



Let's start somewhere...

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My goal

*My goal here is to put some ideas out there.
Hope that some of them trigger a wish to explore
more and try something you haven't done before.*

Agenda

- We have a problem
(negativity around testers role)
- What I'd like to do about the problem
(some tips and tricks along some long term goals)
- Checking item(s) of the list **(the fun part)**
(testing myths)

Testers look bad – my plausible reasons

- Too many misconceptions on testing
- Inability to explain testing and ourselves
- Lack of motivators to grow as a tester
- Lack of support to grow and improve
- Perspective on testing role as temporary solution
- Being intimidated by roles that seem more appreciated

Things I've tried...

[individual challenge]

- Searched for trainings/workshops
 - Asked company for support
 - Attended quite a few this year
- Engaged with testers on social media
 - Asked if they can make things happen
 - Good things happened for me
- Attended conferences
 - Stayed for after parties
 - Learned 2x as much than in conference

Things I'm going to try...

[individual challenge]

- ◉ Seek out and work with a mentor
- ◉ Ask for testing challenges
- ◉ Start writing (blogging)
- ◉ Improve technical skills
- ◉ Do conferences/trainings/webinars
- ◉ Try to organize an event for ones with testing passion

Something to dwell upon [individual challenge]

- Think
 - Is this the role I can be passionate about
- Explore
 - Testing areas that intrigue you
- Get out there
 - Look for ideas/concepts that contradicts with what you believe and try to adjust to this perspective as well
- Do it for you own selfish reasons!

Something to dwell upon [team challenge]

- Do you/we believe that we need an active community?
- Are/will we be willing to teach and learn each other?
- Are/will we be willing to put in an effort to make it happen?

My image of community [team challenge]

- We start casual – Get used to each other
- Learn to explain to different audiences what testing is
- We compile a wish list of skills we want to improve and look for solutions
- We welcome anyone willing to learn more about testing
- Collaborate with our Dev communities

I'd like to do...

[team challenge]

- Call out for people interested in testing
- Try to build free and supportive environment
- Use connections to organize workshops
- Work on “testing challenger”
- Reach out to TechHub's, Startups other testing communities to see how we can be of an assistance to each other

There are just few questions to be answered

- Who's joining me for this noble quest?
- How we will make it happen?

*Note: I'm mostly done with text slides
(fun part next - yay)*

Testing myths

Let the games begin and may the odds be ever in your favour

*Note: This is my subjective perspective on the matter,
it may differ with what you think about the matter*

*Out there are people who'd agree to some if this –
the rest might not even care*

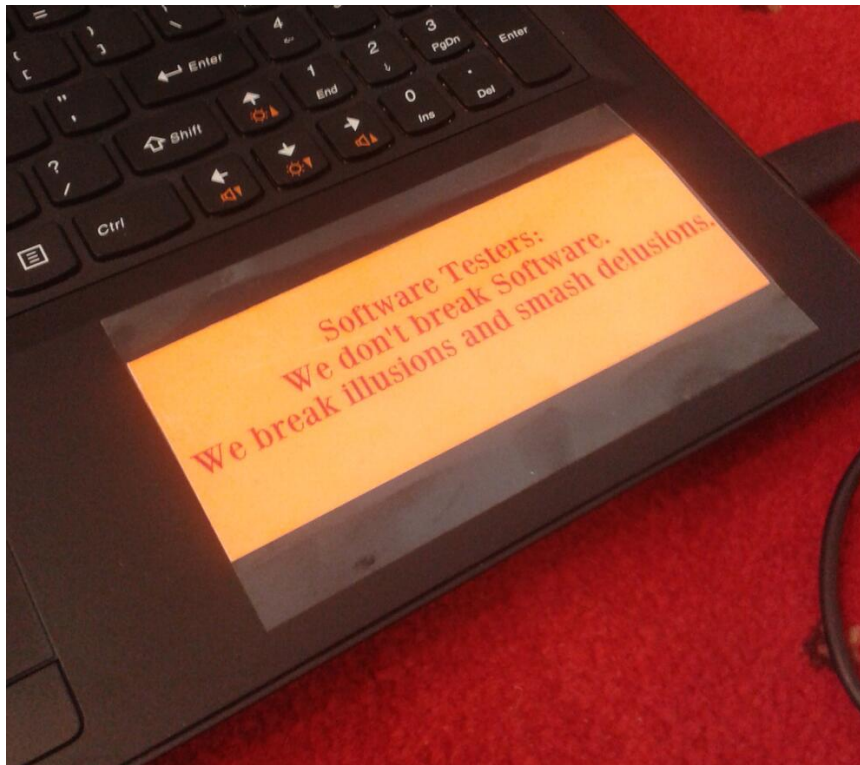
Testing myth #1

Testers break stuff



Testing myth #1

[comeback line]



Developers
are
Your
BEST
friends!

Testing myth #2

- Testing is expensive
- Depends
 - It can be – but it doesn't have to be

Testing myth # 3

Testers are afraid of bugs



Testing myth #3

[comeback line]



Everyone cares about the threats to the value

Testing myth #4

- Everybody can test
(testing requires only low-level competence)
- Depends
 - If a space station equipment require the updates verification – will a pop star be the best choice?!

Testing myth # 5

Testers are the gate keepers

YOU SHALL NOT PASS!



**THAT'S OK,
I'LL STAY ON THIS SIDE**

Testing myth # 5.01

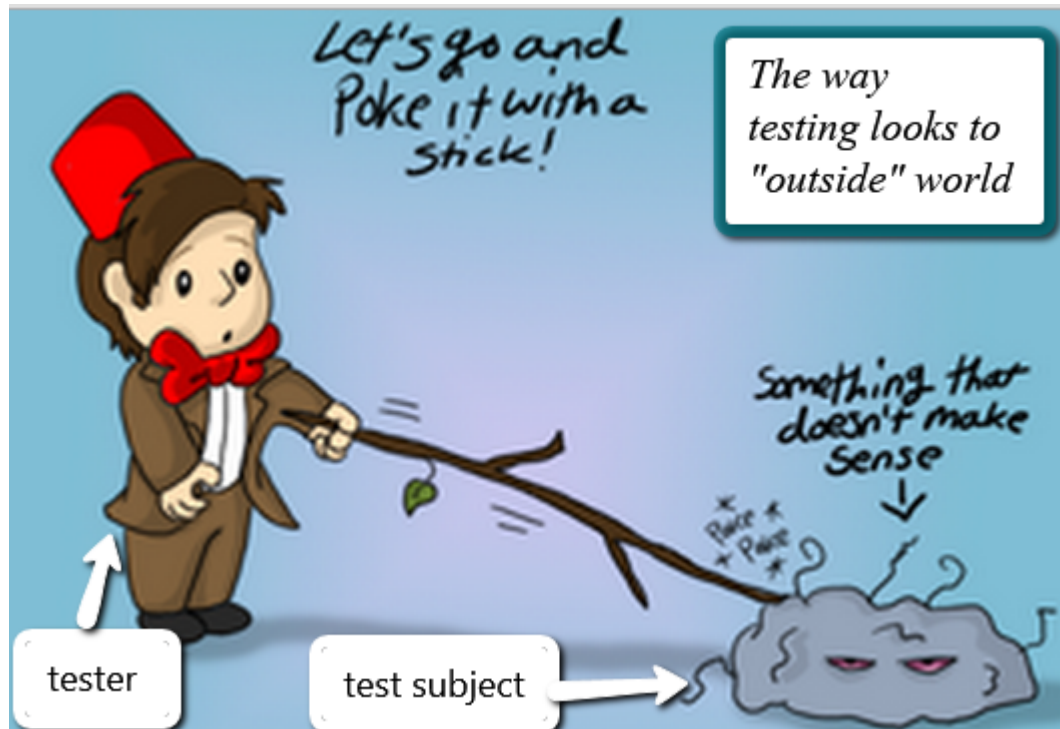


Testing myth #5

[comeback line]



Last myth for today #6



Testing myth #6

[comeback line]

- Testers always are doing things with a purpose!
- What might not yet be figured out:
 - Which of the past experiences and stored knowledge bits triggered the urge to check
 - How to explain it all to the rest of the world

Testing is a craft of the dark arts

- Tester:
 - Helps others to look good
 - Survives in the sea of negativity
 - Delivers useful information
 - Does not bend when it counts
 - Is respected when has shown his/hers worth

This sounds rather cool to me

“Thank you” gifts!

- Assigned gifts
 - Quiz participants (FB and twitter)
 - 1st Days Bug finders (3 umbrellas)
- Unassigned gifts
 - 1 mug (biggest twitter tweeter)
 - 1 mug (biggest FB fan)
 - A lunch, some drinks, *I'm buying*
 - (the most active question asker)

Questions at lunch break?!



Thank you for the attention!

