We started testing failure by the constant introduction of error — we created various forms of chaos monkeys or masters of disasters that introduced random failure into our environments. One off disaster recovery tests were for the weak, we constantly adapted to failure. With a much more flexible environment, we learned to roll back changes more quickly, we became more confident in our approaches and started to use continuous deployment. We frowned at those that held on to the sacred production and less hallowed testing environments. We started to mock them.

These novel practices — scale out, design for failure, chaos engines and continuous deployment amongst others — were derived from an increasingly low MTTR environment and such practices were simply accelerated by utility compute environments. Our applications were built with this in mind. The novel practices spread becoming emergent