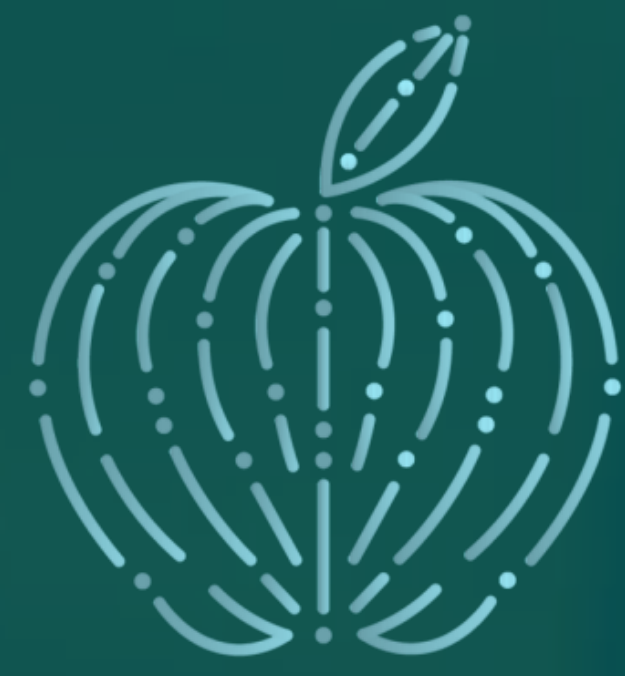


ENACTEST project

Industry –Academia Gap



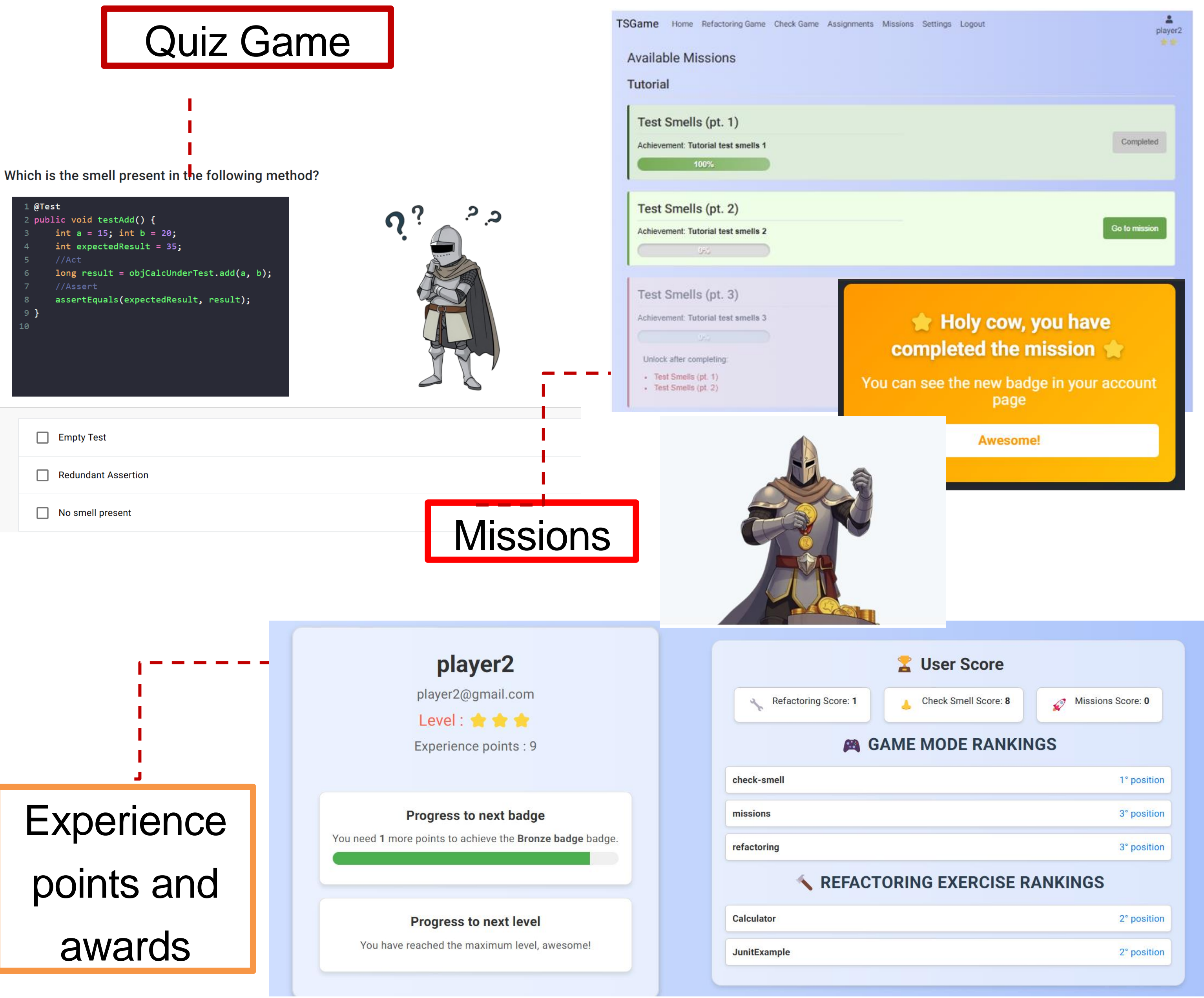
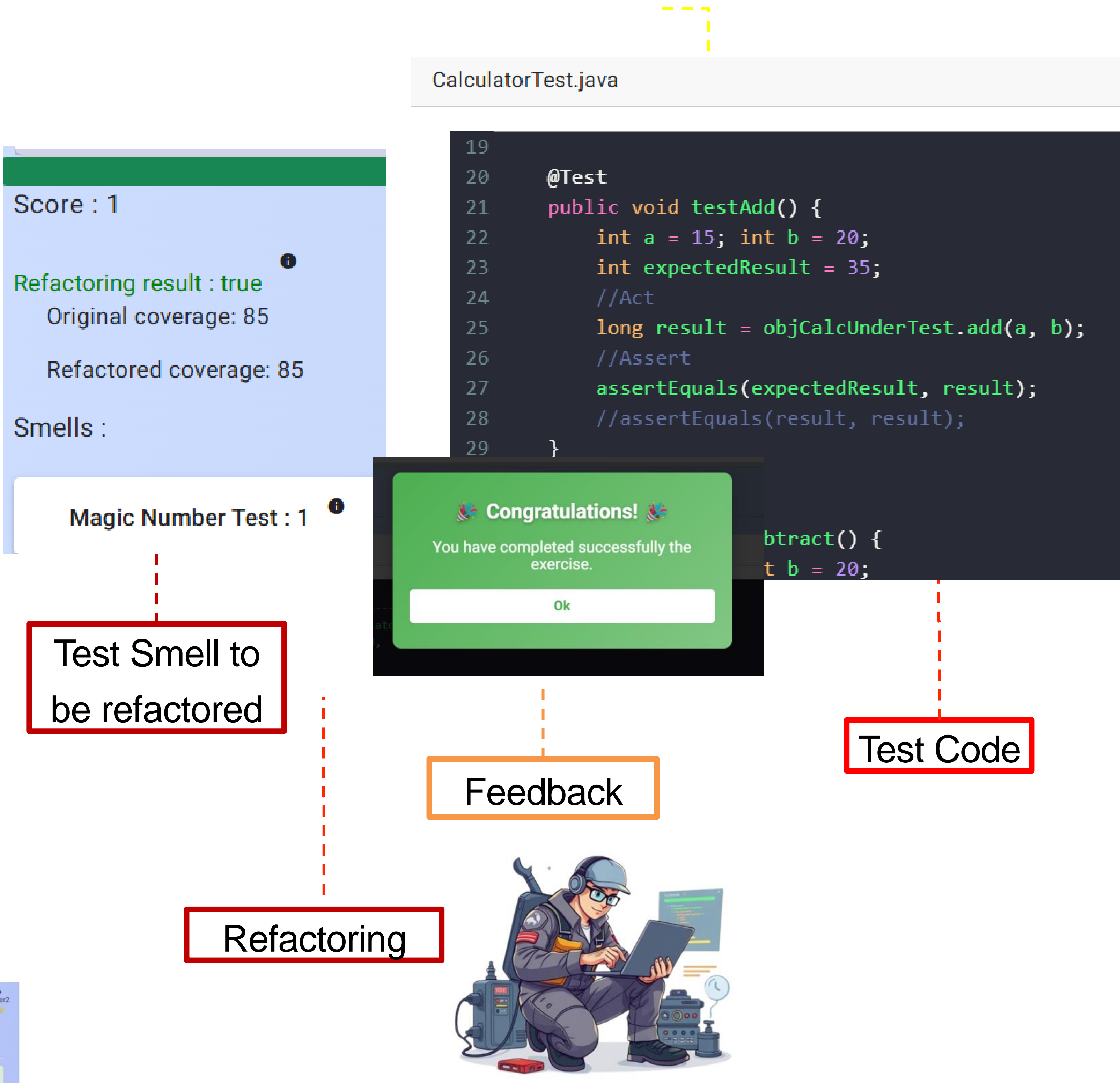
The ENACTEST project aims to create coherent and timely teaching materials for testing, taking into account both industry needs and students' cognitive models in order to improve students' learning performance while reducing industry's training needs for testing.

Anna Rita Fasolino, Porfirio Tramontana

Capsule: Test Smell Game

The presence of test smells related to low-quality test cases is a known factor contributing to problems in maintaining both test suites and production code.

The **TSGame (Test Smell Game)** capsule provides a serious game where students can familiarize with test smells by practicing with their detection and removal from JUnit test code. TSGame has been implemented as a Web-based application that allows a teacher to assign students test smell detection and refactoring tasks that they have to accomplish in game sessions.



Objectives of the capsule:

- ✓ Learning about bad practices in writing JUnit test code (test smells)
- ✓ Learning and practicing test smells detection by solving quizzes
- ✓ Interactively learning and practicing about test smells removal by refactoring test code

