

Exploratory Testing Dojo

 huibschoots



Intro

Testing Dojos are sessions to **exercise testing skills** in a group setup. It is a way to **deliberately** get together to pair test and get feedback from peers.

Testing Dojos provide a setup for testers to **practice their individual skills and share approaches** in a group.

Deliberate practice

- Intentional
- Aimed at improving performance
- Designed for your current skill level
- Repetition combined with immediate feedback

Source: K. Anders Ericsson

Testing Dojo

A Testing Dojo is a session where testers come together to work on a **testing challenge**. The testing challenge can consist of testing a product, or generate test ideas for a particular software, or even exercise bug reporting.

Mainly the testing challenges will use **Exploratory Testing and testing in pairs**. Testing Dojos take testing into a safe environment without schedule pressures and deadlines.



Instant Project Visibility

See what team members are working on.
Easily collaborate and share information.

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Easy Setup

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Exercise 1: Setup

10 Minutes



- Pair up: find someone to work with
- Download mobile app from appstore or google play or use <http://www.Leankit.com>
- Create an account



Exercise 2: Explore

15 Minutes



- Explore Leankit to learn about the product
- Take notes!



Exercise 2: Explore

10 Minutes



- Discuss your notes and learnings with another pair



Debrief exercise 2: Explore

A yellow speech bubble with a black outline, pointing downwards and to the left. The word "DEBRIEF" is written in white, bold, uppercase letters inside the bubble.

DEBRIEF

Exercise 3: Test

30 Minutes



- Create 10 user scenarios to smoke test this app
- Report on a flip chart



Debrief exercise 3: Test

A yellow speech bubble with a black outline and a tail pointing towards the bottom left. The word "DEBRIEF" is written in white capital letters inside the bubble.

DEBRIEF

Exploratory Testing

“a **style** of software testing that emphasizes the **personal freedom** and **responsibility** of the individual tester to **continually optimize** the quality of his/her work by treating test-related **learning, test design, test execution, and test result interpretation** as mutually supportive activities that **run in parallel** throughout the project”



Exploratory Testing

"Simultaneously designing and executing tests to learn about the system, using your insights from the last experiment to inform the next."





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LEARNING

DESKTOP VS MOBILE APP

CAPABILITIES USABILITY

LIMITATIONS

MISSION?

PURPOSE

MOVE

FUNC

CARDS

TASKS

GROUP

REPORTING?

HRS

COMPLETE

COVERAGE
DEEP/WIDE

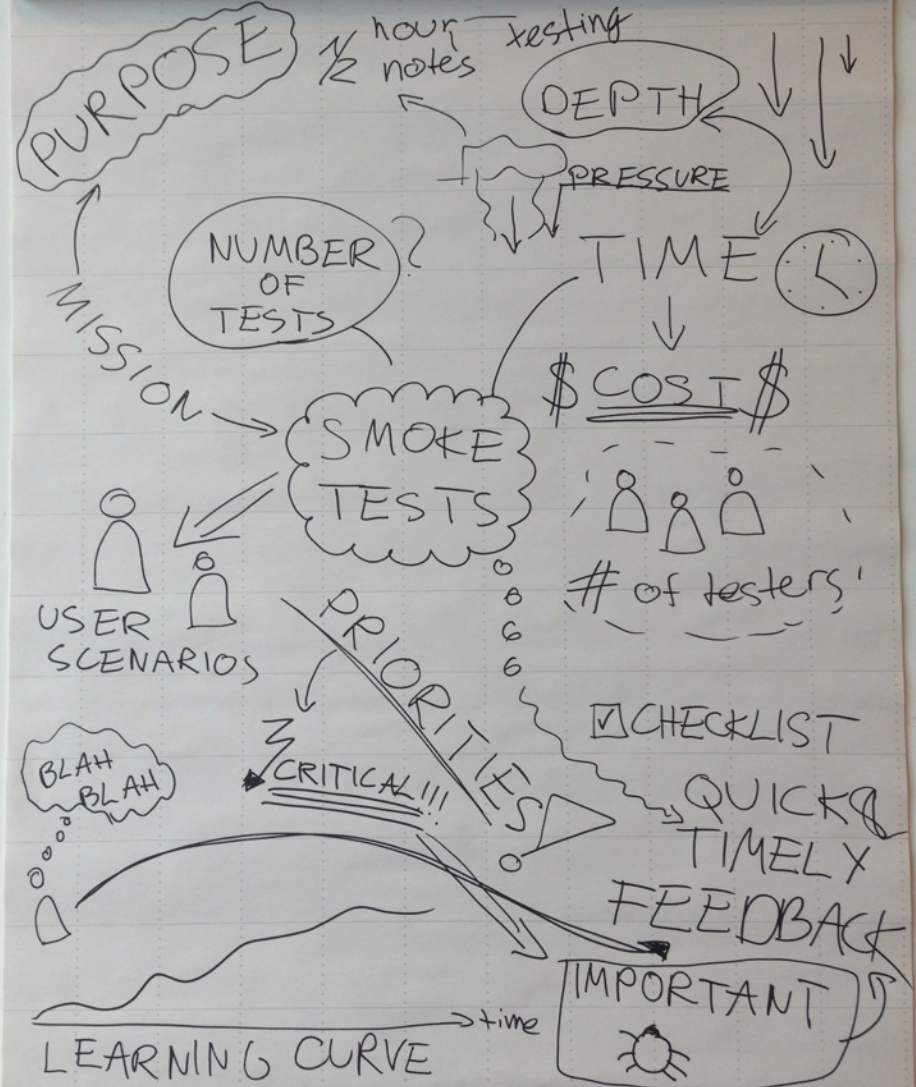
ISSUES

HOW?

SEE AND TRY + IDEAS

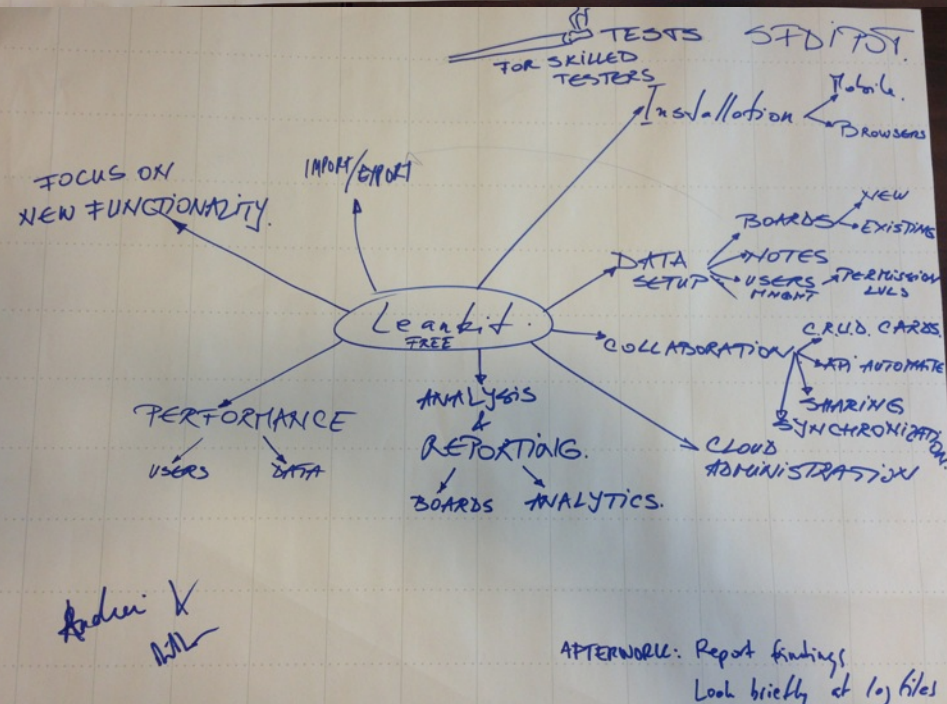
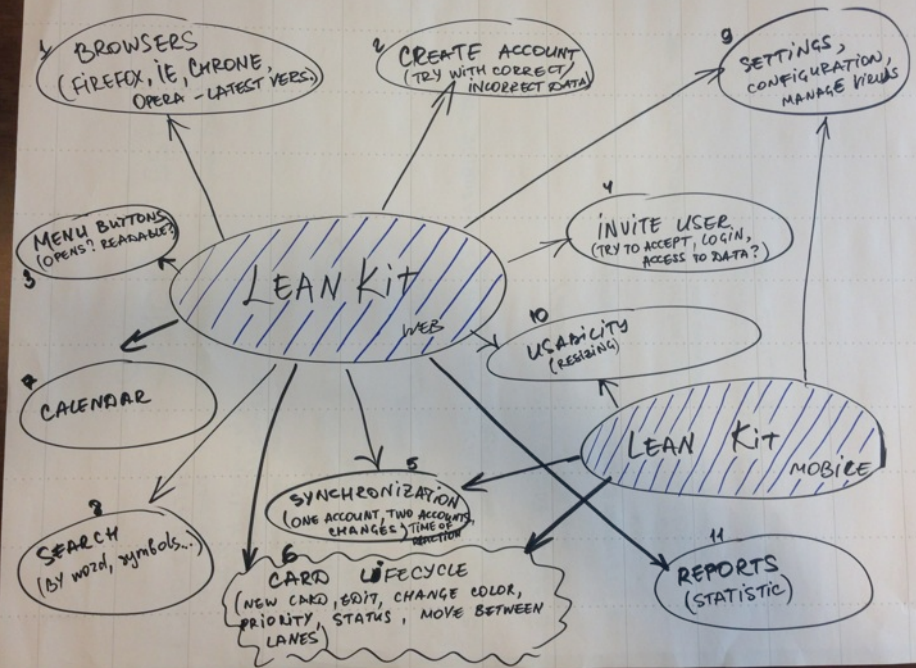
TOOLS FOR
REPORTING

MEMORY?



LEANKIT IOS MOBILE

1. SIGN IN 10. OFFLINE
2. ADD NEW LOGIN 11. LOG OUT
3. ADD/EDIT/MOVE/DELETE CARD
4. ADD/EDIT/MOVE/DELETE TASK
5. SWITCH BETWEEN BACKLOG/BOARD / ARCHIVE VIEWS
6. MANUAL REFRESH
7. ROTATE ACTION ON EACH SCREEN
8. GO "HOME" AND BACK
9. KILLING THE APP PROCESS



1. Login into system
2. Creating new board - and open
3. Invite user
4. Check through views -
Templates, Boards, Archive.
- ~~5. Open existing board -~~
- ~~6. Check that all~~
- ~~7. Create a "quick card"~~
5. Create a detailed card
6. Move card through all stages
prio
- (9. Edit created card - add some text,
task, assign. etc.)

1. CREATE NEW BOARD
 2. INVITE MEMBERS/REMOVE
 3. CREATE CARDS - MOVE, ASSIGN, TAG
 4. SEARCH via 2 fields
 5. FILTER using 2 tags
 6. REPORT
 7. REOPEN BOARD
 8. SETTINGS (CLICK & SAVE)
 9. SWITCH VIEWS
 10. BOARD FUNCTIONS
- 1 person 15 min

DESKTOP SOLUTION

1. TEST ACCOUNT CREATION
2. TEST LOGIN/LOGOUT
3. TEST TEMPLATE/BOARD/NOTE

LIFECYCLE

4. TEST SEARCH/FILTERING/SORTING
5. TEST SETTINGS
6. TEST ANALYTICS
7. LAYOUT CHECK WITH DIFFERENT
OS/BROWSERS/SCREEN RESOLUTIONS
8. OPEN HELP PAGES
9. EVALUATE PERFORMANCE & STABILITY

Smoke tests

1. Can start the app on diff. devices
2. Can open and view my board
3. Can add new backlog item
4. Can assign item to user
5. Check drag & drop ~~func.~~ f-ty
6. Can add new user (send invitation f-ty)
7. Can edit existing board layout
8. Can open settings, edit and add card types
9. Can create new boards
10. Can access analytics

1. Registration on the app version

Steps:

- 1) Download & install the app
- 2) Try to register
- 3) Fill in the fields
- 4) Register ~~button~~

Expected result: User is successfully registered

2. Registration on the desktop version

Steps:

- 1) Open website
- 2) Click 'Register' button
- 3) Fill in the fields
- 4) Register

Expected result: User is successfully registered

3. Login (App or desktop)

Steps:

- 1) Open the webpage/app
- 2) Fill in the user fields with valid credentials

- 2) Click login button

Expected result: User is logged in successfully

3. Help page contains useful information (App & desktop version)

Steps:

- 1) Open the app
- 2) Login with valid credentials
- 3) Click '?' in toolbar
- 4) Validate help page's content

Expected: help page contains useful information

5. Invite users (other user gets an invitation)

4. Creating a board (App & desktop version) using template
5. Creating a board (App & desktop version) using blank page (default)
6. Creating a card (different types) & deleting or editing it
7. Dragging & dropping the cards (also lost boundaries) (between boards)
8. Assigning the cards (and unassigning) in App & desktop version
9. Using toolbar (App & desktop version)
(Help, invite users, settings, activities, filter card, search, calendar, Activity stream)
9. Prioritizing cards
10. Use cards & change statuses, then observe diagrams

1. USER CAN LOG IN ON DIFFERENT PLATFORMS.

2. ^{NEW} USER CAN REGISTER.

3. USER CAN OPEN/USE EVERY MENU POINT.

4. USER CAN CREATE ^{/CHANGE/DELETE} BOARD.

5. USER CAN ADD ^{/CHANGE/DELETE} CARDS TO BOARD.

6. USER CAN MOVE CARDS IN BOARD. ^(WORKSTREAM)

7. USER CAN INVITE NEW USERS TO BOARD.

8. SYNCHRONIZATION OF BOARDS & ITEMS. ^{BETWEEN PLATFORMS}

9.

Goal: To test main components

1. Register new user/Login
2. Layout - create new board/template
3. Create new cards/life cycle of card
4. Inviting users and ^{setting} permissions to users
5. Cards searching/filtering
6. Cards scheduling
7. ^{OPEN} Reporting analytics VIEWS
8. Settings of app
9. Help menu | ASK QUESTION OR GETTING started
10. Notifications about ~~Task~~ Card changes

SMOKE TESTS for MOBILE
(Android)

1. CREATE AN account
2. Log in
3. CREATE a CARD
4. Edit a CARD
5. Assign a ticket
6. View assigned cards
7. Priority MARKING
8. Archive a CARD
9. Add a comment
10. Open application

1. Register to a system
 - create an account
 - log in
 - log out
2. Operate with card on a Dash board
 - add
 - update
 - move between sections
 - delete
3. Invite user to a Dashboard
4. Assign card to a user
5. Operate with cards as invited to a Dashboard user
 - check that you can see cards assigned to you
 - move, delete, edit
6. Go through menu items
 - verify that there are no errors (pt)
7. Check that tasks assigned to user are available on mobile version
8. Create, move unscheduled card

1. SUPPORT
 2. SIGN-IN
 3. CREATE BOARD
 4. CREATE TASK
 5. TASK LIFECYCLE EVENT
 6. SEARCH
 7. FILTER
 8. SIGN-OUT
 9. CREATE ACCOUNT
 10. PAYMENT
-
- * VARY BROWSERS
 - * MONITOR LOGS
 - * INVOLVE CHANGED FUNCTIONALITY

SMOKE TEST

1. CARD CREATION

- CREATE A CARD. Fill in information (title / description / dates)
- SAVE IT
- CHECK IT (reopen it)

2. Roles AND ASSIGNMENT

- DRAG AND DROP CARDS
- ASSIGN CARD
- REASSIGN CARD

3. ADDING AND DELETING USERS

- ADD NEW USER
- DELETE USER.

4. LOG SYSTEM CHECK

- check if there any history (validate data)

5 Check of ANALYSIS AND EFFICIENCY MEASURING TOOLS

- create any DIAGRAM (validate data)

6 SEARCH ENGINE TEST

- DO ANY SEARCH (validate data)

7. TEMPLATE CREATION AND APPLYING

- create template
- apply template

8. ANDROID AND IOS APPLICATION SYNCHRONISATION

- DO SYNCHRONISATION between app

9. ~~TESTING~~ FILTER TESTING

- apply any filter (validate data)



James Lyndsay

aan mij ▾

5 jun. (5 dagen geleden) ☆



Engels ▾



Nederlands ▾

[Bericht vertalen](#)

[Uitschakelen voor: Engels](#)

Here's my "10 item smoke test" – to explore breadth of a new incremental version of lean kit

If your testing is enhanced but tools to observe and record, turn them on.

- 1 open on range of device / browser combos. Use each for at least one of the ones below. If you have more time, set up more kit. Use more than one userID, and go into one userID from two devices / browsers.
- 2 CRUD projects – set up one project with as many options on as possible, another with as many options off as possible. Use new templates / options if they're there.
- 3 CRUD and move cards on two projects at the same time, including moving them to backlog and archive
- 4 CRUD users on two projects at the same time
- 5 Do the analytics reflect your recent activity reasonably?
- 6 Do filters and search change your views / search results reasonably?
- 7 look at effects of browser changes - resize, options changing, alt browser – on presentation
- 8 run through tooltips, UI and layout.
- 0 follow up any surprises

Take the time you're given and allocate that time among these items. You may not have time to do all, or to do lots in all. Do the ones that need to be first first – typically 1 and 2.

The list above is almost in priority order – ie prefer 3 over 4.

0 is a special case: if you're giving it any time, know that you'll use that time more towards the end, and take care you don't allow it to be eaten by earlier work.

Cheers –

James

James Lyndsay

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