

Agile Testing Fellowship Community

Founders: Janet Gregory and Lisa Crispin

Co-authors of Agile Testing Condensed: A Brief Intro, Agile Testing: A Practical Guide for Testers and Agile Teams and More Agile Testing: Learning Journeys for the Whole Team



Agile Testing for the Whole Team

Janet Gregory / Lisa Crispin

Three-day in-person course (or five-day virtual course)

Abstract

This unique and practical course was developed by Lisa Crispin and Janet Gregory based on their popular books, *Agile Testing: A Practical Guide for Testers and Agile Teams*, *More Agile Testing: Learning Journeys for the Whole team*, and *Agile Testing Condensed: A Brief Introduction*.

Participants learn ways the whole delivery team can collaborate to plan and execute the many different testing activities needed to build quality into their product. Through lecture, discussion and hands-on exercises, the course explains essential principles and practices, including:

- How testing fits into the short iterations and frequent deliveries in an agile manner, including adoption of continuous delivery
- Contributions testers can make to become valued agile team members, and help with adopting approaches such as DevOps
- Common cultural and logistical obstacles in transitioning to an agile development process
- Values and principles that help team members adopt an agile testing mindset
- How the whole team contributes to the success of testing practices, such as acceptance-test driven development (ATDD), test automation, and exploratory testing

The course is filled with real-life examples of how teams collaborate to deliver high-value, high-quality software. A simulation wraps up the whole course giving participants an opportunity to put all the puzzle pieces together, and practice what they have learned. Participants leave with practical skills and techniques that they can start using right away.

It is ideal for testers, developers, iteration facilitators, team leads, managers, anyone on who wants to learn what testing means on an agile team. Everyone will benefit from understanding their contribution and the interaction with testers on the team. Basic agile knowledge is recommended so the participants can actively contribute with questions and shared experiences.

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Course Outline

Each module includes small group exercises and discussions in addition to the major exercises listed.

DAY 1

Agile: What is it and How Testing Fits in? – Module 1

- Overview of agile terminology and principles
- Introduce agile testing activities and approach

Adapting to Agile - Module 2

- The whole-team approach
 - Roles and responsibilities; collaboration
- Overcoming common obstacles
 - Cultural Issues; mini waterfalls
- Transitioning typical processes
 - Defect tracking, quality models, traceability

Making Test Automation Work – Module 3

- Using Automation so testing “Keeps up”
 - Value of automation and barriers to starting
- Developing an Agile Automation Strategy
 - Using the Test Automation Pyramid for maximum benefit
 - What should and shouldn’t be automated
 - A bit about test design
- Applying agile principles
- Evaluating tools and managing automated tests

DAY 2

Testing Activities at the Release and Feature Level – Module 4

- Agile approach to planning
- Levels of precision / dependencies / multiple levels
- Slicing stories, with thin slice / steel thread approach
- How testers contribute to sizing your stories
- Alternatives to large test plans; release-level test matrix
- Discussions on test results, metrics, coverage

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Testing Approaches for Agile Testing - Module 5

- Guiding development with tests (ATDD)
- Using the Agile Testing Quadrants - vocabulary, benefits
- Exploratory Testing
- Testing for Quality Attributes

DAY 3

Testing Activities during the Iteration – Module 6

- Story Readiness
- Iteration Planning - roles, creating tasks
- During the Iteration - Coding & Testing
 - Collaboration
 - Expanding tests, exploratory testing
 - Customer acceptance, regression tests,
- Wrap-up of the iteration – demo, retrospectives

Iteration Simulation

- Includes iteration planning, code and test, automation

The End Game - Module 7

- What is the end game, and what is required for successful delivery

Key Success Factors & Wrap-Up - Module 8

- Seven Factors for Agile Testing Success, and Confidence Building Practices

Wrap-Up

- Discussion back to original problems that participants are experiencing