CapeTownTesting Meetup 2018-Q2

Session notes

Contents

[Welcome 1](#_Toc514054807)

[Inclusive Design (EmpLab) 1](#_Toc514054808)

[Disability as a spectrum 1](#_Toc514054809)

[What and Why? 2](#_Toc514054810)

[How? 2](#_Toc514054811)

[Closing 2](#_Toc514054812)

[Lightning Talks 2](#_Toc514054813)

[Introduction 2](#_Toc514054814)

[Speaker 1: Botlale 2](#_Toc514054815)

[Speaker 2: Francois 3](#_Toc514054816)

[Speaker 3: Mark 3](#_Toc514054817)

[How does your crow fly? 3](#_Toc514054818)

[Problem space vs. solution space 4](#_Toc514054819)

[First principles / fundamentals 4](#_Toc514054820)

[Deliver value quickly 4](#_Toc514054821)

[Closing 4](#_Toc514054822)

[Farewell 4](#_Toc514054823)

# Welcome

1. Matthew welcomed the attendees, reminding us all that the CapeTownTesting meetup is “for us, by us”
2. Brett welcomed us on behalf of Kurtosys, our hosts

# Inclusive Design (EmpLab)

**Speakers**: Nicola du Toit *(@sophdex*) and Steve Barnett *(@maxbarnes*)

**Presentation link**: <https://speakerdeck.com/stevebarnett/inclusive-design-more-heart-more-humans-1>

1. Disability is not binary – it is a spectrum (<http://bit.ly/emplab301>)
2. The Empathy Labradors… EmpLab
3. Steve is a UX designer and front-end developer
4. Nicola is a UX designer and a musician
5. Topics
   1. Disabilities as a spectrum
   2. What and why?
   3. How?

## Disability as a spectrum

1. Old websites were simple but VERY accessible and responsive (just black text on a white background)
2. Ability + Barrier = Disability
   1. Adding any barrier increases disability – even if temporary (ever tried to use your mobile device out in the sun?)
3. Quote from Tim Berners-Lee (<https://en.wikipedia.org/wiki/Tim_Berners-Lee> - best known as the inventor of the world wide web) said:

“*The power of the Web is in its universality. Access by everyone* ***regardless of disability*** *is an essential aspect.*”

## What and Why?

1. Inclusive design: design for diversity of users
2. Related to *accessibility* which is designing for users with disabilities (<https://en.wikipedia.org/wiki/Accessibility>)
3. WGAG
4. WAI-ARIA (*Web Accessibility Initiative – Accessible Rich Internet Applications*) is a technical specification published by the World Wide Web Consortium (W3C) that specifies how to increase the accessibility of web pages, in particular, dynamic content, and user interface components developed with Ajax, HTML, JavaScript, and related technologies. <https://en.wikipedia.org/wiki/WAI-ARIA>
5. Is also about good usability and creating quality software
6. **Paradox**: No one will notice if inclusive design is done well!
7. Be a superhero!
   1. Make it awesome…
   2. … or just make it a little better
8. Inclusive design is the ethical thing to do
9. Avoid expensive fixes – or even the possibility of future lawsuits
10. Helps get more HUMANS on more devices under better conditions

## How?

1. Inclusive design is a team sport – everyone must do their part
2. Approaches to testing for inclusive design:
   1. No mouse or trackpad
   2. Colour contrast (e.g. will all users be able to see a RED-AMBER-GREEN state change)
   3. Plain language
3. Quote from Leonie Watson, a member of the W3C Advisory Board:

“*It doesn’t have to be perfect, just a little better than yesterday.*”

*Note: Leonie Watson is blind*

1. Even small, iterative improvements are good

## Closing

1. 17 May is ***Global Accessibility Awareness Day***
2. The speakers invited us to visit <http://bit.ly/emplab-ten-at-ten> to guide us through some inclusive design exercises

# Lightning Talks

## Introduction

1. Talks should be short, not rushed and presented with passion
2. Speakers should practice… at least a little bit
3. The audience must be excited for the speakers and always be respectful towards them

## Speaker 1: Botlale

1. Choose not to be a hero
2. Don’t be the only person managers go to
3. Don’t be the one always working late
4. Don’t leave a knowledge gap
5. Don’t burn yourself out
6. Rather be a guide and a good example to your team
7. Choose life

## Speaker 2: Francois

**Topic**: The worst thing you can tell me

1. The worst thing you can tell me is that you like my game
2. Wants to make good games – change someone’s world
3. Relies on feedback from test users
   1. If they think there is something wrong – there probably is
   2. Feedback is Qualitative rather than quantitative
4. Feedback is not only positive or negative
   1. False positive feedback is the worst (saying that they like because they don’t want to hurt his feelings)
   2. Gives a false sense of security
5. One has to learn how to receive critical feedback (don’t internalise it)
6. Always seek feedback – once you’re able to handle it
7. Learn how to give better feedback, always giving the highest priority feedback first
8. Giving honest feedback makes for a better work environment

## Speaker 3: Mark

**Topic**: passmarked.com

1. Bend, break, blend
2. Web pages served with ***predictability*** and ***efficiency***
3. Basis of the internet is ***security***, ***privacy*** and ***trust***
4. The internet is the ecosystem on which all devices and the world-wide-web run
5. Testing is fundamental to the survival of the internet
   1. Perceive
   2. Understand
   3. Operable
   4. Robust
   5. Accessibility
6. We all have different intent for the internet
7. There is no centralised place to test everything (e.g. WC3, and other)
8. Passmarked.com intends to test all standards from one platform – and its open source
   1. Standards
   2. SEO
   3. Social
   4. Spellcheck
   5. Broken links

# How does your crow fly?

**Speaker**: Robert Fowler (*@RobertFowler007*)

**Presentation link**: <https://github.com/cape-town-testing/meetup/blob/master/2018-Q2/Presentations/How_Does_Your_Crow_Fly.pptx>

1. Robert is an engineer, but it doesn’t matter what your role is.
2. Three “kicks in the head” that influenced career
   1. **Problem space vs. solution space** – challenge the way we think about the problem and change how much time we spend understanding the problem
   2. Get back to **first principles / fundamentals**
   3. **Get to the value quickly**
3. These will all help you:
   1. Understand the problem
   2. Rethink the problem
   3. Construct and *out-of-the-box-thinking* solution

## Problem space vs. solution space

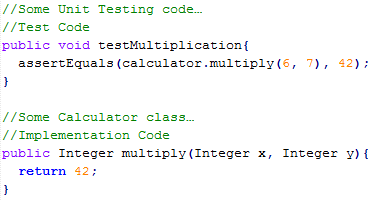
1. We jump too quickly to the solution, forgetting to explore the problem space
2. The concept may seem foreign, but it can be learnt
   1. Allows us to be more creative if we have a better understanding

## First principles / fundamentals

1. First principle thinking allows us to deal in truth without bias
2. Ensures that we are building on something solid
3. Always testing your thinking against such principles

## Deliver value quickly

1. Lean thinking - Add value in the shortest time possible (Robert C. Martin)
2. Test Driven Development example from Robert C. Martin’s book Clean Code:



Money Shot

1. Quickest piece of code to meet the requirements of the test
2. It doesn’t make sense initially –eventually will be fixed in future iterations
   1. Initially do the illogical to get the desired result
   2. Read up on this example

## Closing

1. Quote from W. Edwards Deming:

“*It is not enough to do your best; you must know what to do, and then do your best.*”

1. Simplicity is the art of maximising the amount of work done – Agile principle

# Farewell

1. Matthew thanked the speakers and the committee