



POWER HOUR

Accelerate Testing And Advance Your Career

Making it Happen – Getting Real Value

Ruud Teunissen

Polteq Test Services BV – The Netherlands

Power Hour?

- **Power Hour** is a drinking event where player(s) drink a specified number of alcohol shots within one hour. Variants include one shot of beer every minute for an hour or 21 shots within one hour (in the US drinking becomes legal at 21).

From Wikipedia, the free encyclopedia



Power Hour @ EuroSTAR

Essential!
Create your initial Action Plan
within 72 hours, starting
NOW

- Accelerate Testing and Advance Your Career
- Making it Happen – Getting Real Value

- Increase the value of your participation
 - How to select the right ideas, tools, skills, methods, processes, ...
 - ... to advance YOUR career
 - ... to improve YOUR team
 - ... become more effective / efficient
 - Use the trip home to create your action plan
 - Tips and tricks, do's and don'ts from experts

Share the passion, long after EuroSTAR



My “personal” relation with EuroSTAR

Past Conferences:

- ▶ EuroSTAR 2009 Stockholm
- ▶ EuroSTAR 2008 The Hague
- ▶ EuroSTAR 2007 Stockholm
- ▶ EuroSTAR 2006 Manchester
- ▶ EuroSTAR 2005 Copenhagen
- ▶ EuroSTAR 2004 Cologne
- ▶ EuroSTAR 2003 Amsterdam
- ▶ EuroSTAR 2002 Edinburgh
- ▶ EuroSTAR 2001 Stockholm
- ▶ EuroSTAR 2000 Copenhagen
- ▶ EuroSTAR 1999 Barcelona
- ▶ EuroSTAR 1998 Munich
- ▶ EuroSTAR 1997 Edinburgh
- ▶ EuroSTAR 1996 Amsterdam
- ▶ EuroSTAR 1995 London
- ▶ EuroSTAR 1994 Brussels
- ▶ EuroSTAR 1993 London



- 13th EuroSTAR conference



- Track presentations & tutorials
- Member of the Program Committee
- Member of the Review Board
- Most of all: listen, learn, understand



My objectives for EuroSTAR 2010

- My current work tasks
 - Responsible for the quality of our test assignments
- My long-term goals for work or career
 - Enable our testers to become as good as they can be...
- What I would like to know more about
 - New ways to become “remarkably better”
- My objectives for EuroSTAR 2010
 1. Networking – meeting passionate testing colleagues
 2. Gather new ideas or new ways to apply existing & known ones
 3. Share tips and tricks

Polteq Questionnaire

... you can use this in retrospect...

- What's the essential point of the speaker?
- What's striking? Outstanding? Different?
- What's the immediate value?
- What do I take away from it?
- What's the impact on the future of our profession?
- Should we do additional research?
- Actions?

Different “reactions” to sessions

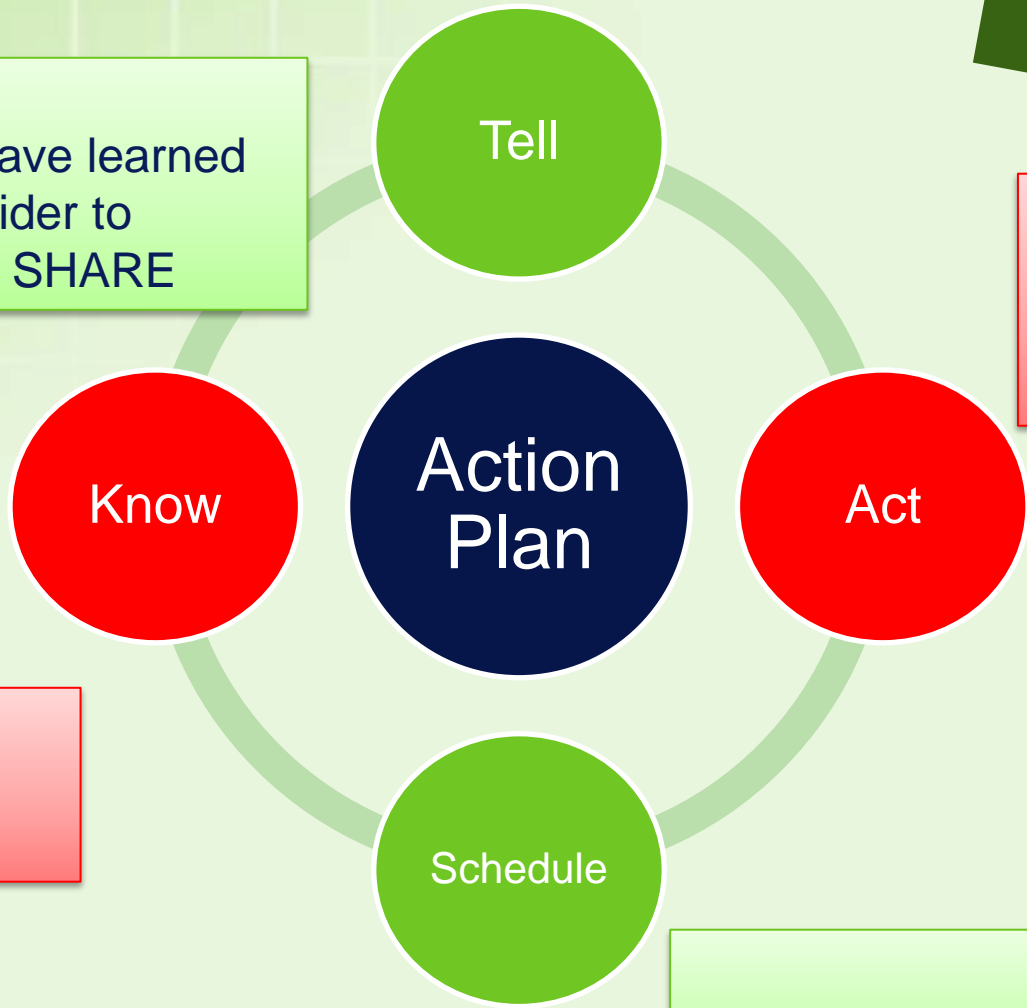
- Confirmation of what you already knew
 - Use it as a boost for your confidence!
- Great talk, but not for you or your team
 - Not in line with your organization, job, ambition, ...
- Wish you hadn't gone there
 - There are always a few of those that slip in...
... read the descriptions more careful next time!
- Definitely improvement possibilities for me and my team!

The key to a good action plan is to remember that it is a “TASK”

Tip!
Create your initial Action Plan within 72 hours, starting NOW

TELL
Present what you have learned and ideas you consider to bring to your team / SHARE

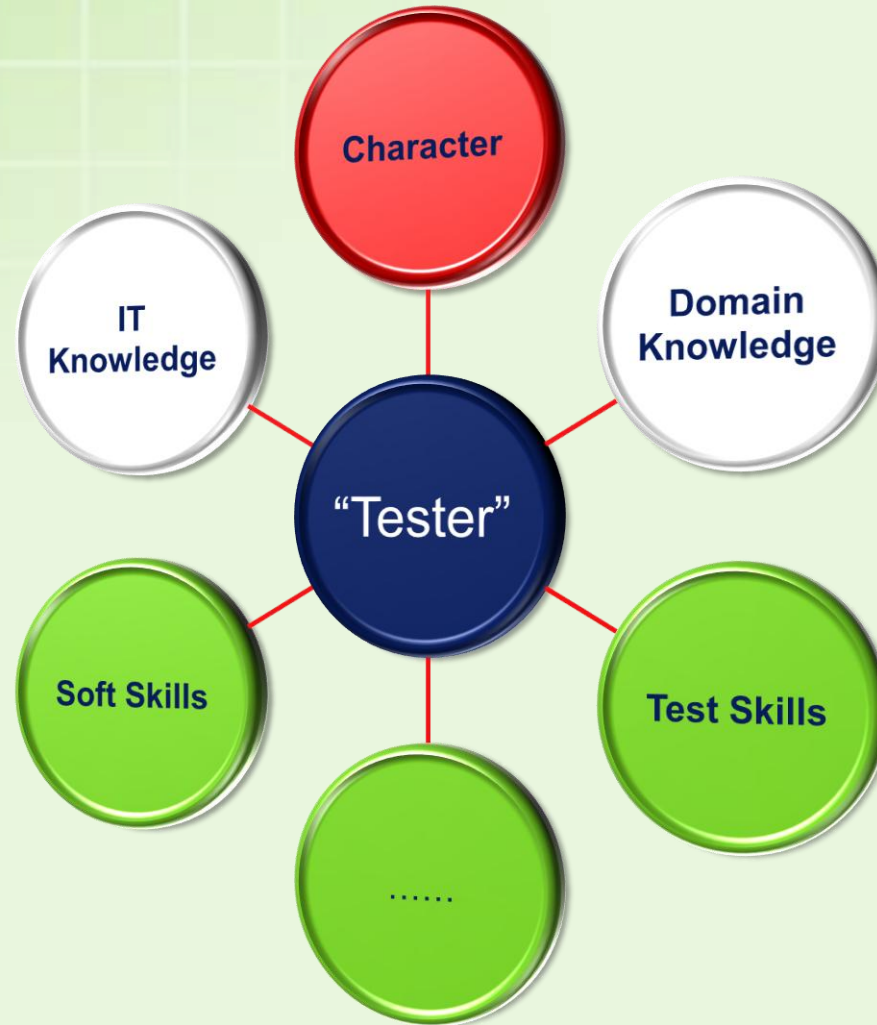
ACT
Things you need to do or implement NOW



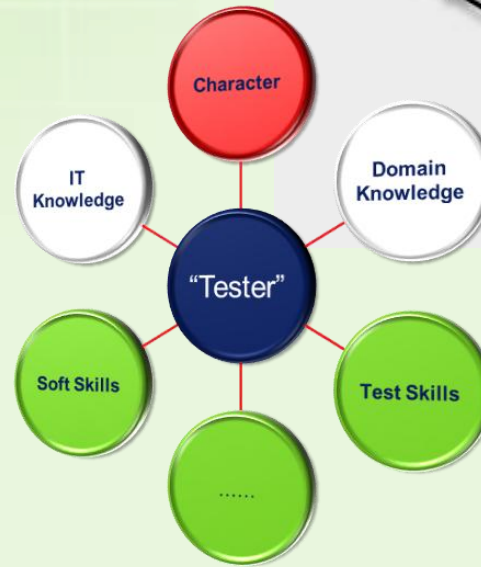
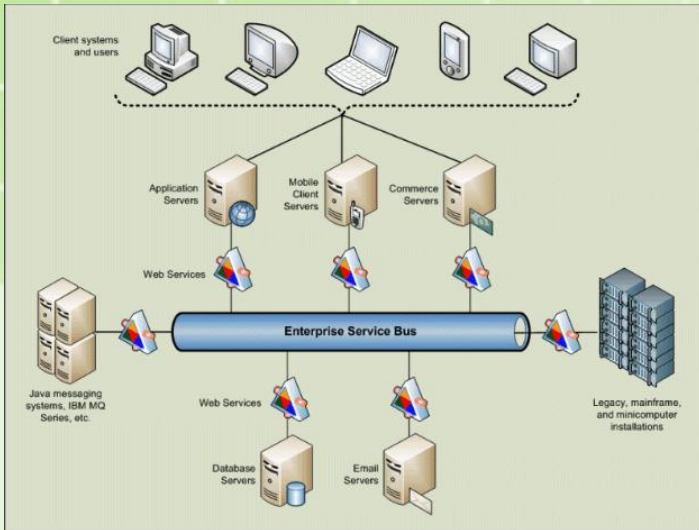
KNOW (ledge)
Things you need to research / READ

SCHEDULE
Things you need to do NEXT

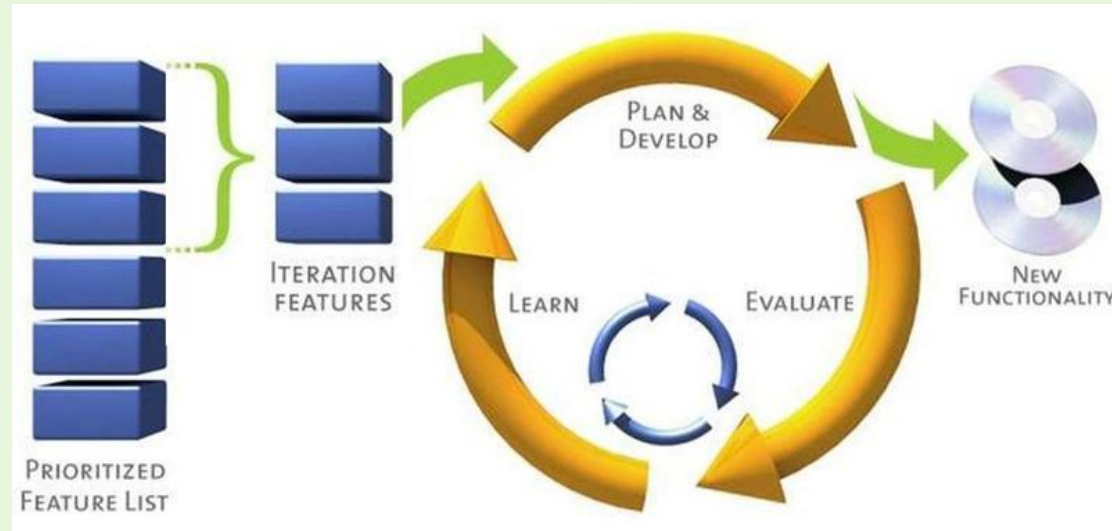
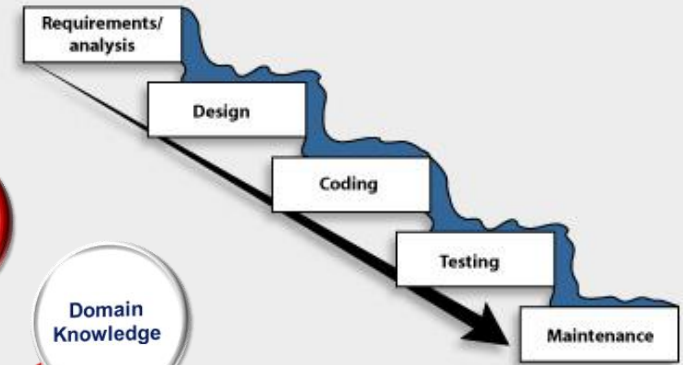
The key to a good action plan is to remember your context



Adapt to YOUR context



The classic waterfall development model



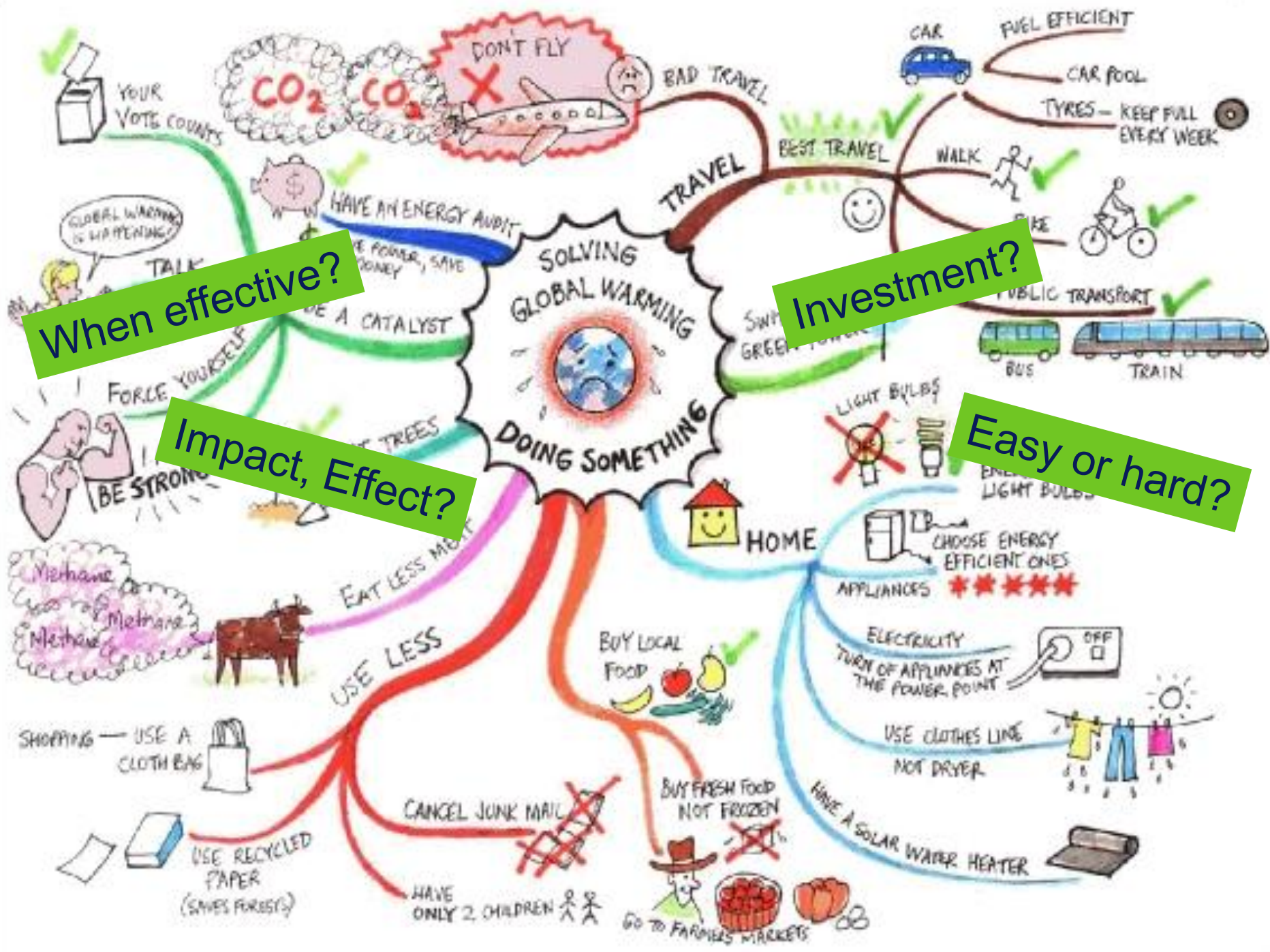
The key to a good action plan is to remember your context



Triggered by

- Quality issues
- High damage – Costs of repair
- Costs of testing
- Time-to-market (of testing)
- Innovations
- Outsourcing/Off shoring
- Competition

Time to Market	
Costs of Testing	
Software Quality	
Scope Coverage	
	100



When effective?

Impact, Effect?

Investment?

Easy or hard?

Impact, Effect?

• Will it help?

– Wow!

As if the speaker knew you were coming!
(valuable, visible, clear, quick-wins)

– Yes...

Tune it to your context
(noticeable, evident, contributive)

– Well...

Great talk but...
(small, marginal)

When effective?

• If so, when will it help?

– Now

(perfect for your current project!)

– Within a few weeks

(perfect for your next project)

– Within a few months

(perfect for the next step in your career)

– Never

(nice talk, but...)

• What investment is required?

Investment?

- Free *(what are you waiting for?)*
- Low *(buy the “book” and read it)*
- Medium *(go to the training days!)*
- High *(training, consulting, tooling, ...)*

• How easy is it to do?

Easy or hard?

- Just do it
- Instruct, train, support *(with a little help you can do it)*
- Major change *(different then you’ve always done it)*
- Force *(only if they make me do it)*

Improvement actions *in line with your goals, ambitions and potential*

When effective?

Impact, Effect?



Investment?

Easy or hard?

Ideal possibilities (*potential silver bullets*)

Term	Impact	Investment	Ease of implementation
Now	Wow!	Free	Just do it

Start writing your action plan now!

Select *your* improvement goals & actions

Well, yes, but...

- Don't focus on term only
 - A career is a long term effort! So is test process improvement!
- Invest in yourself
 - Your company pays for your training & conferences, but you are the major investor yourself!
- Do the hard things first
 - Major steps forward are the hardest, but most rewarding!
- If you had the “Wow!” experience, that's great!
 - But don't forget the “yes's”

Top XX– Improvement actions

1. Don't let traditions or roles stop you from where you need to be
 - *Focus on the right things to do – for the project (not only test)*
2. Look at Monty Python sketches more often
 - *There's always a message for us testers in there somewhere*
3. “Break it up”
 - *Create understandable, logical, “edible” chunks*
 - *But don't forget the E2E test*
4. Don't forget the customer! Acceptance is his/her call!
 - *SCRUM, Agile, ET, ... are all great, but...*
5. Collaboration
 - *Even if your not Agile!*

Final Thoughts



- Tools – to be efficient
- Techniques – to be effective
- Improvement – to meet the challenges of the future
- People – the craftsman
- Leadership - innovate, develop, stimulate, ... and manage

The manager administers, the leader innovates

The manager maintains, the leader develops

The manager relies on systems and tools, the leader on people

The manager counts on control, the leader counts on trust

The manager does things right, the leader does the right thing



See you in Manchester!

Ruud Teunissen

Polteq Test Services BV – The Netherlands