

Test Management Summit Timetable 28 April 2015

09:00am	Registration, Tea/Coffee		
	Session A	Session B	Session C
10:00am	Graham Thomas, Independent "Techniques for Successful Program Test Management"	Declan O’Riordan, TVS "Security – What can testers do now?"	Paul Gerrard, Gerrard Consulting "Putting Models at the Heart of Testing "
11:15am	Tea/Coffee		
11:45am	Session A continued	Session B continued	Session C continued
13:00pm	Lunch		
	Session D	Session E	Session F
14:00pm	Graham Thomas and Phillip Isles "Testing the Internet of Things: the Dark and the Light!"	Susan Windsor, Aqastra "Rapid and Effective Team Building Techniques"	Niels Malotaux, Independent "Improving the effectiveness of reviews and Inspections"
15:15pm	Tea/Coffee		
15:45pm	Session D continued	Session E continued	Session F continued
17:00pm	Close		

Session Abstracts

Session A - Graham Thomas: "Techniques for Successful Program Test Management"

After working successfully as a test manager for a while, the next step forward is into program test management. Many think this is just some super test manager, or in a lot of cases, a 'shouty' test manager. In fact it isn't. It is a transition into an oversight role where others do the testing, and you are setting the direction, giving guidance and having oversight.

This is quite a step up and suddenly requires a set of skills that successful test management does not develop.

It is quite common for program test managers to look after a number of testing projects and testing teams. The scale has changed, and you have begun to operate at the organisational level, working with other members of the program management team.

In this workshop we will look at the new range of required skills; Leadership, Accountability and Responsibility, Oversight and Awareness, Stakeholder Management, Communication, Influencing and Negotiation.

We will work through some useful models so that you can take away a kitbag of tools and techniques to use back in the office.

We will also look at how to stay relevant to the testing operation, and retain value-add for your role whilst now working at the organisational level, and delivering through others.

And even if you aren't working as a program test manager yet, the skills and techniques we look at in this session will be invaluable today, to start using, developing and refining.

Session B - Declan O'Riordan: "Security – What can testers do now?"

Thousands of times each day, network security defences fail to recognize new and obfuscated malicious attacks. Rather than relying entirely on perimeter defences, Declan O'Riordan asserts that project teams must design, code, and test security into applications—and that requires skills that are in short supply. As testers, we need to recognize which security tests we can perform and which require delegation to experts. Let's stop our passive acceptance of designs that are weak on security and instead conduct analysis of the security features before we plan the system testing. As a tester, examine how the developers are coding, and verify their use of secure coding guidelines. Work through a security testing example and identify its authentication, access control, and session management functionality. Acquire the skill to identify tests you can handle—e.g., incomplete validation of credentials and unprotected functionality—from the tests you need to delegate to experts—e.g., brute-force login and predictable session tokens.

Session C - Paul Gerrard, Gerrard Consulting: "Putting Models at the Heart of Testing "

This session explores the use of modelling in testing and how it is the basis of all good test design.

We will use the New Model of Testing as a starting point and discuss how models underpin test design. We will explore some common models that provide the theoretical basis of the common test design techniques. We will then, through examples and exercises, work through a variety of software products (e.g. Microsoft Word, Twitter and Google etc.) and some custom-built software applications designed for exploratory testing.

You will learn the importance and value of modelling and the impact it can have on your testing.

Session D – Graham Thomas and Phillip Isles: "Testing the Internet of Things: the Dark and the Light!"

IOT or the '*Internet of Things*' is this year's buzz word. Everyone is talking about it, but what is it, and what does it mean for Testers?

Every week you read another BBC Technology News article about how your next fridge is going to connect to the internet, your washing machine is setting the central heating, and your household lights work all on their own. The dark side.

This workshop, using practical and interactive demonstrations will help you to:

- Identify what IOT devices are,
- Understand how they are built,
- Determine how to test them,
- Share some hard learnt lessons from building, testing and using IOT devices,
- And actually use some live IOT devices during the workshop to '*make it real*' and bring to life your understanding.

The session covers low cost hardware, open source software, the recently announced Windows 10 IOT program, scripting languages e.g. Python, internet connection, communication, data recording, and messaging. And from a software testing perspective, we focus on how to go about testing, what approaches to use, what the limitations are, and look at what can go wrong.

The world is changing, and never has it changed faster. The '*machines*' may not have taken over yet. Current predictions from Gartner are that by 2020 there will be more than 26 billion non-PC and mobile devices connected to the IOT. These devices are going to require an awful lot of testing.

Graham and Phil plan to use several IOT devices during this workshop to give the delegates a real feel for them. A live temperature monitor will be used that in real-time updates a cloud spreadsheet. A tweeting camera which, when a delegates presses a button, will take their picture and tweet that to the world. Another device will take time-lapse photos which will then be stitched together into a movie of the session. This should lift the session from talking to a hands on and interactive experience.

Session E – Susan Windsor, Aqastra: "Rapid and Effective Team Building Techniques"

With the increase in multi-discipline teamwork, frequent reconstructing of teams and the business focus on collaborative working, being able to rapidly build an effective team is paramount. There frequently isn't the time or money to fund traditional team-building activities and the benefits are questionable anyway given the continuous changes to team configuration many of us face. In addition, some of us in specialist skill groups support multiple teams and we have partners and suppliers to consider too.

In half a day, this interactive workshop isn't going to solve all these challenges (sorry!) but we will be looking at some techniques you can take away and try for yourselves back in your own teams. Firstly we'll consider team qualities that are important to you; learn how to prioritise them within your team; identify divergence of opinion and consider how to achieve a common understanding. This exercise can create a common culture and sets achievable expectations for how the team will operate. Then we'll consider how to identify the competencies required within the team; how to establish competency gaps and think about the options for meeting those gaps. For example, this can result in career development opportunities for existing members or providing a business case for additional staff.

You'll have the opportunity to practice these techniques within the workshop as well as share your own experiences.

Session F – Niels Malotaux: "Improving the effectiveness of reviews and Inspections"

Reviews are supposed to prevent defects proliferating beyond where they were caused. The effectiveness and efficiency of the reviews performed in projects is, however, not very impressive, when people who are asked to review haven't been educated how to review and what to look for. After education they will find many more issues they didn't even realize existed. In this workshop we will study various review techniques and discuss how these can improve the effectiveness and efficiency of scrutinizing our work products to prevent polluting the next stages of what we do.

A condition for attending this workshop is that you send me a requirements or design document, in electronic form, so that we can show it to all. No code, as the focus should be on requirements (what the product is supposed to do) and design (how and why we decided to do it). After all, what's the point producing code if the quality of the requirements and design is unknown? I'll make a selection to use for our exercise. We will first review the document as we are used to review (baseline). Then we'll review with what you learnt in the workshop. We'll discuss the difference.

Send documents to niels@malotaux.nl