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Exploratory Testing Explained

An overview of exploratory testing is given in the document which defines it as a process that involves test design test execution and simultaneous learning. It emphasizes how exploratory testing is a part of every testing that human testers conduct albeit to varying degrees. According to the text there are different levels of control over test design during execution of exploratory testing which fall on a continuum between pure scripted testing and pure exploratory testing.

The document demonstrates how testing strategies are adjusted during exploratory testing in response to ongoing product knowledge. It makes clear how the particulars of the testing scenario — such as the goal the testers responsibilities the resources at hand and the features of the product — affect the exploratory testing methodology.

In order to align with the testing mission formulate questions about the product design tests carry them out conduct exploration and report findings the document describes the process of exploratory testing as a cyclical one. It describes how exploratory testing sessions often start with a chart that outlines the goal and actions to be taken along with examples to help with comprehension.

The paper also makes a distinction between session-based test management where each session produces written notes that are examined by the test lead and may result in new test data or updated test materials and freestyle exploratory testing where the only official output is a collection of bug reports. The significance of skill and adaptability in exploratory testing is emphasized in the conclusion as opposed to relying solely on written test procedures.