

Drawing to Learn Sketching for Testers



ruudcox

I Will Talk About

System development is full of uncertainty.

Testing is about learning about the product in order to evaluate it.

Drawing is a powerful technique for visual learning.





Guernica by Pablo Picasso

Pablo Picasso's Problem

How to make an image more powerful than the blast of 50 tonnes of bombs?

How to make it live on, long after the dust and debris has settled?

How to make it linger in the mind's eye, even when people have stopped looking?



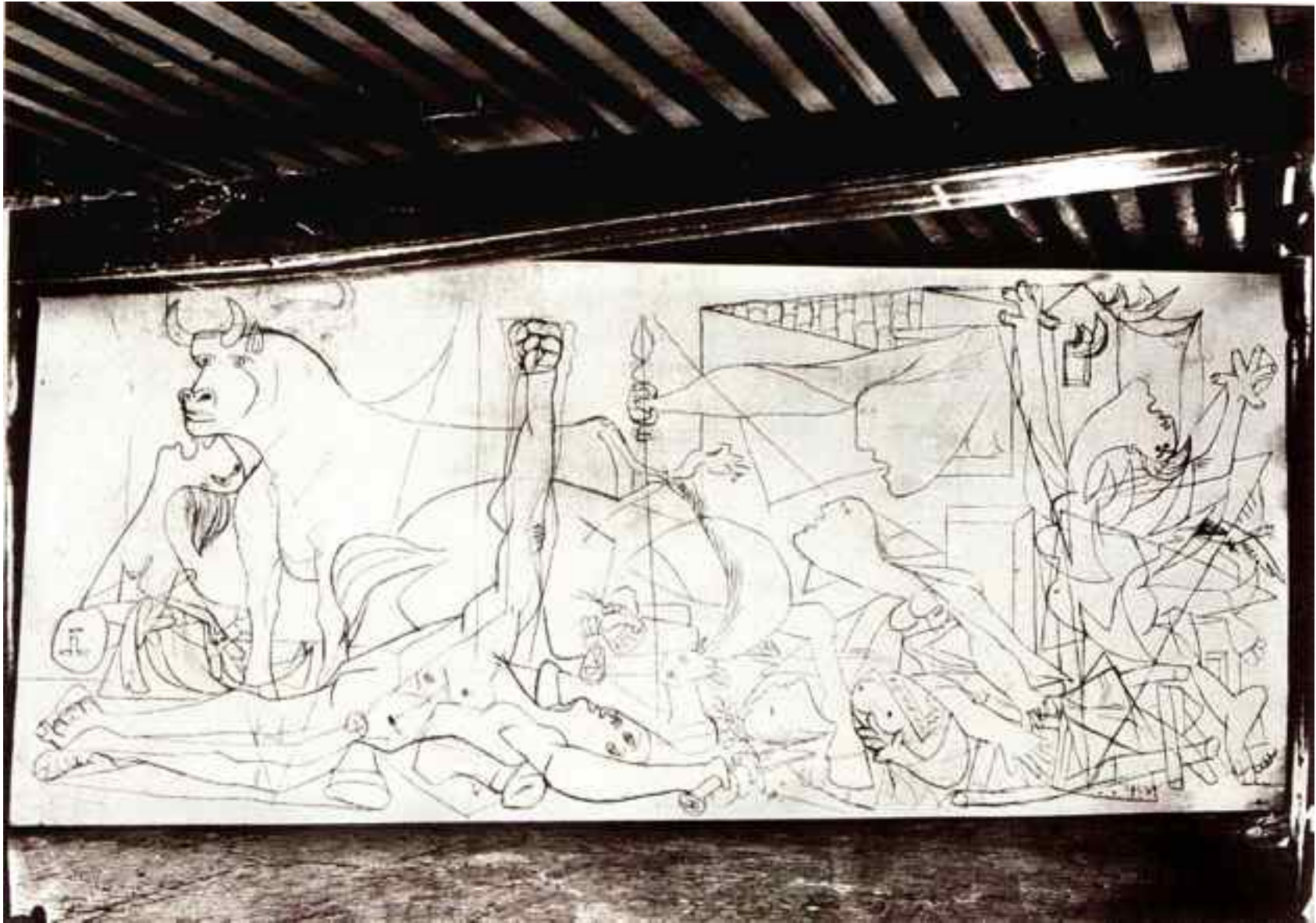
Sketch #1: composition study



Sketch #8: head of horse



Sketch #12: composition study



First state of the painting



Sketch #24: hand of warrior with broken sword

Pablo Picasso's Solution



Guernica by Pablo Picasso



Ro Chair by Jaime Hayon

Jaime Hayon's Problem

Let's make a comfortable seat.



A Lighting Problem and Solution

- *Design a lighting system for car parks that consumes less energy than current systems*
- *Don't compromise on comfort feelings and safety*
- *ROI \leq 2 years*



Developers design a solution to the problem



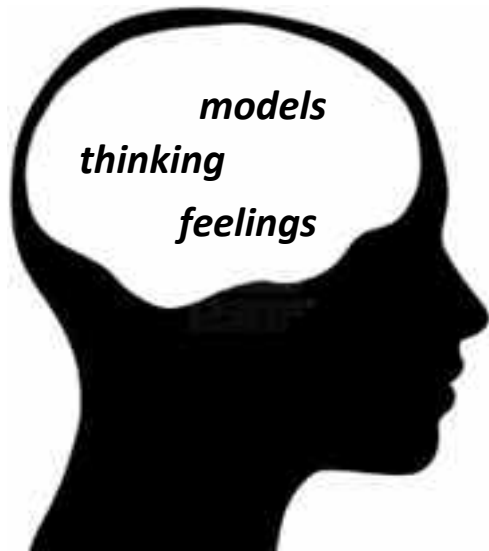
Testers investigate and evaluate solutions...

...by building mental models from different perspectives



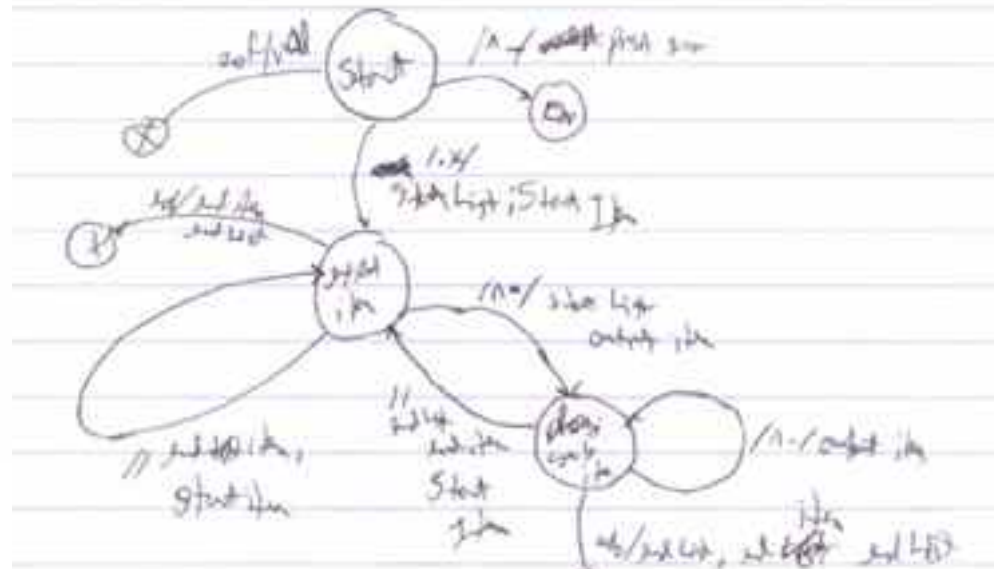
From problem to a solution: a creative process

Drawing the Problem



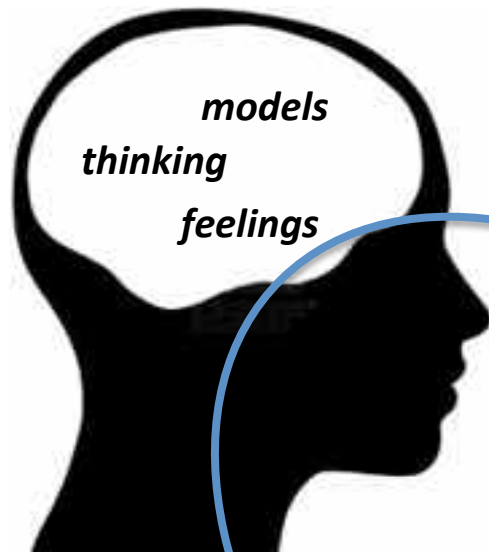
Problem-solving

External memory

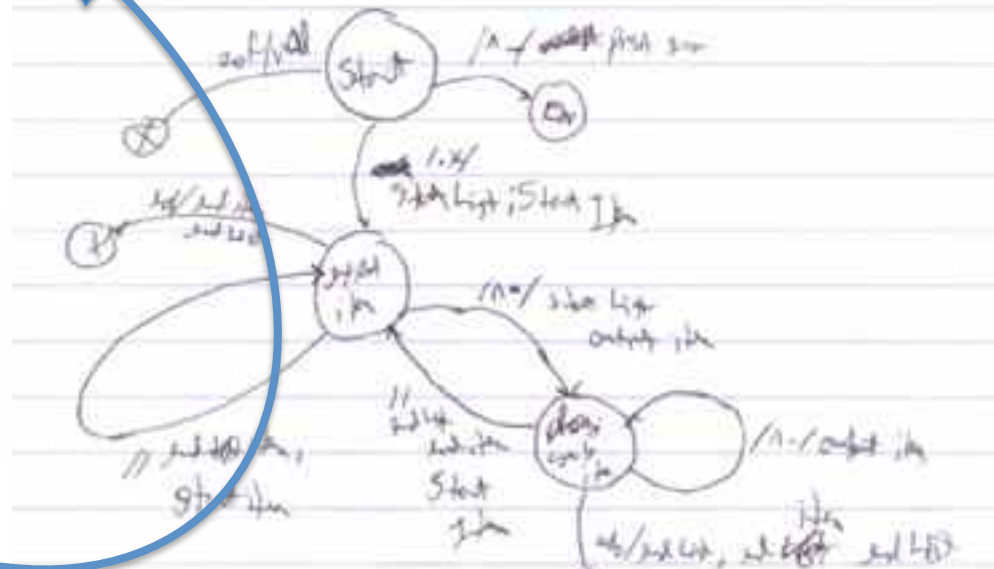


*Sketching is a sense-making tool
which supports the synthesis of visual imagery*

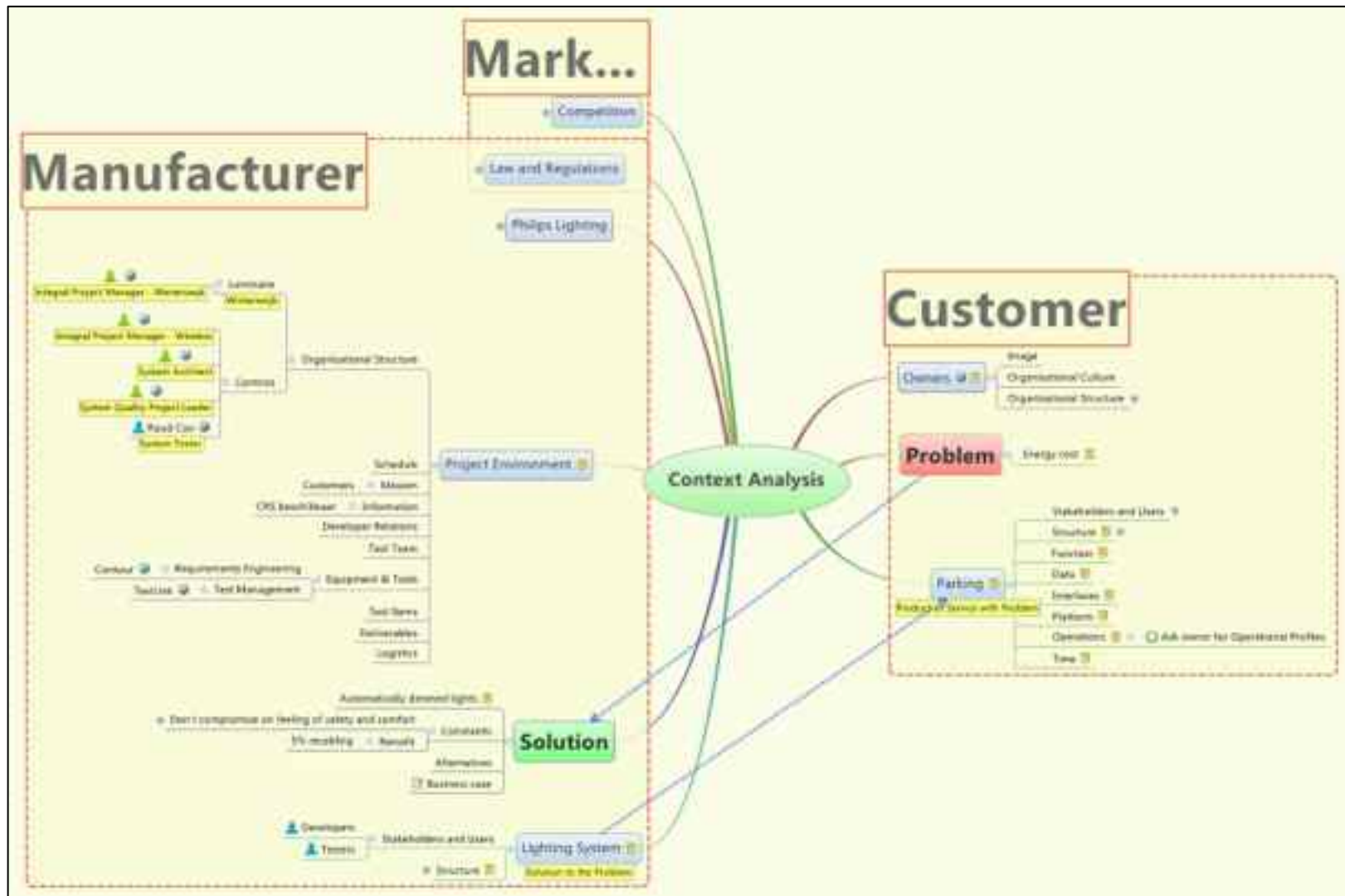
Drawing to Learn



Visual Learning

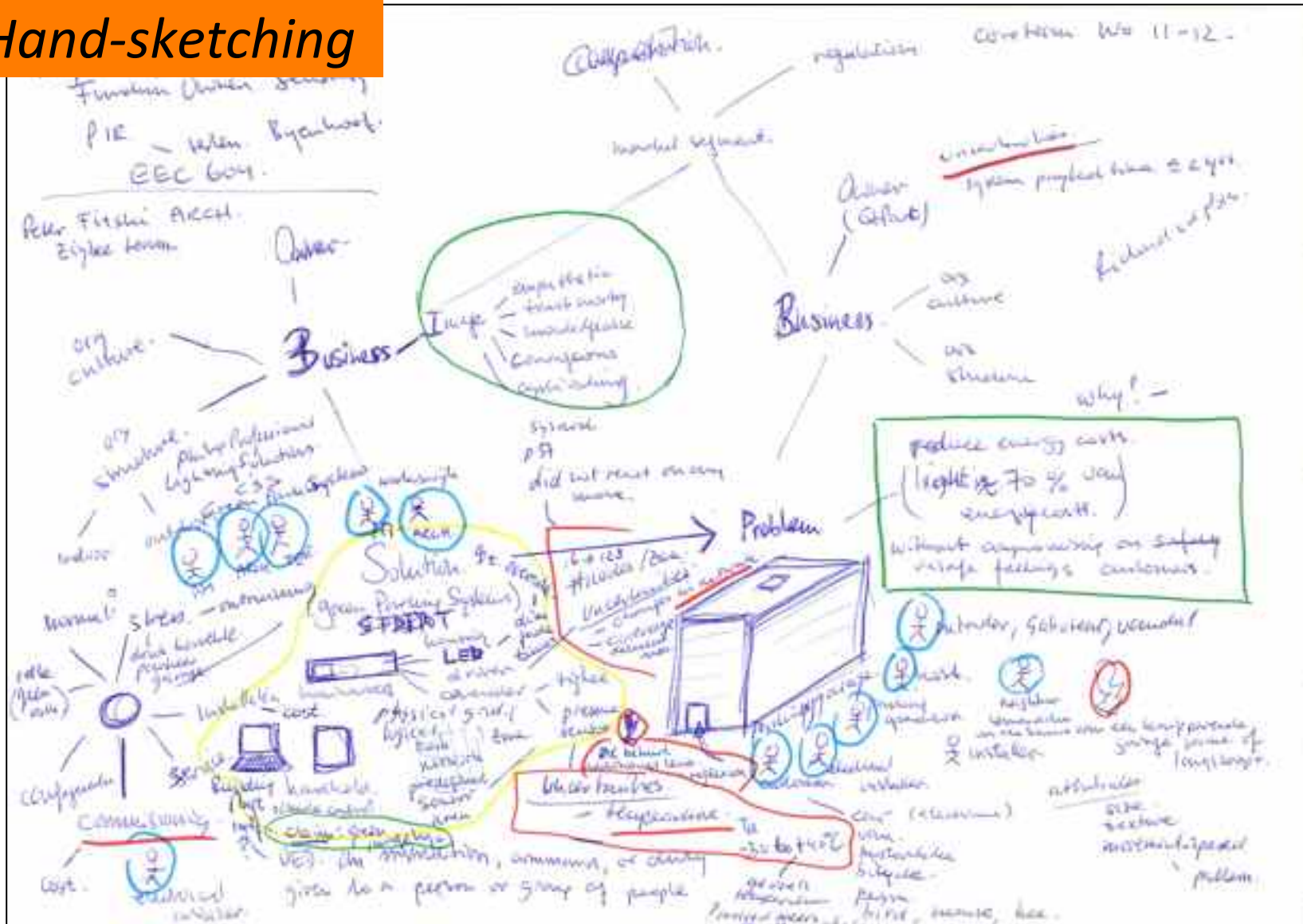


In visual learning, information is processed and understood through images and visualizing techniques

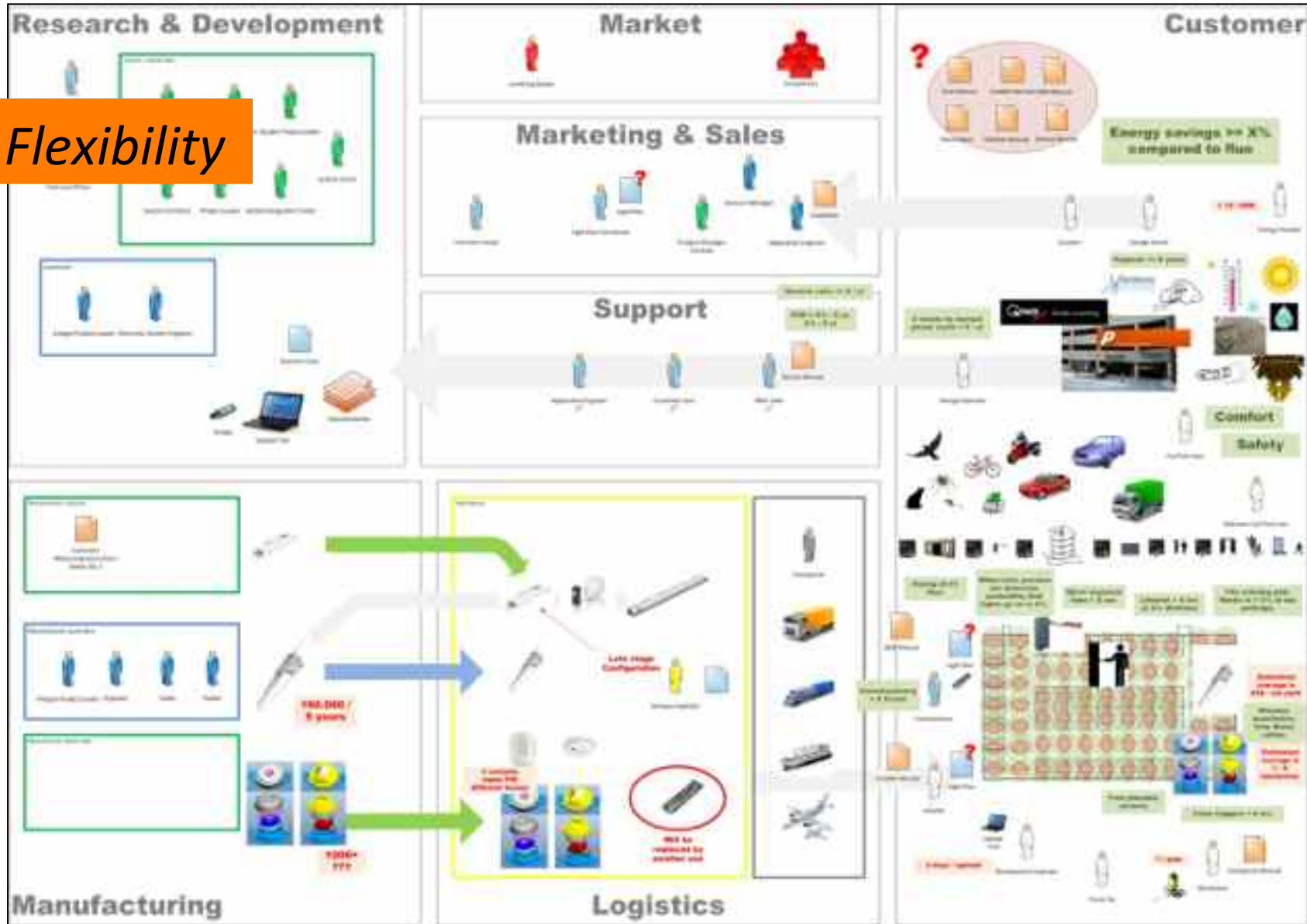


Context analysis: 1st iteration

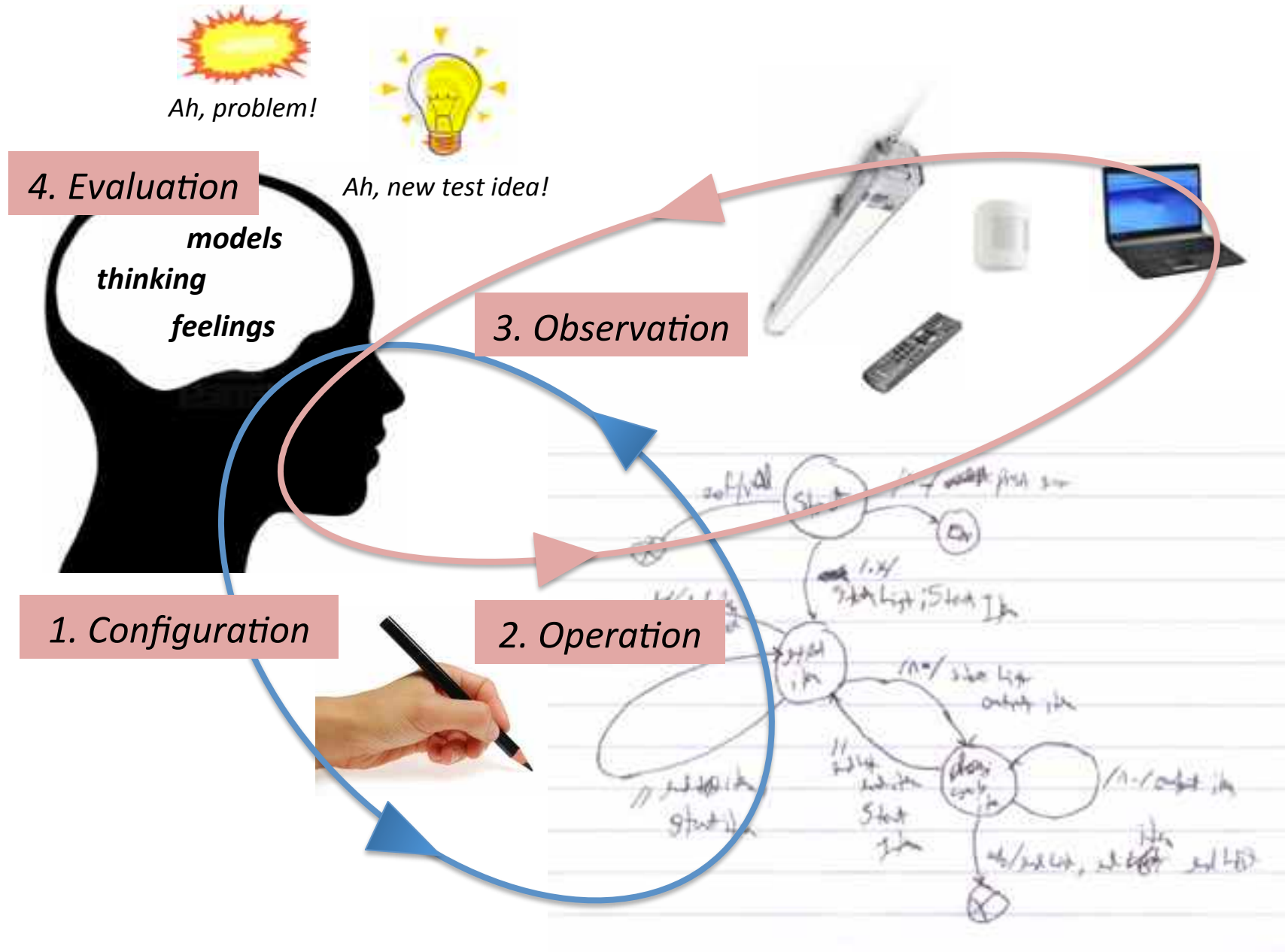
Hand-sketching



Idea sketch of the context



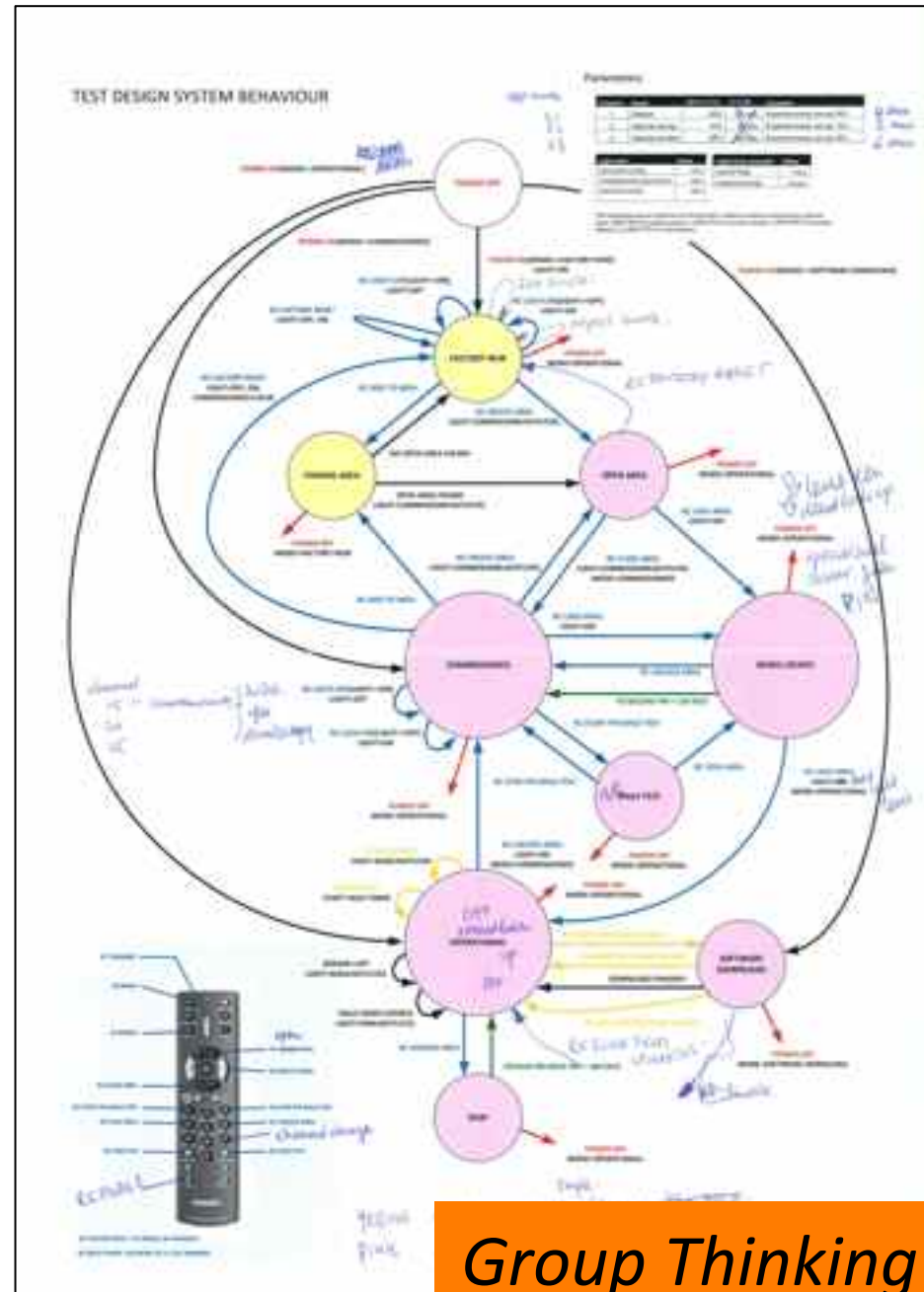
Presentation sketch of the Product Ecology



Sketches are actively used while testing

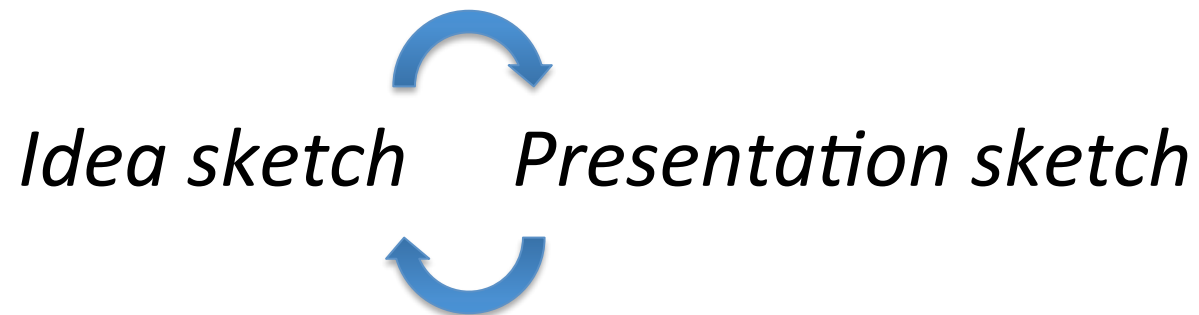
Test Design Luminaire

N^{th} iteration
State Transition Diagram
and
Domain Analysis



My Method

- Collate
 - read, discuss, test, ...
- Structure
- Layout



I Talked About

System development is full of uncertainty.

Testing is about learning about the product in order to evaluate it.

Drawing is a powerful technique for visual learning.

Drawing to Learn

- Problem-solving
- External memory
- Visual learning
- Hand-sketching
- Flexibility
- Group thinking





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References



[Hand-Sketching: Things You Didn't Know Your Doodles Could Accomplish](#) by Laura Busche

[The Power of Art – Picasso \(youtube\)](#)

[Funtastico: Jaime Hayon Looks to the Future](#)

[Rapid Software Testing slides](#)– James Bach, Michael Bolton

Wikipedia

Google Images