

The Real Deal



How testing can tell you what you really want to know

Planning

- Hard decisions need objective truths
- Planning vs re-planning
- Testers predict the future

Information

- Bugs? No bugs!
- Coverage
- User experience
- Risks
- Project issues

What do you want to know?

- Product progress, Project progress?
- Customer expectation, customer risk?
- Risk model?
- What effects should Quality have?
- Theories of error?

How do you find out?

- Flexibility and invention
- Real-time, lightweight information
- Trends

Support

- Acknowledge the learning process
- Make public use of the information
- Internet skills can help in implementation

Conclusions

- Allow testing to do more than find bugs
- Be flexible, agile
- Use the information