

Risky Lunch

oose.

Mit RiskStorming Online Risiken angehen

USER FRIENDLINESS
QUALITY ASPECTS

Usability Aspects: Will users find the product convenient and easy to work with? But more important, will they enjoy it?

1 What makes an app attractive? Speed, ease-of-use, reliability? Are the most important features available in the middle of your screen? Is your app easy to track-test and whether people easily find the labbing for... while and meta...

COMPARABLE PRODUCTS HEURISTICS

Consistency Heuristic: Are your competitors doing things different maybe even in a better way?

1 Is your product part of a larger range of products, such as the MS Word in the Office Suite?

2 Best check for similarities and exceptions. Is there a similar product you're building already available on the market? Try it out to find ideas for design, building and testing

Testing a game could have you killing other: similar features in What did you like about those? What was missing?

HAPPY FEELINGS

Positive feeling: Happiness is that feeling that comes over you when you know life is good and you can't help but smile.

You find a bug and you're feeling happy. What does that tell you? Is it important one? Should you be because of that? Is it a long time? Is it...

going nicely and happy. What are the situation? Can you maintain it?

HOW TO USE TESTSPHERE
A FEW IDEAS

The Ice Breaker

1. Spot a lone tester.
2. Walk up to them & draw a random card from the deck by category, or more cards from the deck.
3. Ask the tester: Can you tell me a story that features a tester and a tester's experience about "Equivalence Partitioning"?

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...ct. ... documents left

... or wiki pages can be possibly forgotten

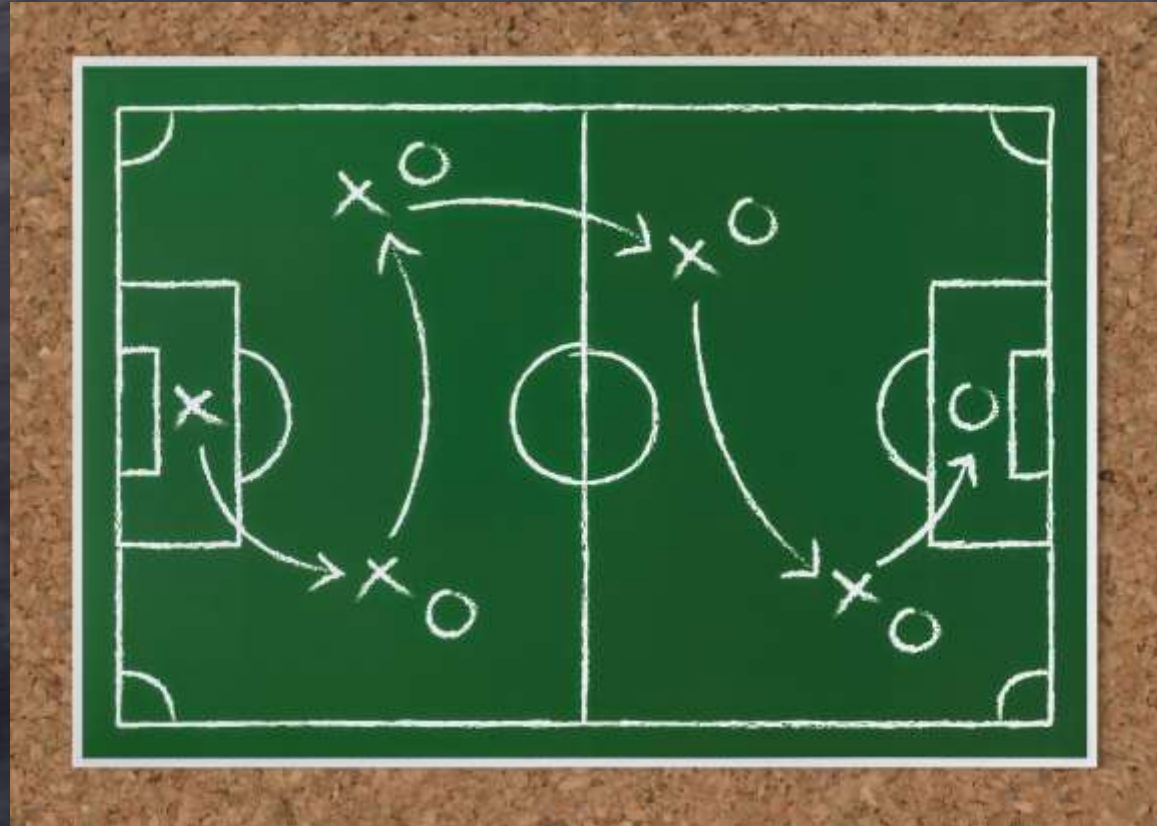
... A tester is usually the one who knows what the state of the project is at any given moment.

... only one person on the project have read it.

... did you know this about our app? This could bring knowledge of useful features, funny bugs, weird behaviour and powerful demonstrations to the team.

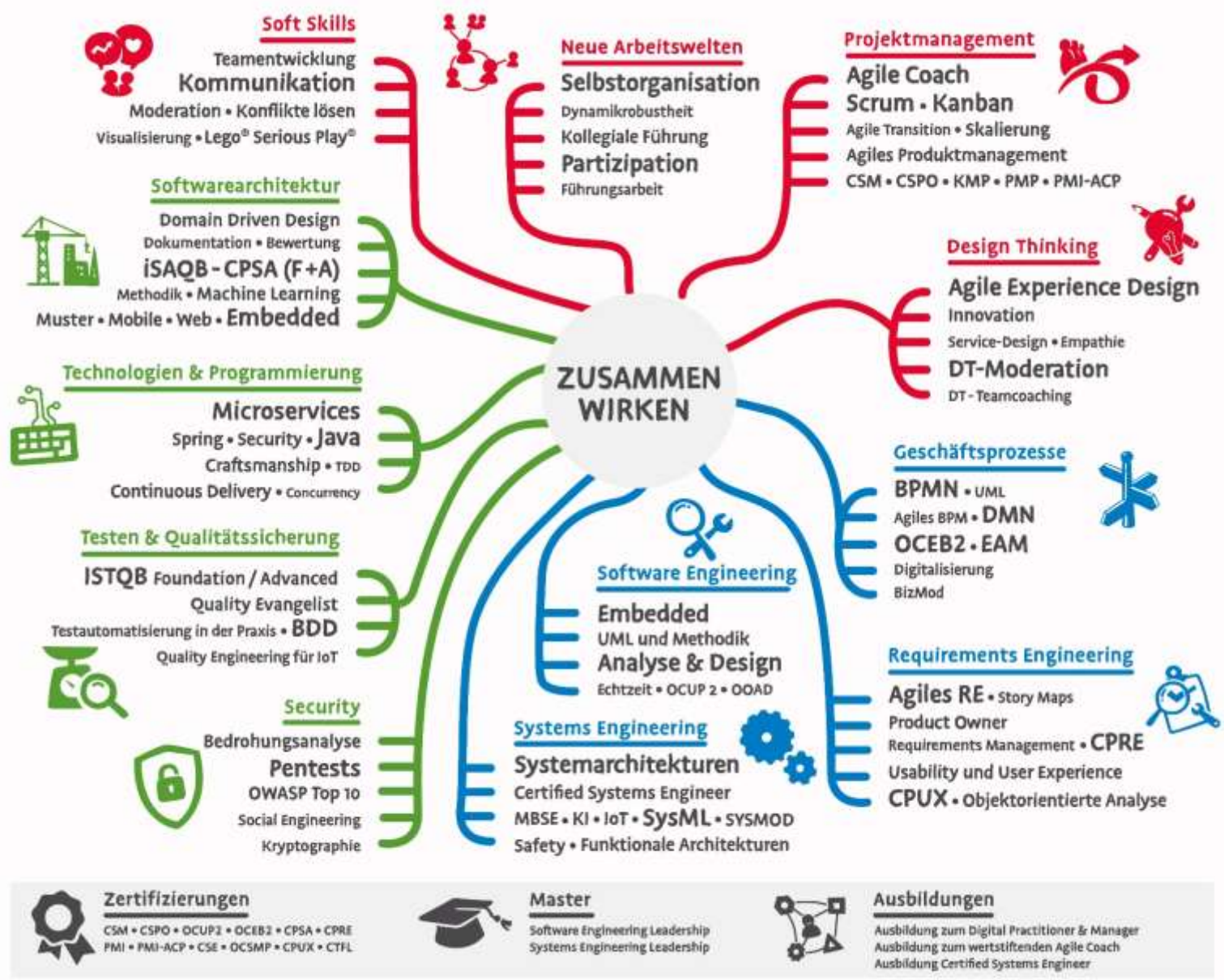
Gameplan

- Vorstellung
- Meine Testsphere-Geschichte
- Riskstorming Online
- Und sonst so?



Vorstellung





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Risky Lunch

Warum seid ihr eigentlich hier?

Personas

07/08/2015 by Christian Kram | Filed in testing | Comments Off

In this post I will outline what personas are, how they can be created and the advantages using personas in requirements engineering and software testing offers.

Personas are representatives of users, each representing a certain user group. The interesting thing is that these can be used in requirement engineering and testing alike. Each persona has a name, some character traits and some kind of background that might influence its' behavior. And these should be noted as a basis for a shared understanding. And no, just putting a name to a user role which is an alliteration is not a persona, though strangely enough most end up with a name a like that. I heard rumors that those names are easier to remember...

A (short) persona could look like this:

Peter Poweruser

- *computer literate*

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Wie alles begann...



Christian Kram
@chr_kram



Really happy to get a [@TestSphere](#) Card Deck from [@EnquireTST](#) [#testbash](#)

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@chr_kram

⋮

Finally got a @TestSphere deck from the man himself @EnquireTST #testbash #selfie-pro #not

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OPEN APPLICATION

USER FRIENDLINESS QUALITY ASPECTS

Usability Aspect: Will users find the product convenient and easy to work with? But more important, will they enjoy it?

risk #1: Clumsy, no flow. Unclear. People give up. Our users abandon our feature.

risk #2: Too progressive, people are biased against this technology, especially trusting it with their bodies. Low user adoption.

A/B TESTING TECHNIQUES

Project level: Work out the same concept in two different ways, evaluate them both and choose the best. Marketing does this often.

FLUENCY PATTERNS

Approach: Are there long and firm patterns, leading to more or less frequent?

COMPARABLE PRODUCTS HEURISTICS

Consistency Heuristic: Are your competitors doing things differently, maybe ones in a better way?

PERSONAS TECHNIQUES

Project level: Testing and analyzing from the viewpoint of agreed upon generated user profiles.

ADAPTABILITY QUALITY ASPECTS

Portability Aspect: Does your product support multiple browsers, operating systems, mobile phones and tablets?

risk #1: Too many different devices Can't test everything Errors in devices we don't know about

AUTOMATION PATTERNS

Approach: Robots. They may not have a heart or brain, but they can do quick and accurate comparisons.

SAMPLING TECHNIQUES

Product level: When faced with unlimited possibilities testers select the most likely options the ones most prone to fail.

risk #2: Not up to date devices incompatibility with the AR Frustration and

PHASE 2

NEU: Die oose Community

THANK YOU

