Hands-on Manual UI Testing Workshop

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Image - My Knife—Mando Gomez

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Learning intentions

• Ability to initiate conversations early
• Applying personas or roles along with heuristics
• The power of visualization (with pencil and paper!) enabling testing even before coding
• Identify tests from the design
Challenges

• Technical Challenges
  • Technology
• Social challenges
  • Development Practices
• Communication and Interaction
Uncharted Waters

Image - Sea - Moyan Breen

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Let’s jump in!

- This application was just given to your team.
- Take 5 minutes to consider the user experience of the shopping cart.
- What might you change about the UI design?
Testing and Design

• Collaborate with designers, stakeholders
• Lo-fi mockups, “Wizard of Oz” testing
• Fast feedback
OS/Platform Considerations

• Many general principles and practices apply to all UI testing

• Each platform/OS has unique considerations
Desktop

- Keyboard and mouse interactions, use of cursors, tab order, default focus
- UI resizing
- Operating system themes
- Screen resolution
Mobile & Embedded

• High user expectations
• Touch gestures
• Device dependencies, differences
• Where, how used – “on the move”

…
Web Apps

- Security, cookies, phishing
- SaaS vs PaaS
- Concurrency
- Performance, perceived page load times
- Browsers, versions, OS

Image – Wikipedia – Horde Groupware Open Source web app

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Command line

- Commandline parameters
  - Capitalisation
  - Recall
- Error tolerance
- Security, eg., using keys to access environments?
Try it out!

- Pair up based on your platform of interest
  - web, desktop, mobile
  - Role play: customers, designers, testers, coders...

- Take 10 minutes to discuss design considerations, considering these different personas

- Identify issues with the design, highlight platform-specific considerations
Share

• What did you discover?
Next steps

• Apply one of these heuristics. How could the design:
  • Offer informative feedback
  • Provide match between the system and the real world
• What special considerations can you think of for your platform
• 10 minutes
Share

• Did this change your perspective on how you view the design?
• Could this help with identifying all the non-functional factors that also affect the UI, such as accessibility, internationalization?
Be Aware

Time
Complexity
Skill
External Factors
Tactics

Cheat sheets
Heuristics
Rubber Duck
Visualise
Practice
Challenge yourself

Deliberate Practice
Mentoring
Katas
Brown bags
Read – Books/Articles/Blogs
Community
Weekend Testing
It is the mark of an educated mind to be able to entertain a thought without accepting it

Aristotle
New Horizons

• Note two ideas, techniques, experiments you will try with your team next week
• Optional: Pair up and share outcomes with each other in two weeks!
Equipping you for the unexpected challenges of Testing


My Knife—Mando Gomez