

CAST 2014

K Keynote **M** Meal-Break **P** Plenary **R** Registration **S** SIG Meeting **C** Social **T** Track Session
L Tutorial **W** webCAST **H** Workshop

AUGUST 10 • SUNDAY

1:00pm – 5:00pm	C	Testers' Scavenger Hunt in NYC	NYC
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AUGUST 11 • MONDAY

8:00am – 9:00am	M	Breakfast	10th fl Rosenthal Pavillion
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8:00am – 9:00am	R	Registration <i>Board of Directors: Dee Ann Pizzica, Peter Walen</i>	Kimmel Center
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9:00am – 5:00pm	L	Context-Driven Change Leadership: How to Keep From Feeling Testy <i>Speakers: Matt Barcomb, Selena Delesie</i>	KC 905
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Have you ever clubbed a seal or shot a panda? Neither have we...BUT we have helped a LOT of people and organizations facilitate change!

Managing, facilitating and sometimes just coping with change can be a challenge. Finding where you fit or how to help grow a change initiative effectively can be a struggle, even if you have been a part of an organization dealing with change before. Maybe you are part of an agile transition, or perhaps you're facing a shift in role or responsibility? How do you know you are in a change? When will it be over? What's coming next? What is it all about ?!?!?

Join Selena and Matt for this interactive workshop where you will participate in simulations and activities designed to help you understand, adapt, and even contribute to different change initiatives. You will come to the workshop with your real-life challenges and concerns. You will leave with increased self-awareness, techniques to work with others to support changes, and ideas for how to influence your underlying organization.

Some of the topics we'll cover include environment design, change models, influence diagrams, change patterns, as well as the pillars and key values for successful change leaders.

9:00am – 5:00pm	L Continuous Automated Testing: A Communication System That Scales! <i>Speakers: Noah Sussman</i> Automated tools provide test professionals with the capability to make relevant observations even in the fastest-paced environments. Automated testing is also a powerful tool for improving communication between software engineers. This is important because good communication is a prerequisite for growing a great software engineering organization. This workshop will explore the continuous testing of software systems. Special focus will be given to the situation where the engineering team is deploying code to production so frequently that it is not possible to perform deep regression testing before each release. People who participate in this course will learn pragmatic automated testing strategies like: * Data analysis on the command line with find, grep and wc. * Network analysis with Chrome Inspector, Charles and netcat. * Using code churn to predict hotspots where bugs may occur. * Putting stack traces in context with automated SCM blame emails. * Using statsd to instrument a whole application. * Testing in production. * Monitoring-as-testing. Technical level: participants should have some familiarity with the command line and with editing code using a text editor or IDE. Familiarity with Git, SVN or another version control system is helpful but not required. Likewise some knowledge of Web servers is helpful but not required. It is desirable for participants to bring laptops.	KC 914
9:00am – 5:00pm	L How We Discover <i>Speakers: Anne-Marie Charrett</i> In testing our role is to discover things, to find bugs and look for information about risk. To do that we conduct a series of science experiments. Testing is all about discovery. How do we discover things? The psychology of scientific discovery was a topic that fascinated David Khlar, so much so that he conducted a series of scientific experiments using robots to figure out how people discovered in a given problem space. In this workshop, we're going to use robots and repeat these experiments to examine through experimentation and observation how we discover, how it may relate to test design, test execution and test reporting. Of course, we will have to test these ideas, and perhaps create null hypothesis to work out if our ideas are valid. A large part of science is publishing your findings and this tutorial will do the same. The second part of the tutorial will be spent collating our findings, debating their validity and putting them together in a white paper that will be published with acknowledgement to all who participated. So don your lab coat, your curiosity, your skeptical mindset but most of all your enthusiasm and passion and join me for a day of scientific experimentation. Be warned, this workshop will not be for the feint hearted, but will be a lot of fun and by the end of the day, we will have a paper we can proudly point to!	KC 909

9:00am – 5:00pm L **Speaking the Language** KC 912

Speakers: Benjamin Kelly, Iain McCowatt

You've just put in a Herculean effort into testing, found some killer bugs that have no business shipping, and some risks that you think might delay the project launch. You're in tester Heaven.

The next day you find all your bugs rejected as 'not an issue', and when you hand your test report to the project manager, he grunts, adds it to the pile of paperwork next to him, and waves you out of the room. Is this the point where you whine and moan about how no-one understands testers and the value they provide?

You could. Or you could look at why the information you presented didn't resonate the way it should. Your testing is only as good as your ability to communicate what you're doing and why, what you've found and why it matters. Can you speak the language of your audience?

This experiential workshop will help you to decipher how your stakeholders see the world, and to frame your communication in a way that MATTERS.

Attendees will participate in a simulated project in which they will be challenged to communicate effectively: with both senior stakeholders and one another. Through this exercise, they will learn critical communication strategies, and experience more than a few surprises...If communicating with your team is something you could do better, Iain and Ben ARE the droids you are looking for.

9:00am – 5:00pm L **The Art and Science of Test Heuristics** KC 907

Speakers: Fiona Charles

Variously defined as "fallible methods for solving problems" (Bach & Bolton) or "rules of thumb", heuristics are essential tools for thinking test practitioners. When you construct a test around a model like "follow the money", or adopt a leadership pattern where you challenge your team members with stretch goals, you are working with a heuristic. In each case, the model may be applicable and useful in some contexts, and irrelevant or even detrimental in others.

One of the keys to using heuristics successfully is to do so consciously. If you aren't aware that you are operating with a heuristic model, it can become an unchallenged assumption. But if you consciously use a model as a heuristic, then you are in a better position to see its weaknesses and potential failure points in a given situation.

In this workshop, we will explore the use of heuristics in problem solving, software testing, and test leadership. Working in groups, participants will have opportunities to design heuristics to solve particular problems, apply them to problem solutions, then critique their models and share their conclusions with other groups.

The session will be highly interactive, consisting principally of problem-solving exercises and debriefs. Conscious use of heuristics requires both creativity and critical thinking skills. Come prepared to practice and extend yours! Participants are invited to bring testing or test leadership problems from their own experience to share and work with in the second half of the session.

9:00am – 5:00pm

L The Art of Performance Analysis

KC 903

Speakers: Mark Tomlinson

Many newcomers to performance and load testing get the basics of test scripting and execution mastered in a few months and they can provide value to your project and company by simply delivering test results. However, if that's where your skills suddenly end and other engineers seem disconnected from your efforts, it's time for you to learn more about performance analysis and remediation. The real purpose and value of your work is making improvements and driving change to the technology and the company through the extension of your performance test results.

In this workshop you will learn how to take the next steps with your performance testing skills by learning new techniques for advanced performance analysis, deep-dives into bottlenecks, and proving out the remedies to the problems you've identified.

Workshop Takeaways:

- Techniques for performance analysis and how to apply them in different contexts.
- The use of inductive and deductive reasoning in performance.
- Mathematical regressions for determining risk and severity.
- Tips for measurement correlation and juxtaposition.
- Risk and cost-based problem evaluation.
- Innovative practices for results reporting and escalation.
- Iterative remediation and problem isolation processes.

The class is broken into 4 sections

1. Advanced Analysis Concepts
2. Data State Transference and Bottlenecks
3. Results Synthesis and Reporting
4. Remediation and Escalation

Note: Participants should be familiar with performance testing basics, load testing and stress testing. They should also have a working knowledge of computer system resources: CPU, DISK, MEMORY and NETWORK.

10:30am –
10:50am**M Break**

9th and 10th floor common areas

12:30pm –
1:30pm**M Lunch**

10th fl Rosenthal Pavillion

3:00pm – 3:30pm

M Break

9th and 10th floor common areas

K Keynote **M** Meal-Break **P** Plenary **R** Registration **S** SIG Meeting **C** Social **T** Track Session
L Tutorial **W** webCAST **H** Workshop

AUGUST 12 • TUESDAY

8:00am – 9:00am	M	Breakfast	10th fl Rosenthal Pavillion
8:00am – 9:00am	R	Registration <i>Board of Directors: Dee Ann Pizzica, Peter Walen</i>	Kimmel Center
9:00am – 9:15am	W	Welcome	10th fl Rosenthal Pavillion
9:15am – 10:25am	K	Test Cases are Not Testing: Toward a Performance Culture <i>Speakers: James Bach</i> Testing means evaluating a product by learning about it through experimentation. This is a dynamic, exploratory process. Although we might script parts of it, and even reduce some of it to programmatic fact checks, testing itself is a live performance. In fact, all technical work is a live performance. Programming, managing, designing...it's all a performance. Meanwhile, for many years, some managers have dreamed of making technical work into a factory activity. That would require thinking of testing, for instance, as being encoded in artifacts such as "test cases." The primary aim of that effort is to turn testing into a commodity and to devalue testers. To fight back we need to become better at explaining "performance culture" and better at arguing for what can and cannot be done with a script.	10th fl Rosenthal Pavillion
10:25am – 10:40am	M	Break	9th and 10th floor common areas
10:40am – 11:45am	T	Beyond Bewilderment <i>Speakers: Lanessa Hunter</i> As testers, the nature of our work demands us to think differently about how we view the systems we investigate. Our daily discoveries and experiments can point to the need for change, which makes people (ourselves included) uncomfortable. How do you make a transition in the way you test and work to be effective within development teams? What is required of you and/or your teams to make big leaps into unknown territory? Lanessa shares stories, examples, and artifacts to demonstrate how to eliminate silos, create new rhythms and use resistance to boost your confidence. Anecdotes from encounters with forms of bewilderment illustrate how we can strengthen ourselves as test professionals to effectively make our way through not-so-comfortable situations. You will see how the use of both artistic and scientific processes help us become sensitive to and courageous about our own creative endeavors, to bring out our best work, to influence a quality culture, and aid evolution of our careers and organizations.	KC 909
10:40am – 11:45am	T	Mobile Application Testing with Selenium and Appium <i>Speakers: Dan Cuellar</i> One of the most significant changes in software testing over the last decade is the increased usage of automated testing. For mobile, long regression passes can be problematic due to the fatigue of using small devices for extended periods of time and lengthy AppStore review and distribution mechanisms that can slow your ability to fix issues in the field. Until recently, there were no good solutions for automating mobile applications. Early tools were problematic because they required using a specific programming language, jail-breaking devices, or significant modification of the application under test. Introducing Appium, a mobile test automation framework that uses the Selenium bindings that many web testers are already familiar with to automate mobile applications. Appium allows you to code in the language you want, uses official automation APIs under-the-hood, and does not require modification to an application. Dan Cuellar, the creator of Appium, demonstrates how to write a basic iOS or Android test with Appium and provides one on one support.	KC 912 - Test Lab

10:40am – 11:45am	T	My Boss Would Never Go for That - Testing and the Art of Persuasion <i>Speakers: Alessandra Moreira</i> <p>Conferences are a great place to learn, but it is not always easy to put new knowledge into practice after going back to the office. It can be an even greater challenge for testers not in a management role and/or working in scripted environments. Implementing corporate change is not easy, especially from bottom up. Alessandra speaks of her own journey from scripted tester to CDT evangelist, sharing lessons learned as the only context-driven member among highly scripted and risk averse teams. Alessandra discusses valuable learnings such as, how to approach risk averse managers and prepare for the conversation; CDT myth busting; tips on how to influence the test process in your team; how to lead by example and easier ways to implement small changes. If you would like to change test practices in your workplace but feel like your boss would never go for it, then this session is for you.</p>	KC 905/907
10:40am – 11:45am	T	The Business Minded Tester <i>Speakers: Håkan Ramberg</i> <p>Most testers are technical skilled and do often focus their competence development sharpening these skills. This by itself is not a problem but it is a real problem if we forget to increase our skills within the business domain. Håkan explains why testers need to understand why companies really invest in testing. By asking the right questions and providing insights of how the product really works, the tester can become an invaluable asset to the development team and external stakeholders. Product owners for example do care great about their product and the cost and time constraints involved, not always about how the product is built. They do have the right to ignore this process and we as testers can learn how to assist in bridging this gap and build market awareness in the team. Without understanding the business value a tester provide, or could provide, the tester is simply not reaching his or hers full potential as a professional tester.</p>	KC 914
10:40am – 11:45am	T	Standards – promoting quality or restricting competition? <i>Speakers: James Christie</i> <p>James Christie argues that standards are produced by bodies with a commercial interest in seeing them adopted. He analyses the economic forces behind the creation of standards. They should be viewed as optional methods that companies can buy or reject as they see fit. Selling them as standards distorts the market by creating the impression amongst senior managers, lawyers and regulators that there is no valid, responsible alternative. James explains why the auditors and compliance professions are not lined up on the side of the standards lobby. His audit experience allows him to expose the case for standards as a spurious appeal to non-existent authority. Testers must speak out following the Healthcare.gov website fiasco. This debate is not an academic contest between rival schools of thought. It is a commercial struggle, and James provides compelling arguments against standards. Free and fair competition is at stake. Testing standards could put a massive restriction on our ability to trade and compete. This is serious business!</p>	10th fl Rosenthal Pavillion
11:45am – 12:45pm	M	Lunch	10th fl Rosenthal Pavillion
12:45pm – 1:55pm	K	Scaling up with Embedded Testing <i>Speakers: Trish Khoo</i> <p>Whenever someone asks me what I do for a living, I tell them that my job is to take software from idea to release as efficiently as possible. I provide this service for multiple teams as a time, without writing a single test case. But in my journey to here, it made me question what the role of a tester really is. My conclusion was that testing is not a role - it is an activity. My role therefore is to embed that activity in the software development process, shortening the feedback loop between creation and verification as much as I can. In this talk I will explain what this involves, why it's awesome and what it means for you as a tester, a software developer, a software engineering manager, and for the budding entrepreneur who's thinking of building a startup in the next couple of years.</p>	10th fl Rosenthal Pavillion

2:10pm – 3:15pm	T	'He doesn't like you! I don't like you either!' QA and Dev don't have to be enemies! <i>Speakers: Hilary Weaver-Robb</i> Hilary is often introduced by developers to other developers like this: "This is Hilary, she's QA" *cue groan* "No, no - she's *good* QA". So why is she "good" QA", and what makes every other tester these developers have worked with *bad*? Hilary analyzes the different ways in which developers often despise or misunderstand QA, and what we as testers can do to not only make them see us as the good guys, but also work together in perfect harmony and maybe even grab a beer together as friends. Attendees learn specific complaints and misunderstandings that developers often have about testers (gathered by a tester allowed in their inner circles!) and why we should care about what they think about QA and testers. Attendees take back how to better understand, work with, and overall be amazing cohesive teams with, our developers, as well as better ourselves in the process. This talk is PG-13!	KC 914
2:10pm – 3:15pm	T	Psychology and Engineering of Testing <i>Speakers: Ilari Henrik Aegerter, Jan Eumann</i> In a dysfunctional setting, testers are seen by many as a blocking gate keeper police who do unskilled work by "executing" scripted "test cases". That might cause agilistas to think that testers are no longer needed as soon as enough test automation is in place. In an equally uninformed setting, developers often have a limited view on what software testing is all about. Jan Eumann and Ilari Henrik Aegerter tell the story of how initial suspicion against testers within the European Product Development at eBay evolved into a strong shared view on the value of testing and how testers gained respect as embedded members of agile scrum teams. Learn why agile teams need embedded testers and what helps to make the collaboration within a team successful. Gain insights into how engineering driven and exploratory testing can be combined and how a holistic product view helps the whole team to achieve greatness.	KC 905/907
2:10pm – 3:15pm	T	Challenges of implementing CDT in a large organization <i>Speakers: Jean-Paul Varwijk</i> Imagine you are living in country that for the most part still heavily trusts and believes in standardized software testing and test certification. Imagine you are working for a company, with 45000+ employees, that previously created its own version of TMap for software testing. A part of that company, Rabobank International, then gets exposed to Agile Testing, Rapid Software Testing and Exploratory Testing in a span of less than two years. Learn what this exposure meant on an organizational level. See how it affected the 'designated' context-driven thought leaders and learn about their experiences. Discussions on future prospects of getting context-driven embedded and accepted into the organizational culture.	10th fl Rosenthal Pavillion
2:10pm – 3:15pm	H	Are Your Test Reports a Death Sentence (Part 1 of 2) <i>Speakers: Nancy Kelln</i> Good software testers often interact more with people than software, especially when reporting on the results of testing. Yet our industry has little focus or training on the social and psychological aspects of our jobs. There are times when the results testers deliver to our project teams and stakeholders can be difficult to take. It is fascinating to observe the reactions a negative testing message can provoke in people during the final, stressful phase of a project. Based on the speaker's experience in highly contentious test reporting and background in psychology, Nancy discusses the psychological side of test reporting and examines the challenges when reporting difficult information to project stakeholders. Learn why test reporting problems are often people problems, model behaviours demonstrated in contentious situations and discover how to understand the emotional reactions from project stakeholders when delivering less than ideal testing results.	KC906
2:10pm – 3:15pm	H	Bug Hunting for Fun and Profit (Part 1 of 2) <i>Speakers: Martin Hall</i> Did you know that many companies encourage people to find bugs in their software? Martin shows how you can gain fame and money while having fun finding issues in the software and websites you use every day. He's also showing you some of the basic tips and techniques that enable you to become a great "Bounty Hunter". These skills once learnt will make you more valuable to your current employer as well as potential future employers. Time permitting we end the workshop with a testing session against sites that pay you for finding issues.	KC 903

2:10pm – 3:15pm	H	One more question.... (Part 1 of 2) <i>Speakers: Tony Bruce</i> Questions are a powerful tool, and good questioning skills are extremely important for both people and in testing. Through effective use, we can engage in more effective learning, create outside-the-box thinking and start decision making conversations. Tony will explore the power of questions and their ability to make us and others think by looking at items such as the use of probing questions, tone and rephrasing. He will work through exercises to allow participants to practice some of what they are learning. Participants will walk away with ideas on how to sharpen their questioning skills to a fine tool which can be used to transform their every conversation and to increase their testing thinking. Questions can help create and negate, learn and teach, and stop and start projects, connections and relationships. Add this ability to your tool set.	KC910
2:10pm – 3:15pm	H	The Art & Science of Thinking Skills (Part 1 of 2) <i>Speakers: Karen N Johnson</i> As software testers working and collaborating with engineers, we may believe the only thinking skills we need are scientific. Thinking skills typically thought of as scientific include: observing, recognizing patterns, dimensional thinking and modeling. But are we disregarding creative and artistic thinking skills such as abstracting, analogizing, empathizing and playing? Abstracting helps us to realize the purpose of product and not get lost on details. Analogizing helps us make use of our knowledge from past experiences in other domains and anticipate problems and solutions we might otherwise miss. Empathizing helps us work with an array of people from the business to clients to user experience designers and engineers as we collaborate with other people to learn, test and deliver a product. And without play, without a sense of exploration, our testing might be limited to requirements checking and not fully testing a product. Karen N. Johnson explores the thinking skills of a tester and how to explicitly apply scientific and creative thinking skills to the craft of software testing.	KC908
3:15pm – 3:30pm	M	Break	9th and 10th floor common areas
3:30pm – 4:35pm	T	Painting like an engineer - skills in testing <i>Speakers: Alexandra Casapu</i> Testing is about conducting experiments, and this requires good skills and a problem solving approach. Alexandra shares her search for essential skills, how she uses them as thinking tools daily, and also what fallacies she may encounter while using them. She is doing a retrospective analysis of her testing skills at work, as heuristics. This means listing the skills she is conscious she uses in testing, organizing them into categories and connecting them to corresponding specific examples from her work. Through these examples, Alexandra shows how she has found that she is combining a lot more skills than expected to perform a task, how she is under-using or over-using her skills in different contexts, how some of her skills have atrophied, and other insights. Join Alexandra to learn about the lessons gathered from her experience while working towards becoming a skilled workman - an artisan.	KC 914
3:30pm – 4:35pm	T	Social sciences and the art of testing - What testing can learn from social sciences <i>Speakers: Huib Schoots (NL)</i> Testing and informatics are often seen as exact or physical science. People perceive that computers always do exactly the same. This gets reflected in the way we think about testing: a bunch of repeatable steps to see if the requirements are met. Is this really what testing is all about? Huib likes to think of testing more as a social science. Testing is not only about technical exact computer stuff, it is also about human aspects and social interaction. Huib will share insights in why testing is more like a social science. He will give examples of what a tester can learn from social sciences like anthropology, psychology and sociology. Topics include critical thinking, scientific approach, qualitative en quantitative research and biases. Participant will learn that people are irrational and that we have to learn to deal with ambiguity.	KC 905/907

3:30pm – 4:35pm	T	Early Performance Testing: Finding News You Can Use <i>Speakers: Eric Proegler</i> Development and deployment contexts have changed considerably over the last decade. The discipline of performance testing has had difficulty keeping up with modern testing principles and software development and deployment processes. Most people still see performance testing as a single experiment, run against a completely assembled, code-frozen, production-resourced system, with the "accuracy" of simulation and environment considered critical to the value of the data the test provides. But what can we do to provide actionable and timely information about performance and reliability when the software is not complete, when the system is not yet assembled, or when the software will be deployed in more than one environment? Eric will deconstruct "realism" in performance simulation, talk about performance testing more cheaply to test more often, and suggest strategies and techniques to get there. He will share findings from WOPR22, where performance testers from around the world came together in May 2014 to discuss this theme in a peer workshop.	10th fl Rosenthal Pavillion
3:30pm – 4:35pm	H	Are Your Test Reports a Death Sentence (Part 2 of 2) <i>Speakers: Nancy Kelln</i> Good software testers often interact more with people than software, especially when reporting on the results of testing. Yet our industry has little focus or training on the social and psychological aspects of our jobs. There are times when the results testers deliver to our project teams and stakeholders can be difficult to take. It is fascinating to observe the reactions a negative testing message can provoke in people during the final, stressful phase of a project. Based on the speaker's experience in highly contentious test reporting and background in psychology, Nancy discusses the psychological side of test reporting and examines the challenges when reporting difficult information to project stakeholders. Learn why test reporting problems are often people problems, model behaviours demonstrated in contentious situations and discover how to understand the emotional reactions from project stakeholders when delivering less than ideal testing results.	KC906
3:30pm – 4:35pm	H	Bug Hunting for Fun and Profit (Part 2 of 2) <i>Speakers: Martin Hall</i> Did you know that many companies encourage people to find bugs in their software? Martin shows how you can gain fame and money while having fun finding issues in the software and websites you use every day. He's also showing you some of the basic tips and techniques that enable you to become a great "Bounty Hunter". These skills once learnt will make you more valuable to your current employer as well as potential future employers. Time permitting we end the workshop with a testing session against sites that pay you for finding issues.	KC 903
3:30pm – 4:35pm	H	One more question.... (Part 2 of 2) <i>Speakers: Tony Bruce</i> Questions are a powerful tool, and good questioning skills are extremely important for both people and in testing. Through effective use, we can engage in more effective learning, create outside-the-box thinking and start decision making conversations. Tony will explore the power of questions and their ability to make us and others think by looking at items such as the use of probing questions, tone and rephrasing. He will work through exercises to allow participants to practice some of what they are learning. Participants will walk away with ideas on how to sharpen their questioning skills to a fine tool which can be used to transform their every conversation and to increase their testing thinking. Questions can help create and negate, learn and teach, and stop and start projects, connections and relationships. Add this ability to your tool set.	KC910

3:30pm – 4:35pm	H	The Art & Science of Thinking Skills (Part 2 of 2) <i>Speakers: Karen N Johnson</i> As software testers working and collaborating with engineers, we may believe the only thinking skills we need are scientific. Thinking skills typically thought of as scientific include: observing, recognizing patterns, dimensional thinking and modeling. But are we disregarding creative and artistic thinking skills such as abstracting, analogizing, empathizing and playing? Abstracting helps us to realize the purpose of product and not get lost on details. Analogizing helps us make use of our knowledge from past experiences in other domains and anticipate problems and solutions we might otherwise miss. Empathizing helps us work with an array of people from the business to clients to user experience designers and engineers as we collaborate with other people to learn, test and deliver a product. And without play, without a sense of exploration, our testing might be limited to requirements checking and not fully testing a product. Karen N. Johnson explores the thinking skills of a tester and how to explicitly apply scientific and creative thinking skills to the craft of software testing.	KC908
4:50pm – 6:00pm	T	Patterns of Automation <i>Speakers: Jeff Morgan</i> Many organizations are introducing test automation only to find out it is more difficult than they thought it would be. Good test automation requires good coding practices. Good test automation requires good design. To do anything else will lead to spaghetti code that is hard to maintain or update. If you're new to coding or new to automation it is difficult to know where to start. Join Cheezy as he talks about and demonstrates lessons he has learned while helping numerous organization adopt test automation. He will show you the patterns he uses to keep automation code simple and clean. He will also demonstrate techniques that you can use to make your automation code more maintainable. Finally, he will write code to implement these patterns taking them from theory to implementation.	KC 905/907
4:50pm – 6:00pm	T	Testing Lessons (Science) from Design Thinking World (Art) <i>Speakers: Parimala Hariprasad</i> When you decide which seat to take at a conference, you are designing your experience. When you re-do your home office or draft an artsy email, you are designing. In this sense, everyone is a designer. Have you ever entered a room in a new office block and started to look for switches. Were you able to switch on the right light on the first attempt? Did you blame yourself for the failure? If you did, you became a victim of false blame, cursing yourself for poor design of products. Testers must be aware of the psychology behind design of products. Design concepts like affordances, signifiers and gulfs of execution can help testers in testing products better. In today's world, where designers and testers often work in silos, Parimala speaks about how working together can lead to not just designing explorable systems, but testing them effectively by highlighting feedback and visibility. Key takeaways include understanding design case studies, being aware of design and learning concepts like design thinking and natural mappings.	KC 909
4:50pm – 6:00pm	T	Why testers love playing – Exploring the science behind games <i>Speakers: Martin Hynie, Christin Wiedemann</i> Testers love to play games. We group up, we challenge one another and we explore new ways to stump our peers. There seems to be general consensus that playing games makes us better testers, and that playing is an important part of honing tester skills, but... is there scientific evidence? There is a hypothesis (often treated as a theory) but a disconcerting lack of empirical support. Diving deep into neuroplasticity and brain imaging techniques, Christin and Martin put the hypothesis to the test. They explore the science of play and share some of the fascinating research examining the correlation between playing games and improving valuable cognitive capabilities. This research provides valuable data to help us understand how we can benefit playing games. Are people who enjoy games, riddles and puzzles better equipped for a career as a tester? What games can be introduced and how to best bring them into the workplace? What are some examples of how improving cognitive skills through games might be useful to testers?	KC 914

4:50pm – 6:00pm	T	Recipe for Testing Spacecraft Ground Software <i>Speakers: Barbara Streiffert</i> Jet Propulsion Laboratory (JPL) creates one of a kind spacecraft that are sent on missions to objects in our solar system. Some go to planets, others to asteroids and some orbit the Earth or target our Moon. Some of the spacecraft fly by numerous solar system objects; while others orbit an object. A few actually drive across the rocky planets. Each one of these spacecraft has a unique set of instruments and a unique computer operating system called flight software (FSW). At JPL there is ground software that simulates the FSW commands to make sure that the commands will not harm the spacecraft. Typically, the number of commands makes it impossible to fully test their impact/effect on the spacecraft. Testing this volume of command states is impossible in the time frame that is required to command the spacecraft. This presentation outlines the various ways testing has evolved to adequately test the software. The science of testing involves understanding spacecraft. The art deals with picking the right set of tests to build and automate. The presentation includes videos that show the spacecraft testing and describe the difference between hardware simulation and software simulation as it is practiced at JPL.	10th fl Rosenthal Pavillion
6:15pm – 7:15pm	W	CAST Live <i>Speakers: Dee Ann Pizzica, Benjamin Yaroch</i> “CAST Live” is a show broadcast live each evening following the close of the conference. CAST Live is hosted by Benjamin Yaroch and joining Ben this year will be Dee Ann Pizzica. Each night Ben and Dee will recap that days events, interview influential testers, and discuss all things testing. We will be broadcasting live on UStream.tv both evenings, so stick around after the close of the conference and watch “CAST Live.”	10th fl Rosenthal Pavillion
6:30pm – 8:00pm	P	Lightning Talks Have something to say, want to stand on you soapbox? Do a lightning talk! A lightning talk is 5 minutes or less, no slides, just you and the audience. All we need is your name, email address, and talk title	10th fl Rosenthal Pavillion
6:30pm – 8:30pm	C	Reception	10th fl Rosenthal Pavillion
6:30pm – 11:00pm	C	Testing Games Join us for a CAST tradition, tester games. Test your testing abilities with dice and card games.	10th fl Rosenthal Pavillion
8:00pm – 10:00pm	C	Testing Competition	10th fl Rosenthal Pavillion

K Keynote **M** Meal-Break **P** Plenary **R** Registration **S** SIG Meeting **C** Social **T** Track Session
L Tutorial **W** webCAST **H** Workshop

AUGUST 13 • WEDNESDAY

8:00am – 9:00am	M	Breakfast	10th fl Rosenthal Pavillion
9:00am – 9:15am	P	Announcements	10th fl Rosenthal Pavillion
9:15am – 10:25am	K	STEM to STEAM Advocacy to Curricula <i>Speakers: Carol Strohecker</i> The Rhode Island School of Design (RISD), one of the world's preeminent schools of art and design, is also the leader of the STEAM educational movement. STEAM is an acronym created by adding an A for Art into STEM, the term representing the US government's current emphasis on education in Science, Technology, Engineering, and Mathematics. STEAM has become the basis of two resolutions by the House of Representatives, asserting the importance of art and design to innovation and economic growth. Join Dr. Strohecker in learning how STEAM relates not only to curricular content, but to a set of methods and a way of thinking. Hear how creative work relies on personal curiosity and often involves exploration of materials and failure as not only inevitable, but welcomed for the potential to inspire new directions. STEAM work involves not only testing hypotheses, but ongoing questioning of assumptions. It includes not only analysis, but synthesis: not only solving problems, but creating solutions.	10th fl Rosenthal Pavillion
10:25am – 10:40am	M	Break	9th and 10th floor common areas
10:40am – 11:45am	T	Coyote Teaching: A new take on the art of mentorship <i>Speakers: Harrison Lovell</i> Too often, new software testers are dropped into the testing world with little idea as to what to do, how to do it, and where to get help if they need it. Mentors are valuable, but too often, mentors try to shoe-horn these new testers into their way of seeing the world. Often, the result is frustration on both sides. "Coyote Teaching" emphasizes answering questions with questions, using the environment as examples, and allowing those being mentored the chance to create their own unique learning experience. Coyote Teaching lets new testers learn about the product, testing, the world in which their product works, and the contexts in which those efforts matter. We will demonstrate the Coyote Teaching approach. Through examples from our own mentoring relationship, we show ways in which both mentors (and those being mentored) can benefit from this arrangement. "When raised by a coyote, one becomes a coyote".	KC 909
10:40am – 11:45am	T	Smartphone mobile app needs smart testers <i>Speakers: Dhanasekar Subramaniam</i> Smartphone applications are developed with immense creativity and effort. Mobile users demand a sleeker experience with applications compared to desktop users. The mindset of mobile users is very different from web or desktop users. Smartphone apps are used on the move (e.g.: while walking or using a toilet), and mobile devices have a lot to offer through hardware location tracking, gyroscopes and other integrated features. Dhanasekar will show how to tune the tester's mindset to model test approaches specific to smartphone apps. Smartphone apps focus on speed, size and sleek. Learn how to design tests at the UI level to identify issues beyond the usual functional and non-functional testing. Even if a smartphone app has a sleek UI, users will uninstall the app if it drains their battery, crashes frequently or wastes the user's data plan. Dhanasekar will explain how he designs mobile tests and what tools he uses to uncover issues hidden under mobile UI.	KC 905/907

10:40am – 11:45am	T Test Coverage: An Art and a Science <i>Speakers: Jean-Ann Harrison, Jay Philips</i> How do you determine the test coverage of your application per project? Do you have strategies in place? Do you know when to implement methods to examine your test coverage? How do you know enough is enough? Jay and Jean Ann discuss the meaning of test coverage and use 4 concepts to help determine when "enough is enough" providing approaches on how to discover the data required to make a informed decisions on what to test, where to test, what testing is missing and how much testing is needed based on scope of project. By breaking down the types of coverages, Jay and Jean Ann built some guiding strategies which testers can immediately apply to their testing projects with more confidence in achieving a stronger sense of quality in their efforts. Take back a stronger understanding of test coverage which makes test design more thorough and answers a higher level of quality.	KC 914
10:40am – 11:45am	T Using Open Source Tools to Build a Full Automation Framework for Financial Trading Systems <i>Speakers: Roman Khaimov</i> Financial trading systems must meet the demands of brokers, private traders and other customers, and in order to meet these demands, the trading system must be thoroughly reliable. In this Test Lab session, we will demonstrate how we can use freeware tools available in the public domain to build an automated test framework that randomly generates data for trading simulations and automatically executes and reports on regression test sessions.	KC 912 - Test Lab
10:40am – 11:45am	T Adding value in an agile context <i>Speakers: Henrik Andersson</i> At a first glance you might relate testing in an agile context to abbreviations like TDD, BDD, ATDD. Though these are often valuable practices they are closer related to checking of the software. The point is to run them often and to help developer to know when to stop coding. Henrik will make his case of why developers should take responsibility of these kinds of checks and not the tester. So, what should we as testers then do? Testers contribute with lots of value. We have an advantage over the computer, we are sapient! We set out to find new information about the software by exploration and learning. We relate and adapt to users and business objectives of the product. Let's have a look at tasks and contributions a tester do to be valuable in an agile team, such as: sprint planning, calculating "testers' velocity", communicating the health of the product, track and visualize test ideas and bugs and more. How a tailored and modified combination of Scrum and Session Based Test Management can be of help.	10th fl Rosenthal Pavillion
11:45am – 12:45pm	M Lunch	10th fl Rosenthal Pavillion
12:45pm – 1:55pm	K There Was Not a Breach; There Was a Blog <i>Speakers: Ben Simo</i> Like millions of other Americans, Ben Simo visited HealthCare.gov in search of health insurance for a member of his family. And like millions of others, Ben found a frustratingly buggy website that was failing to fulfill its purpose: to educate people on the new health insurance law and help people purchase health insurance. After a few failed attempts at creating an account, Ben put on his tester hat and turned on his web developer tools as he continued his pursuit to get information about insurance options. Ben soon discovered a chain of security vulnerabilities that exposed users of the system to unnecessary risk. After finding the HealthCare.gov customer service people unequipped to recieve reports of security vulnerabilities, Ben began blogging his discoveries. This spawned a storm of public attention in the midst of the political hot topic of the day. In this storm, Ben gathered a variety of public labels including "security researcher", "web expert", "methodical IT guru", and "not too bright". Ben's reports even came up in congressional hearings, in which the Secretary of Health and Human Services referred to Ben as "a sort of skilled hacker". Ben's reports helped bring attention, and eventually fixes, to problems that suggested a systematic lack of care and understanding of information security. Join Ben as he shares his experience, the issues he has found, and the lessons we can learn from HealthCare.gov.	10th fl Rosenthal Pavillion

2:10pm – 3:15pm	T	Discover the Power of Pair Testing! <i>Speakers: Pradeepa Narayanaswamy</i> <p>In agile teams, it's inevitable that team members are expected to be more cross-functional and produce high quality product for their customers. How can agile team members become more cross-functional and take ownership of quality? Often times there seems to be a scarcity of testing talents in agile teams. How can agile teams attain highest quality product when working with very few or no testing talents? For agile team members to take ownership of quality, Pradeepa Narayanaswamy exposes the power of "Pair Testing" that greatly supports providing faster feedback and producing high quality product all along as a team. For the scarce testing talents and an effective way to become more cross-functional, one approach is for team members to pair up on various testing efforts that ensures the shared eye on quality and learning. Pradeepa talks about several pairing options and opportunities between various specialties in an agile team. As a new or an experienced agile team member, learn how to spearhead this technique in your team at various levels and spread the buzz to other teams. As a tester, learn how to get the non-testing talents excited and experience the value of pair testing.</p>	KC 905/907
2:10pm – 3:15pm	T	The history of reason; arts, science, and testing <i>Speakers: Geoff Loken</i> <p>Dichotomies are appealing. Put art and humanities on one side, and science and objectivity on the other, and almost everyone will understand the distinction. Is it really that simple? Geoff Loken discusses the history of reason, and of testing in a context both old and broad. Reason and what has become the scientific method have roots as far back as the classical period. Modern software testers unknowingly draw their analytical tools from insights and techniques derived over centuries, by philosophers, mathematicians, scientists, and historians. Remembering that history we can better understand our modern interactions with computers, and decide for ourselves where the distinction between objective and subjective is useful to us, and where it is not.</p>	KC 914
2:10pm – 3:15pm	T	Test Automation != Less Testers Faster Testing More Time For ET <i>Speakers: Richard Bradshaw</i> <p>It's commonly said that Test Automation means you need less testers on the team, it speeds up the testing process and allows more time for Exploratory Testing. In this talk Richard shares his critique of these common outcomes by calling upon his experiences of working in and managing teams where Automation has played a crucial part in the testing approach and has been used to great effect; but hasn't resulted in the above outcomes. Richard explains why he believes these common misconceptions of Automation are unfounded and gives reasoning as to how and why these myths have gained such momentum. In addition he briefly touches upon the Testing vs. Checking definitions and how they can be used to educate team members ensuring there is a common understanding of these aspects leading to a greater appreciation of Testing. Attendees should expect to take away a deep understanding of the real benefits of Automation and the importance of a whole team understanding of why and how to utilise Automation to assist Testing.</p>	10th fl Rosenthal Pavillion
2:10pm – 3:15pm	H	Balancing the Leadership Seesaw (Part 1 of 2) <i>Speakers: Erik Davis, Maria Kedemo</i> <p>Leadership is the art of understanding and guiding people. It is both a trait and a skill that requires finesse, intuition, dedication, and passion to develop. Many people believe only managers can show leadership, or that all managers are leaders. Working as managers of testers today Erik and Maria share their personal experiences and beliefs on leadership and management. Through discussion and exercises they aim to give you insights into the differences between leadership and management. They also address the need for transparency between testers and managers. And most important, they guide you through common obstacles that can be found between managers and testers as well as some ways to get passed them. Everyone has an experience to share and we hope you share yours; whether you are a tester, test lead, test manager, or someone looking to become a test manager. Through sharing and discussing experiences with each other, everyone in this workshop leaves with an increased awareness of the art of leadership. That is why this workshop is for you!</p>	KC904

2:10pm – 3:15pm	H	Games and Tools to encourage Creative and Critical Thinking within Testing (Part 1 of 2) KC910 <i>Speakers: John Stevenson</i> <p>How often do you find yourself stuck for ideas or thinking why I am running this test, whilst testing? Do you find yourself repeating the same type of test ideas again and again? Do you find it difficult to explain your reasoning to others or to be able challenge what someone is saying? If this is the case then this workshop is for you. This workshop, led by John, uses interactive creativity and critical thinking games, along with easy to remember techniques. Learning these techniques provides you with a set of tools that you can take back and implement straight away in your testing profession as well as learning skills for your everyday life. The focus is on freeing up your mind to allow creative ideas to flow and then re-evaluating those ideas using critical thinking approaches. These are the concepts that this workshop brings for you to take back and use in your daily working environment. If that is not enough to convince you, then how does the idea of some freebies to take away with you help?</p>
2:10pm – 3:15pm	H	Myths of Testing in Financial Services (Part 1 of 2) KC906 <i>Speakers: Joseph Lopez, Ben Weber</i> <p>In the past few years, software problems in the financial industry have captured the media and public's attention. Everyone is aware that financial software glitches can result in millions of dollars of loss and do it at an unprecedented rate of speed. Ben and Joe take a look at some of the myths (and realities) of testing financial software. What actually constitutes financial services software? How thorough is the testing? What are some of the unique requirements of software testing in finance that aren't present in software testing in other industries? And how are financial companies coping with these needs? Ben and Joe will help distinguish the realities from the myths.</p>
2:10pm – 3:15pm	H	Thinking Critically About Numbers: Defence Against the Dark Arts (Part 1 of 2) KC 903 <i>Speakers: Michael Bolton, Laurent Bossavit</i> <p>Numbers, models, and measurements are often used to describe. Just as often, they are used to persuade. Sometimes, they are used to intimidate. Testers must be able to look at information, claims, and evidence critically, in order to avoid being fooled or bullied. They must apply critical thinking to their own observations, interpretations and reports, in order to avoid fooling themselves--or worse, their clients. This workshop is about looking thoughtfully and skillfully at reports, research, and common claims about testing and software development. Participants learn methods for analyzing those claims and a framework for evaluating them. Applying this approach to real-world cases, and exercises, they refine their approach to collecting, assessing and presenting data and information. Throughout, participants remain engaged: looking for the original data, assessing the relationship between numbers and their representations, evaluating the methods of measurement -- in a nutshell, refining your current skills and building new ones. Caution: this workshop may interfere with your enjoyment of your daily newspaper.</p>
3:15pm – 3:30pm	M	Break 9th and 10th floor common areas
3:30pm – 4:35pm	T	Black and White: Software Testing for Scientists KC 914 <i>Speakers: Katrina Clokic</i> <p>What are the rules for software testing? In a specialist financial domain, where a University education grounded in sciences is the norm, rules are important. How do you teach the curiosity and judgement of testing to those who see the world in black and white? Katrina shares her experiences in taking a team of scientists from a test strategy of "100% automation" to an approach that pulls together elements of specification by example, mind mapping and session based test management. Her brief was to create a cross-skilled team by training developers, business analysts and subject matter experts in testing. Learn how to expose varied understanding by asking your team to visualise their test strategy. See how to teach and embed new testing skills in a project environment alongside the continued delivery of working software. Know how to customise common practices to the skill set of your team so that change is adopted with enthusiasm.</p>

3:30pm – 4:35pm	T	Bridging the Gap - From Developer to Tester <i>Speakers: Jonathan R Clarkin</i> <p>There is often a divide between those who write the code and those who verify the solutions. These organizational silos act as barriers to efficient communication and collaboration. Jonathan is new to being called a tester, but has been actively following the lively blogging and tweeting discourse of the testing community for some time. This year, he decided to leave his role as a senior software architect to join his company's software testing team. It confused many people, especially the developers. He believes that any developer would benefit from greater understanding of the current testing culture and techniques. He shares his story on what caused him to bridge the gap, in hopes that it helps testers build bridges to strengthen relations with developers. He shares his insight on how to entice developers to listen more actively to testers' results, which testing skills inspired him to want to learn testing, and what aspects of the tester culture might lead to new recruits.</p>	KC 905/907
3:30pm – 4:35pm	T	Looking to social science for help with metrics <i>Speakers: Justin Rorhman</i> <p>Most simplistic measures for software productivity and quality fail, for reasons you don't need a conference talk to explain. The problem is how to do better than that - how to "plus one" software measurement, or, at least, to choose measures and frame them in a way that will do more good than harm. Studying a little social science, specifically how social scientists do qualitative research, and measurement problems can help. Justin will talk about the development of qualitative research as a field of study, common problems with measurement in the software world, and some ideas from Lean. You will take back some tools to help you tell a more meaningful story to your business.</p>	10th fl Rosenthal Pavillion
3:30pm – 4:35pm	H	Balancing the Leadership Seesaw (Part 2 of 2) <i>Speakers: Erik Davis, Maria Kedemo</i> <p>Leadership is the art of understanding and guiding people. It is both a trait and a skill that requires finesse, intuition, dedication, and passion to develop. Many people believe only managers can show leadership, or that all managers are leaders. Working as managers of testers today Erik and Maria share their personal experiences and beliefs on leadership and management. Through discussion and exercises they aim to give you insights into the differences between leadership and management. They also address the need for transparency between testers and managers. And most important, they guide you through common obstacles that can be found between managers and testers as well as some ways to get passed them. Everyone has an experience to share and we hope you share yours; whether you are a tester, test lead, test manager, or someone looking to become a test manager. Through sharing and discussing experiences with each other, everyone in this workshop leaves with an increased awareness of the art of leadership. That is why this workshop is for you!</p>	KC904
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4:50pm – 5:20pm	P	Timbits <i>Speakers: Tim Coulter, Paul Holland</i> Join Tim Coulter and Paul Holland as they share with you their "take-aways" from the sessions at CAST 2014. Tim and Paul will provide a brief summary of some of the key points that they gathered throughout the talks they attended and then encourage the audience to share their own nuggets of wisdom gained throughout the conference.	10th fl Rosenthal Pavillion
5:20pm – 6:30pm	K	Software Testing State of the Practice (And Art! And Science!) <i>Speakers: Matt Heusser</i> This honest, heartfelt, and sometimes bittersweet assessment of whats going on in the test industry today is delivered by Matthew Heusser. Based on conversations and his own experiences, Matt tries to not just generalize, but to find meaning in what is going on in the industry, the difference between what is actually done and what could be done - and how we all might do a little better.	10th fl Rosenthal Pavillion
6:30pm – 7:30pm	S	SIG Meetings Special Interest Groups (SIGs) are groups formed by AST members with a desire to pursue significant, long-term activity in an area of interest to the Association. As a member you are invited to join existing SIG or propose a new one. All SIGs are self supporting and AST currently has the following Special Interest Groups (SIGs): <ul style="list-style-type: none"> • Education Special Interest Group (EdSIG) • Quality Leader Special Interest Group 	10th fl Rosenthal Pavillion
6:30pm – 11:00pm	C	Testing Games Join us for a CAST tradition, tester games. Test your testing abilities with dice and card games.	10th fl Rosenthal Pavillion

6:45pm – 7:45pm	W	CAST Live <i>Speakers: Dee Ann Pizzica, Benjamin Yaroch</i> “CAST Live” is a show broadcast live each evening following the close of the conference. CAST Live is hosted by Benjamin Yaroch and joining Ben this year will be Dee Ann Pizzica. Each night Ben and Dee will recap that days events, interview influential testers, and discuss all things testing. We will be broadcasting live on UStream.tv both evenings, so stick around after the close of the conference and watch “CAST Live.”	10th fl Rosenthal Pavillion
7:30pm – 8:30pm	C	Talking to Management <i>Moderators: Paul Holland, Richard Robinson</i> <i>Speakers: Alessandra Moreira</i> <i>Volunteers: Anna Royzman</i> In this community gathering, we bring together the brightest minds in software testing to discuss our state of the craft and promoting skilled testing to management. It’s an open forum discussion led by experienced facilitators, where we exchange ideas and help each other in moving our industry forward. AST Leadership SIG will share their resources, created while working on “Talking to Management about Testing” project.	10th fl Rosenthal Pavillion