

Mixup Testing

A Cross Team Testing Activity

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18 years in the software business

Developer, Tester,
Project Manager,
Test Manager,
Support Manager,
Operations Manager,
Quality Manager,
Line Manager...



Transport,
Bank&Finance,
Telecom and
MedTech.

Currently: Chief Quality Officer at Sectra Medical Systems

Development



Stabilization



One business area (example):

- 10-12 development teams
- 1-2 Testers and 3-5 Developers / team
- Test support team (2 testers)
- Release team (2 DevPM & 2 TestPM)
- 3 releases per year

Benefits

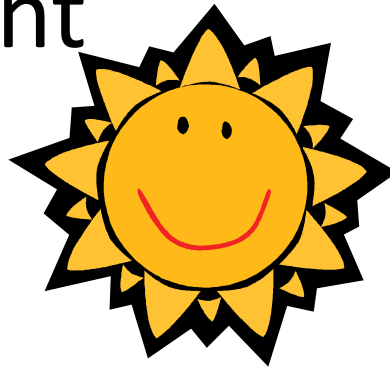
with having testers in the scrum teams

Early involvement

Less admin

Bug prevention

Better quality



Easier to make a different

No wall between test & development

Challenges

with having testers in the scrum teams

Biased (testing your own baby)

Less curious



Walls between the teams
(i.e. between the testers)

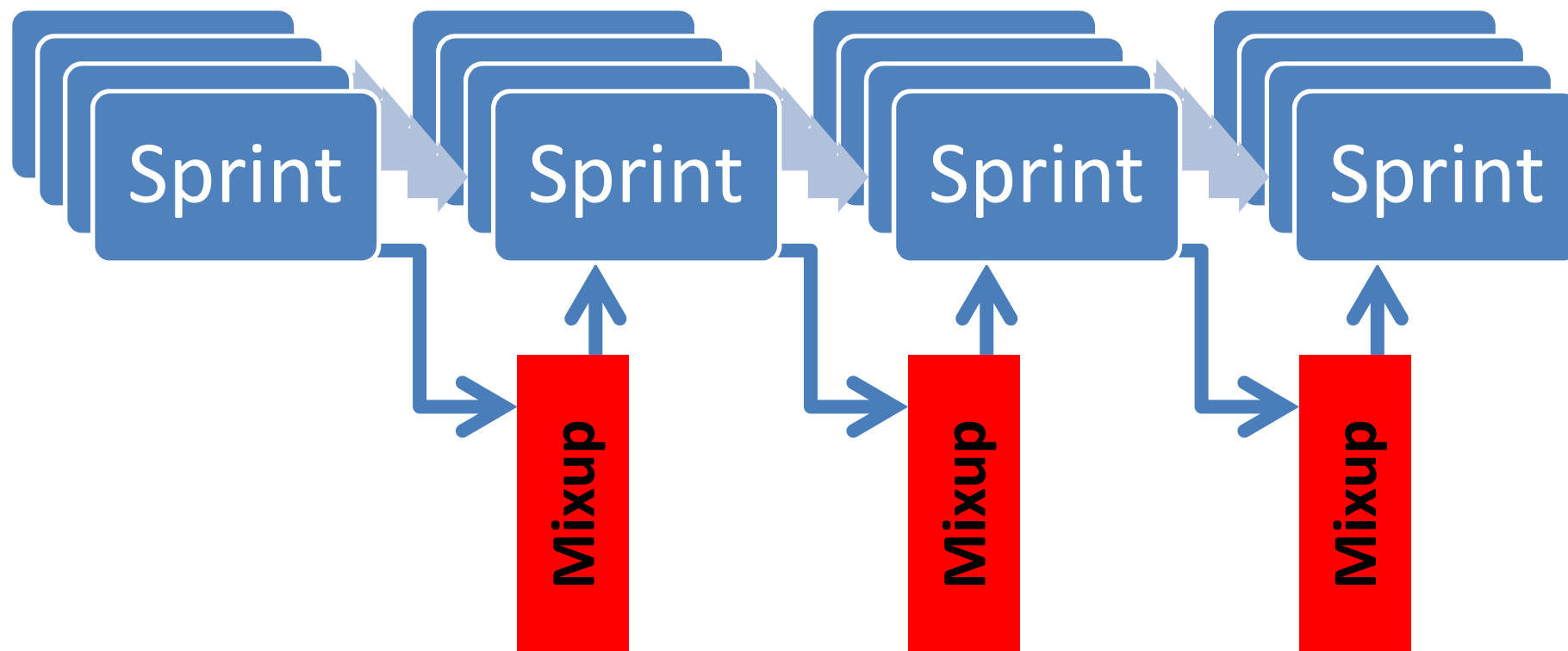


Mixup Testing

Group testing activity with all testers from all teams after each sprint in order to:

- get new eyes on whats been developed
- interact, discuss, learn





1. Preparation (Mixup coordinator)
2. Test Idea Workshop (Test owner)
3. Testing (Test owner)
4. Retrospective (Mixup coordinator)

Mixup coordinator

- The tester that is co-ordinating the mixup
- Decides what areas to test
(based on suggestions from the scrum teams)
- Divides all testers into groups
(one group per area)
- Prepares the test environment
(responsible that it gets prepare)

Test Owner

- The tester that comes from the scrum team that has an area to be tested in the Mixup
- Runs the Test Idea Workshop for his/her area
- Debriefs the testers after each session
- Responsible to bring feedback back to his/her scrum team

1. Preparation

Suggestions on areas to test from teams

Divide testers into groups (1 grp / area to test)

Assign a test owner per group

Prepare test environment

2. Group test idea workshop

(1 hour workshop)

Presentation of what to test (by Test Owner)

and

discussion about how to test (all in group)

=> Ideas for charters

3. Testing

(6-8 hours)

Pair testing exploratory sessions

Debrief to the Test Owner

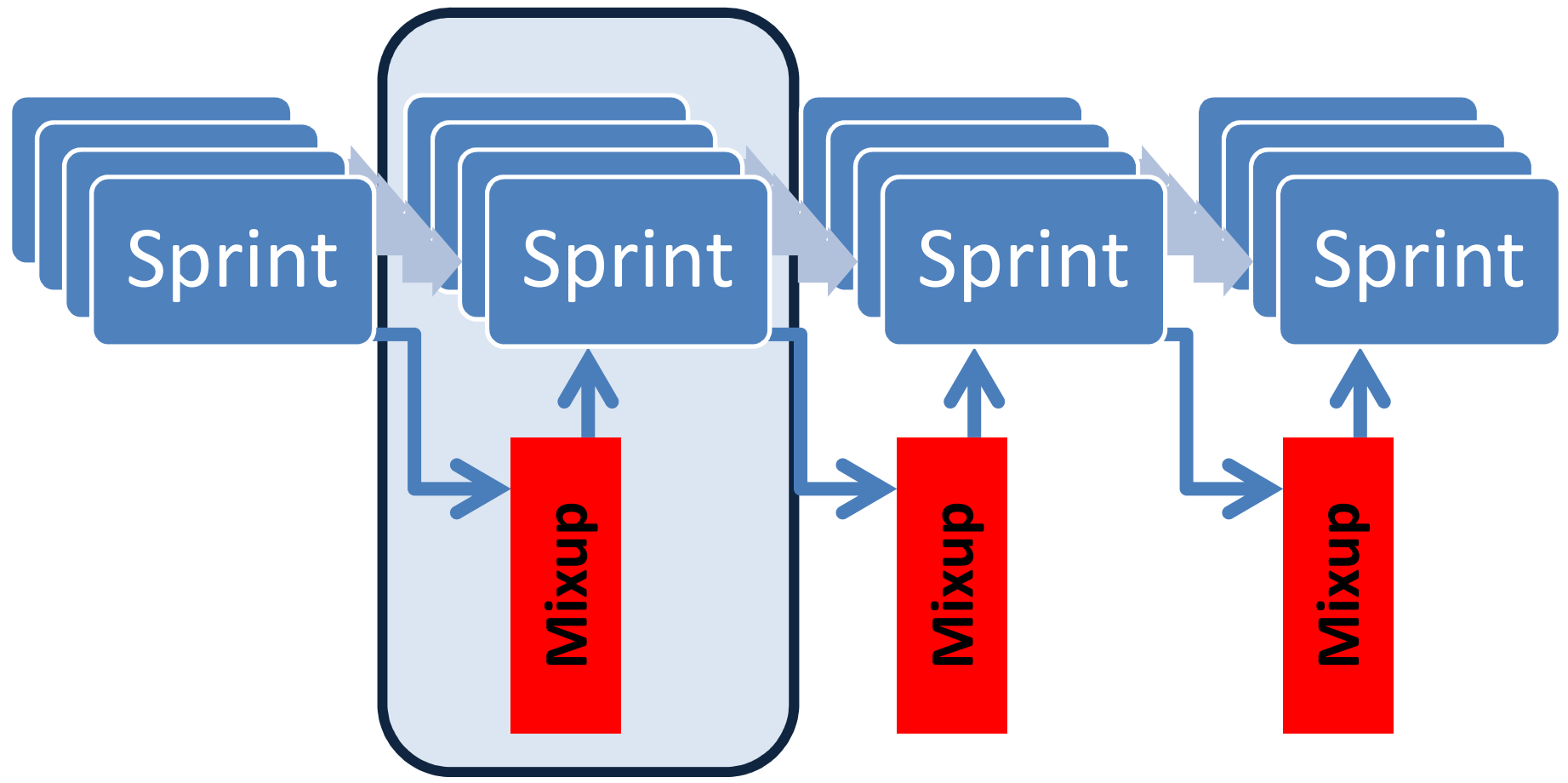
Bug reporting



4. Retrospective

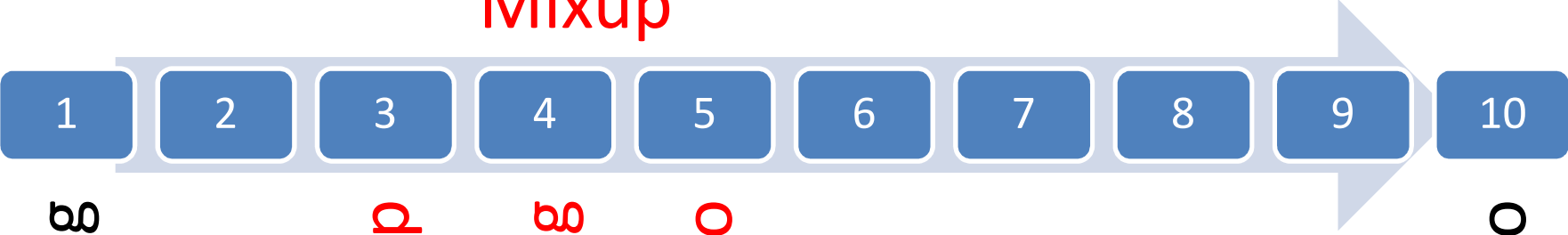
(30 minutes)

All participants (all groups together)



Two week sprint

Mixup



Sprint Planning

(1h) Test Idea Workshop

(1 day) Mixup Testing

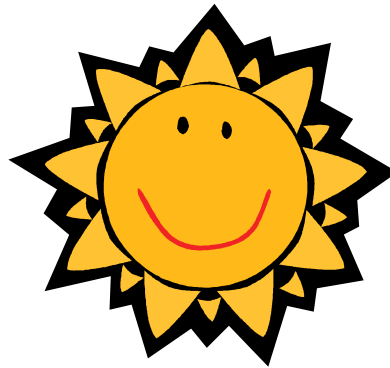
(30 min) Mixup Retro

Sprint Demo

Benefits

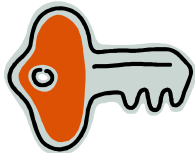
Finding bugs

Collaboration,
interaction &
learning



Trying new test
ideas/tools/..

Fun



Group test idea workshop

Challenges

Finding time

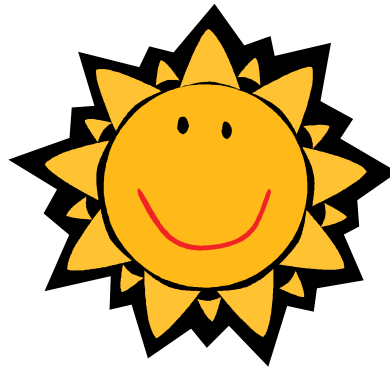


Missing
discussions in
your team

Benefits

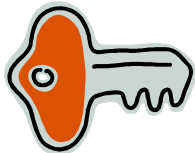
Finding bugs

Collaboration,
interaction &
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Trying new test
ideas/tools/..

Fun



Group Test Idea Workshop



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