



Holistic Testing: Strategies for agile teams

Janet Gregory / Lisa Crispin

20 hours for the remote version or three-day for in-person)

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* and *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 adapted for remote facilitation, 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 that 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. Participants are given the opportunity to collaborate to take a feature, slice it into stories, create acceptance tests and practice testing activities necessary to build a high-quality product. Participants leave with practical skills and techniques that they can start using right away.

The course 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.

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



Course Outline

Each module includes small group exercises and discussions in addition to the major exercises listed. When given as a remote course, it is based on delivery over 5 days, but can be adapted to meet the client's needs.

Introduction

- Explanation of the course, and the tools used
- Understanding of what participants need/want from the course

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
- Communication and collaboration
- Overcoming common obstacles: cultural issues, min-waterfalls
- Transitioning typical processes: defect tracking, quality models

Making Test Automation Work – Module 3

- Using Automation so that testing “Keeps up”
 - Value of automation
 - Barriers to automation
- Developing an automation strategy
 - Using the Test Automation Pyramid for maximum benefit
 - What should and shouldn't be automated
 - A bit about test design

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- Applying agile principles
- Evaluating tools and managing automated tests

Testing Activities at the Release and Feature Level – Module 4

- Agile approach to planning
- Levels of precision / dependencies / multiple levels
- Slicing stories for testability - 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

Testing Approaches and Techniques - Module 5

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

Planning and Executing Activities at the Story Level – Module 6

- Story Readiness (backlog refinement)
- Iteration Planning - roles, creating tasks
- Testing and coding – collaboration, test first
- Expanding tests, exploratory testing
- Customer acceptance, regression tests,
- Wrap-up of the iteration – demo, retrospectives

The End Game and Success Factors - Module 7

- What is the end game, and what is required for a successful delivery
- Factors for Agile Testing Success and Confidence Building Practices

Wrap-Up

- Discussion back to original problems that participants are experiencing



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