Course Objectives

This one-day or two-day workshop will provide delegates with an understanding of Exploratory Testing and includes the testing of two applications in the one-day version and a further three applications in the two-day version.

Delegates will also have opportunity to discuss some of the misconceptions surrounding Exploratory Testing and debate both advantages and disadvantages of this approach.

Who Will Benefit

You should attend this workshop if:

- You are uncomfortable with having less time to test than you need
- You are trying to test systems where requirements are extremely weak or non-existent
- You want practical solutions in today's pressured development culture
- You are under severe time constraints for testing
- You want to re-invigorate and inspire your current testing procedures
- You want to respond to rapid development
- You need practical methods & techniques for testing in less than ideal conditions
- You want to understand how to apply an Exploratory Testing approach
- You want to understand how to manage Exploratory Testing and to alleviate the fears that Exploratory Testing is a license for chaos.

Prerequisites

There are no prerequisites in terms of testing experience. Delegates do need to bring laptops for the practical exercises. Laptops will need internet access and Microsoft Access for the two-day workshop.

Skills Gained

- Understand when and how to apply Exploratory Testing
- Hands-on experience in the use of this approach
- Learn how to document and manage tests and report progress during Exploratory Testing sessions
- Learn how to become more effective in testing when time, requirements and people are limited.

Course Introduction

Exploratory Testing as defined by James Bach is "simultaneous learning, test design and test execution". During this workshop we shall look at the theory behind Exploratory Testing and how we can put this theory into practice by applying the approach to various applications. We shall also discover how Exploratory Testing differs from "scripted" and "nonsystematic" testing.

Course Content

Principles of Exploratory Testing

This section provides an introduction into Exploratory Testing and how it complements other systematic techniques. We shall uncover advantages and disadvantages of both Exploratory Testing and Scripted Testing and when/when not to use both approaches.

Exploratory Test Documentation

There seems to be a lot of misunderstandings in what to document during Exploratory Testing. The documents produced at the various stages of Exploratory Testing include charters, test notes, bug logs and de-brief reports. Examples of these will be provided during the workshop and participants will be encouraged to produce their own versions during the practical sessions.

Performing Exploratory Testing

This session looks at how effectively to perform Exploratory Testing not only as individuals but also as a "paired testing session" and a "team testing session". Participants will understand and appreciate how to be more motivated and encouraged when working with others and how this can increase effectiveness in finding bugs.

Managing Exploratory Testing

Assessing the quality of the software is one of the responsibilities the tester has together with providing timely and accurate information so that stake-holders can make informed decisions. Various methods of reporting progress during Exploratory Testing will be demonstrated.

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