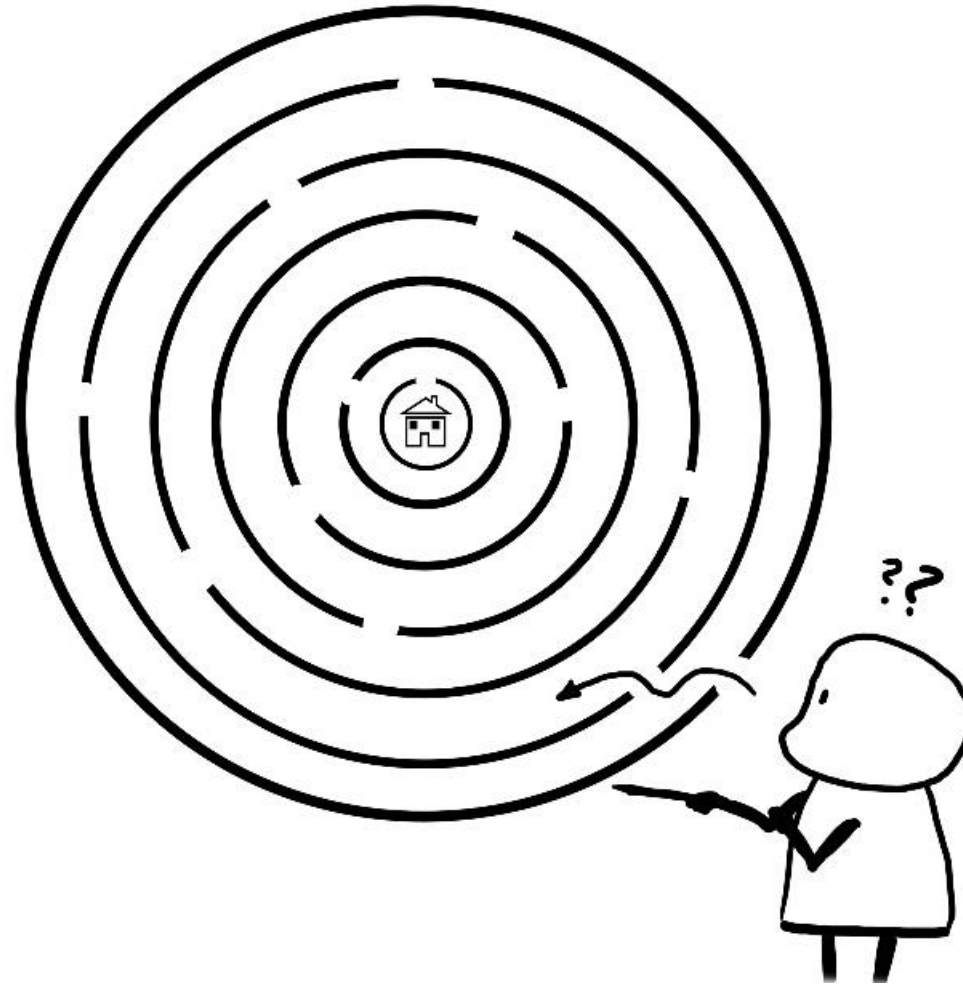
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Gamification opener

- Cards are connected with rules and playing
- If you are openminded you will step into this quite fast.





How we have used our cards...

- Think tank evenings
 - Scamper + cards
 - List of 100's
- In our assignments
 - As checklists
 - As work packages
 - As card of the week
 - As education for developers
- During workshops
 - As facilitators





New ways not yet tested

- On the table in the lunch room for inspiring discussions
- As home work during summer vacation
- As a subject in a testing book club
- As a canvas in the test group area
- In SWOT-analysis
- As prioritization or timeline of different tasks





Now go to lunch ...

... and "steal like an artist" - *Austin Kleon*

To make ...

... new test products

... incredible test services

...to share with your testing colleague in the
community!

