

A little less testing, a little more quality

João Proença

@jrosaproenca







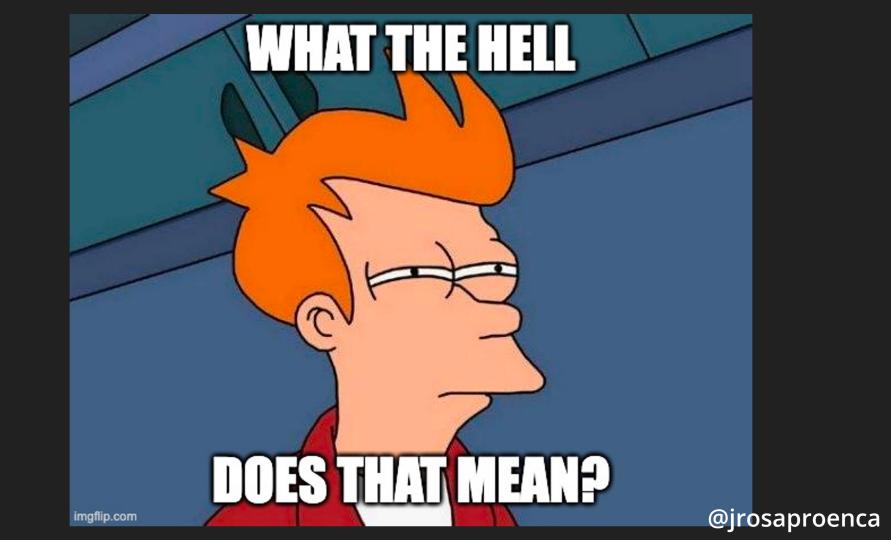
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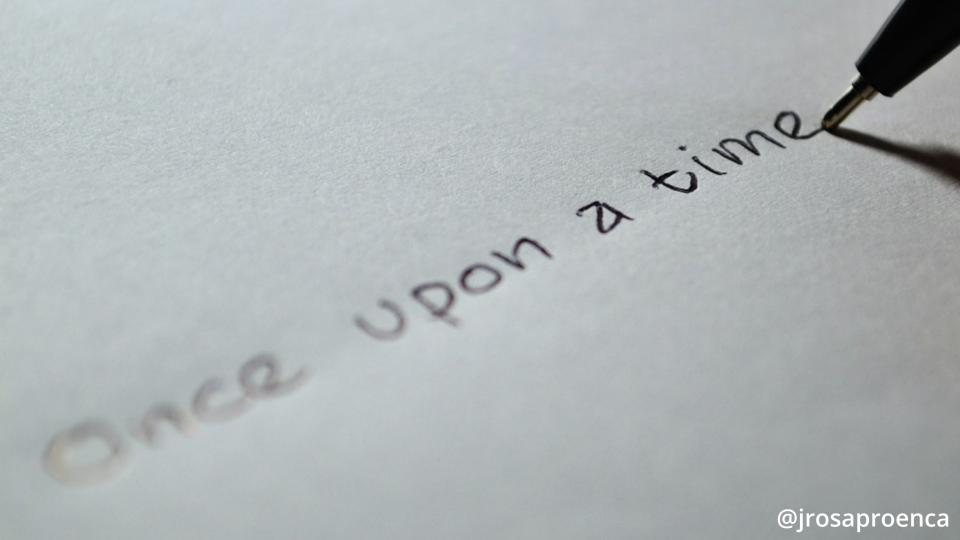




Agenda

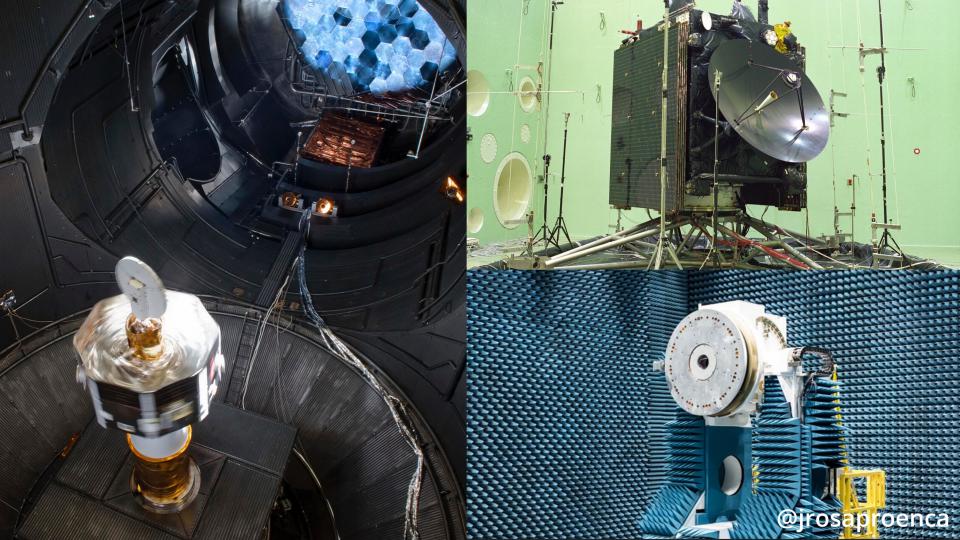
- 1. A small story about testing
- 2. Risk and different ways to manage it
- 3. Quality has multiple dimensions

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NEW VIDEO - Rabbit R1: Barely Reviewable

youtu.be/ddTV12hErTc

This is the pinnacle of a trend that's been annoying for years: Delivering barely finished products to win a "race" and then continuing to build them after charging full price. Games, phones, cars, now Al in a box



Opinion

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eview

yberpunk 2077: Phantom Liberty review: xcellent expansion enhances an verhauled game

Projekt RED; PC, PS5, Xbox

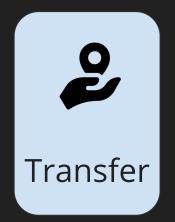
e stylish RPG has undergone a radical transformation, and e expansion starring Idris Elba makes the best of the game's w features





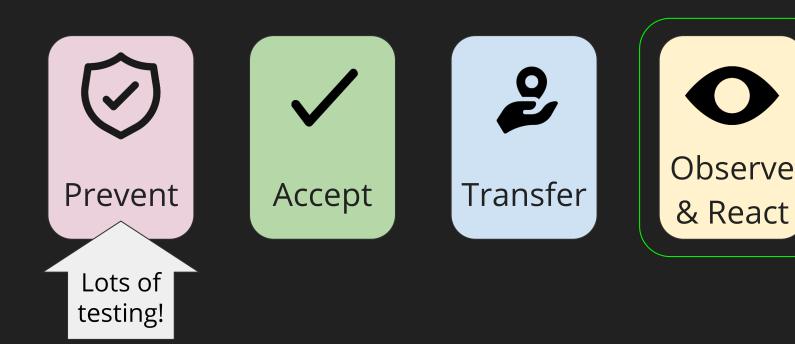




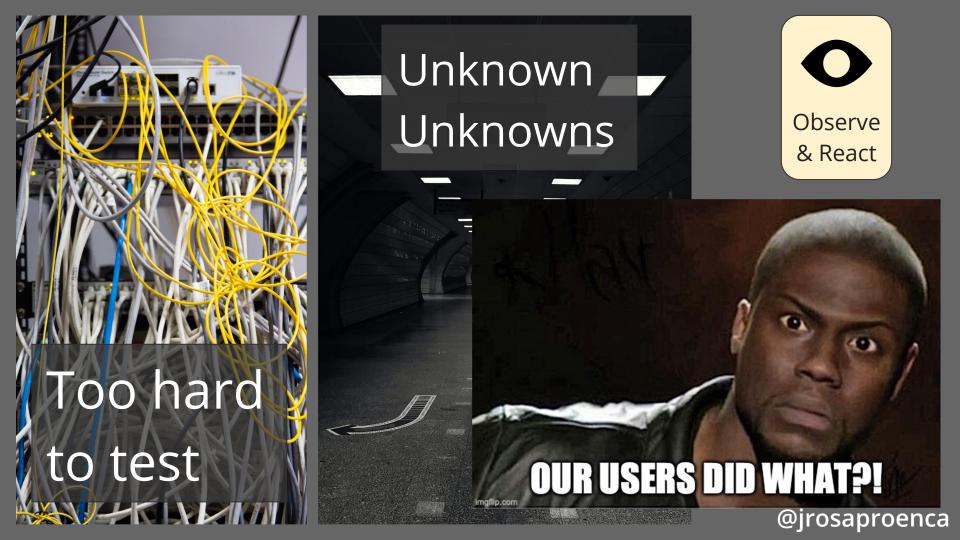


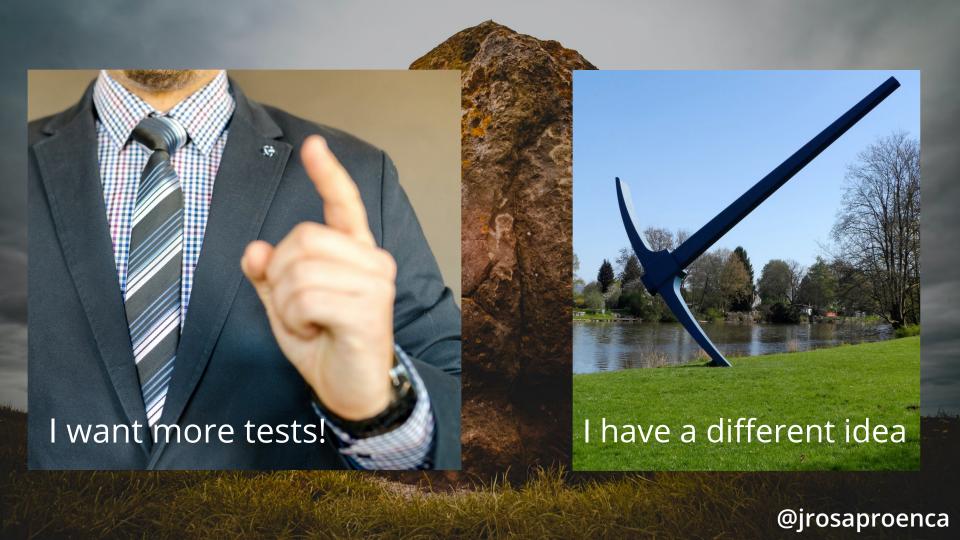


It's all about the Risk



It's all about the Risk





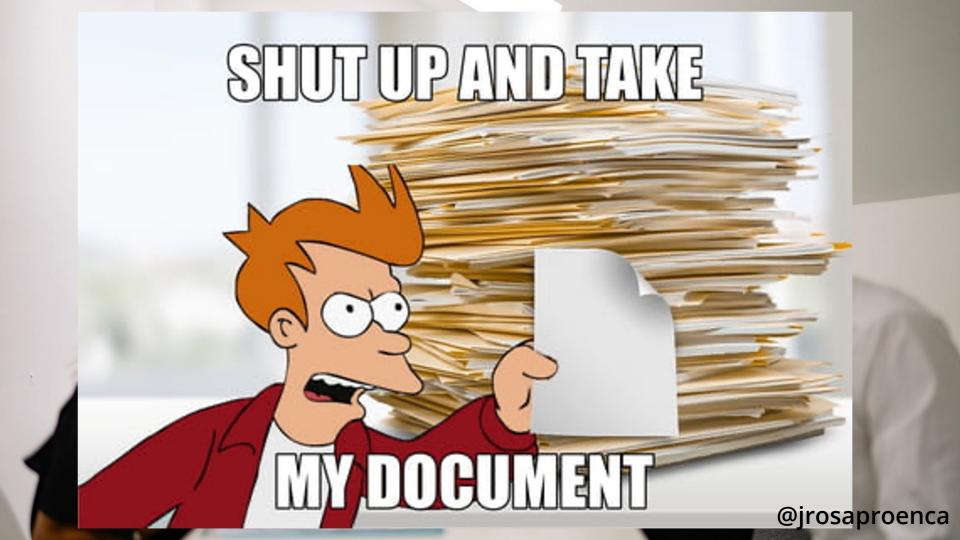
1 Year Journey

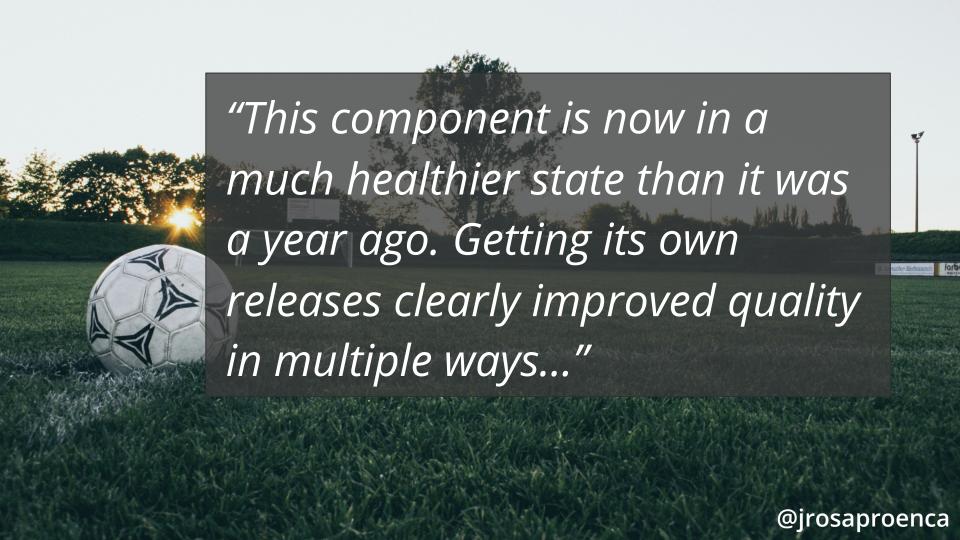
Agree on Value

Agree on How

Agree on Doing





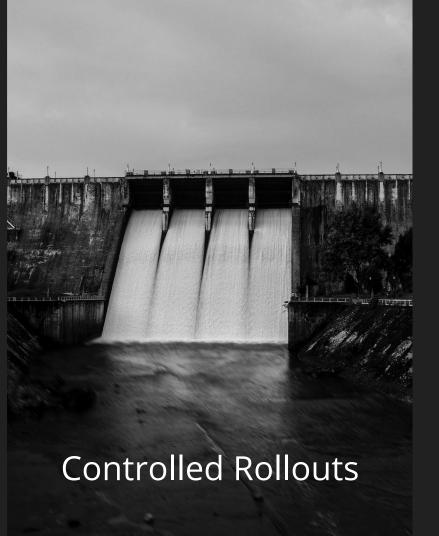




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quality

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Seeing the whole picture.





Usefulness (the value/worth of something)





Quality consists of Correctness

(meeting expectations re wants & needs)



Goodness

(the emotive experience of something)

How "Good" is Your Product? (Dan Ashby)



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Quality consists of Correctness

(meeting expectations re wants & needs)



Goodness

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How "Good" is Your Product? (Dan Ashby)

Observe & React

Risk Assessment Feedback Loops

Breaking Monoliths

Handling Tech Debt Getting team buy-in

Release Cycles

Maintenance

Observability

Controlled Rollouts

Building the right product

User Experience

