

expoQA[®] 26

MADRID 26th, 27th & 28th May

expoqa.eu

Pablo Garcia started as a tester in 1996 for Ericsson.

After passing through roles like Test Manager, Project Manager, Program Manager he worked as Total Program Manager managing all the Ericsson Development in India. He works for a “Drama Free” IT development and maintenance, that is when it is most effective and valuable.



Now, over 20 years later he has run over 50 assignments besides running his own test companies, he founded the current one in July 2016, and aiming to be 20 employees by Christmas. Pablo has spoken at national and International Conferences like NFI, Test management Forum and Star West, and has given Testing courses since 2001. Amongst other he has educated over 400 nurses in acceptance testing during the last 8 years.

I like doing things right the first time

Testers



Agenda

1. What happens when you don't do it right the first time?



2. The Quality Chain

3. The best way to create software

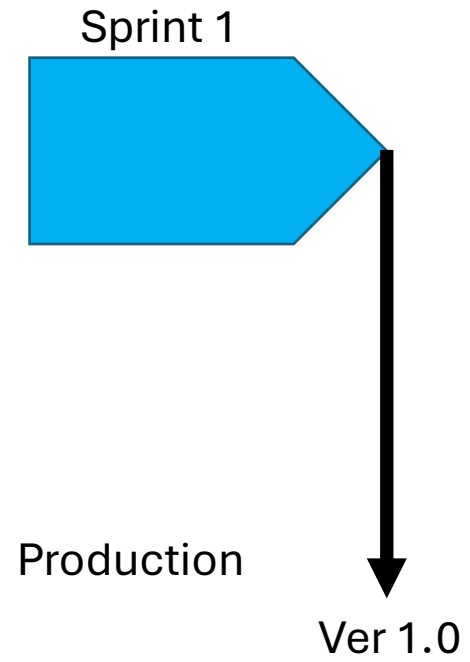


4. Personal accountability

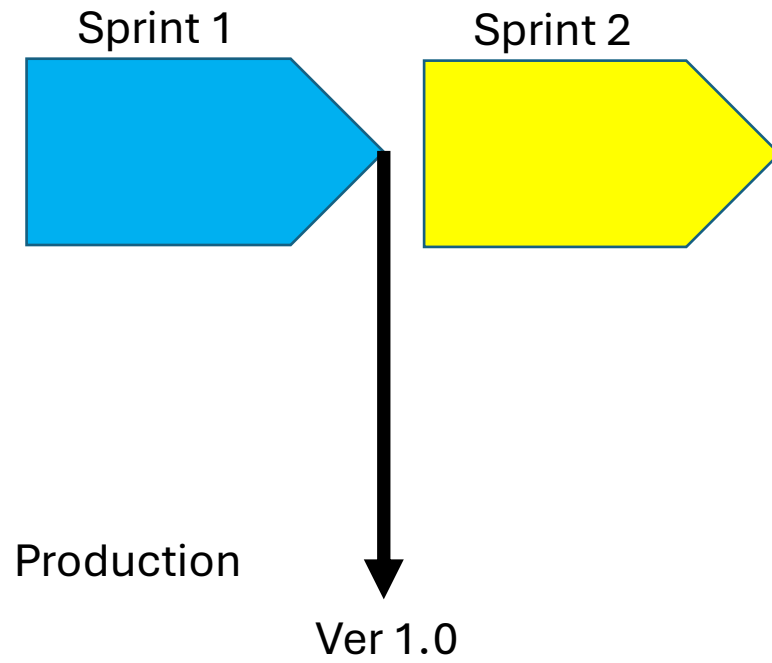
5. Questions



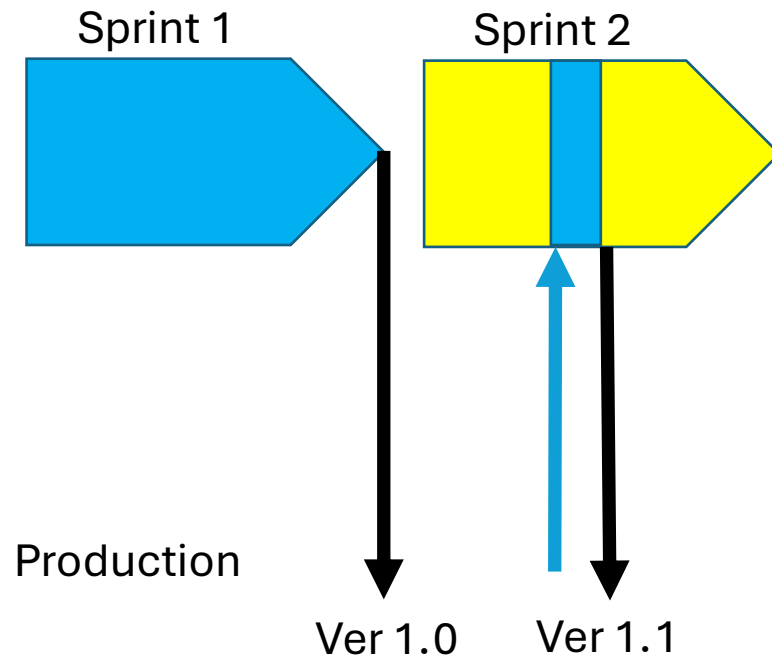
1-Dont doing it right the first time



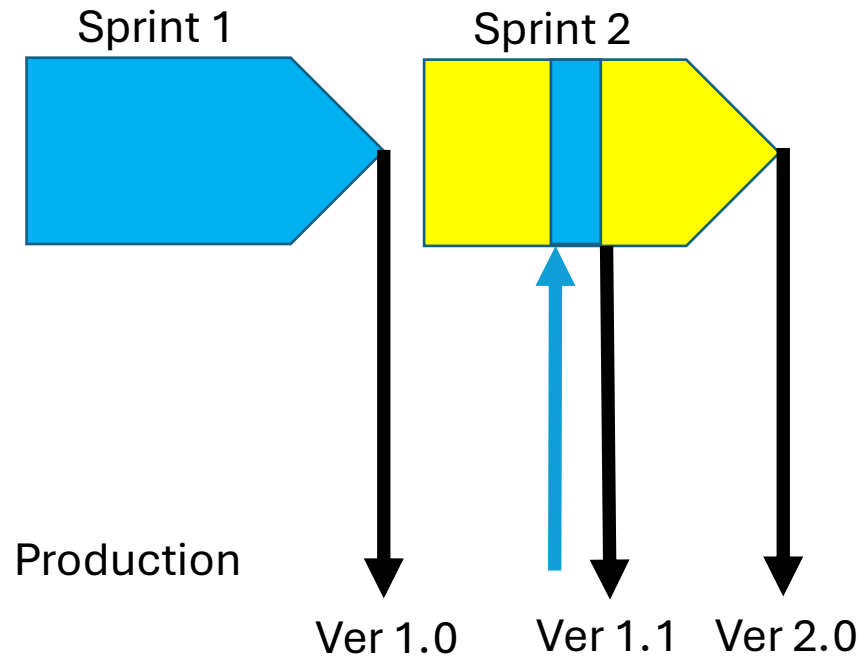
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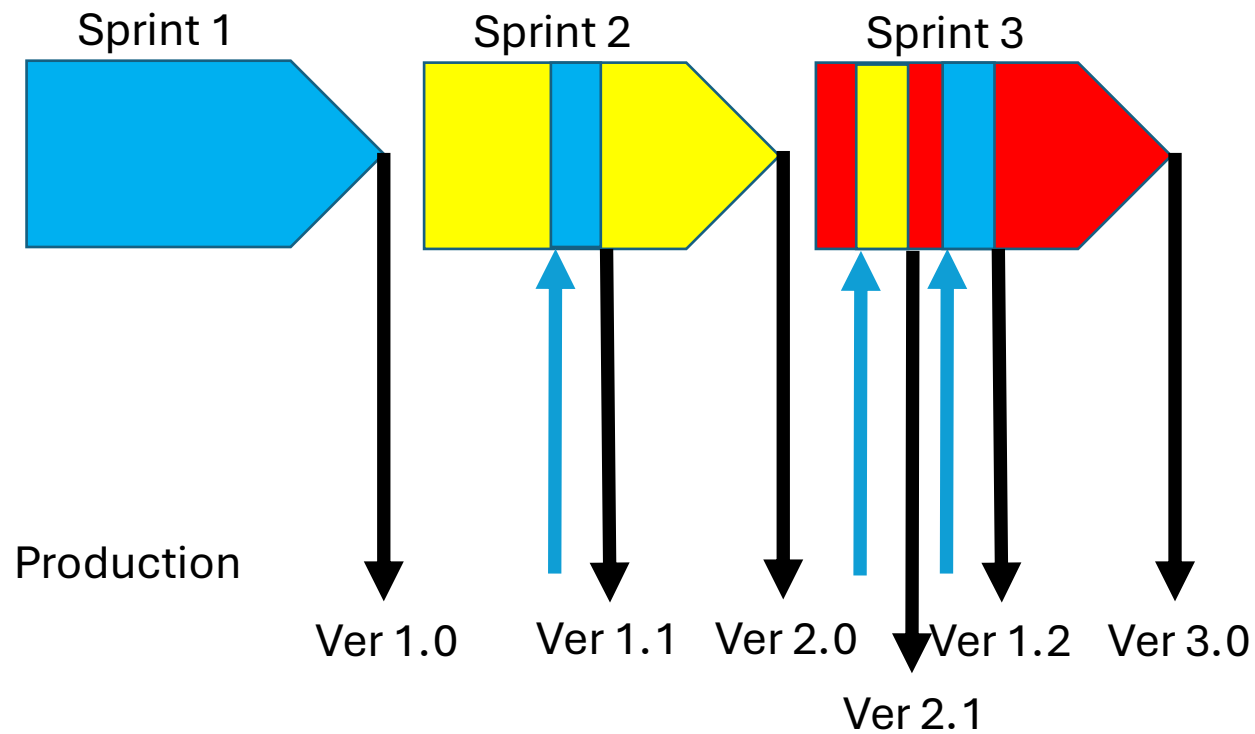
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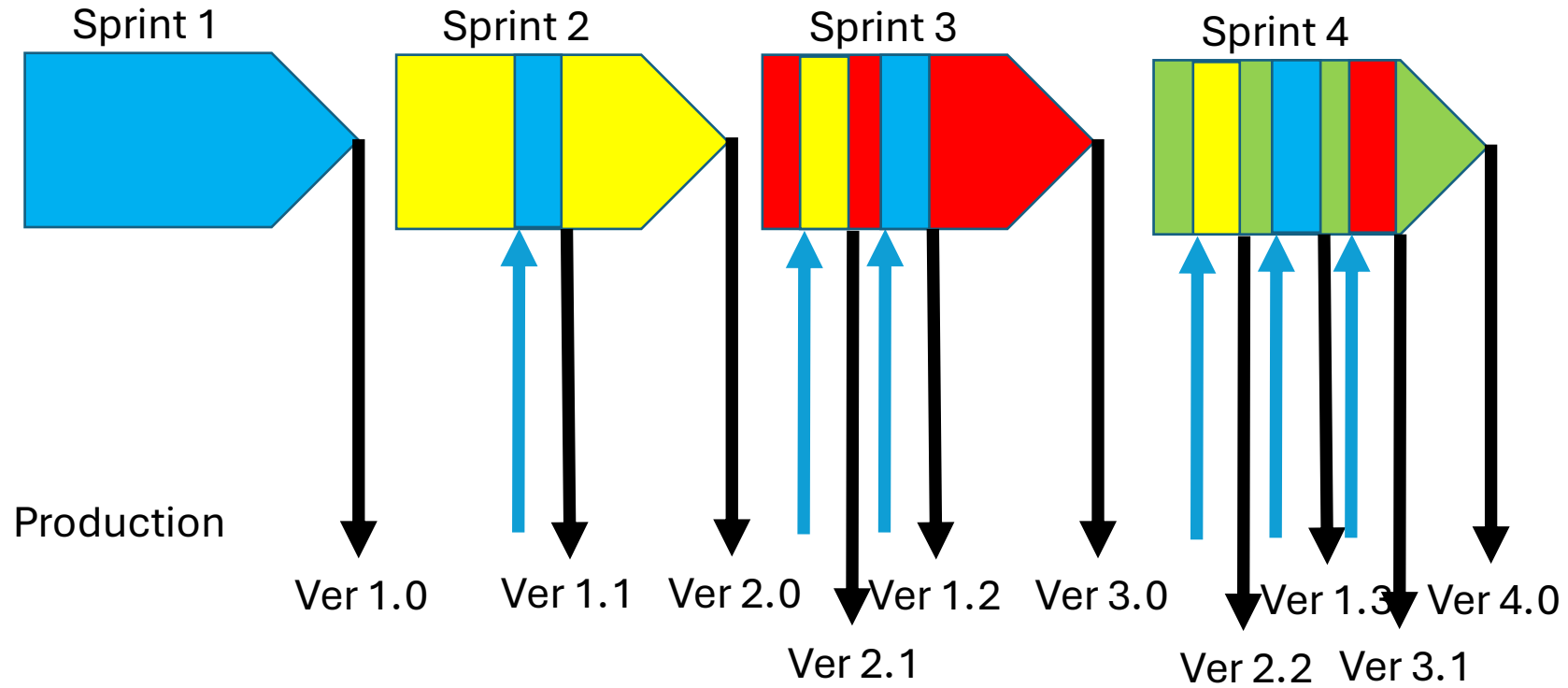
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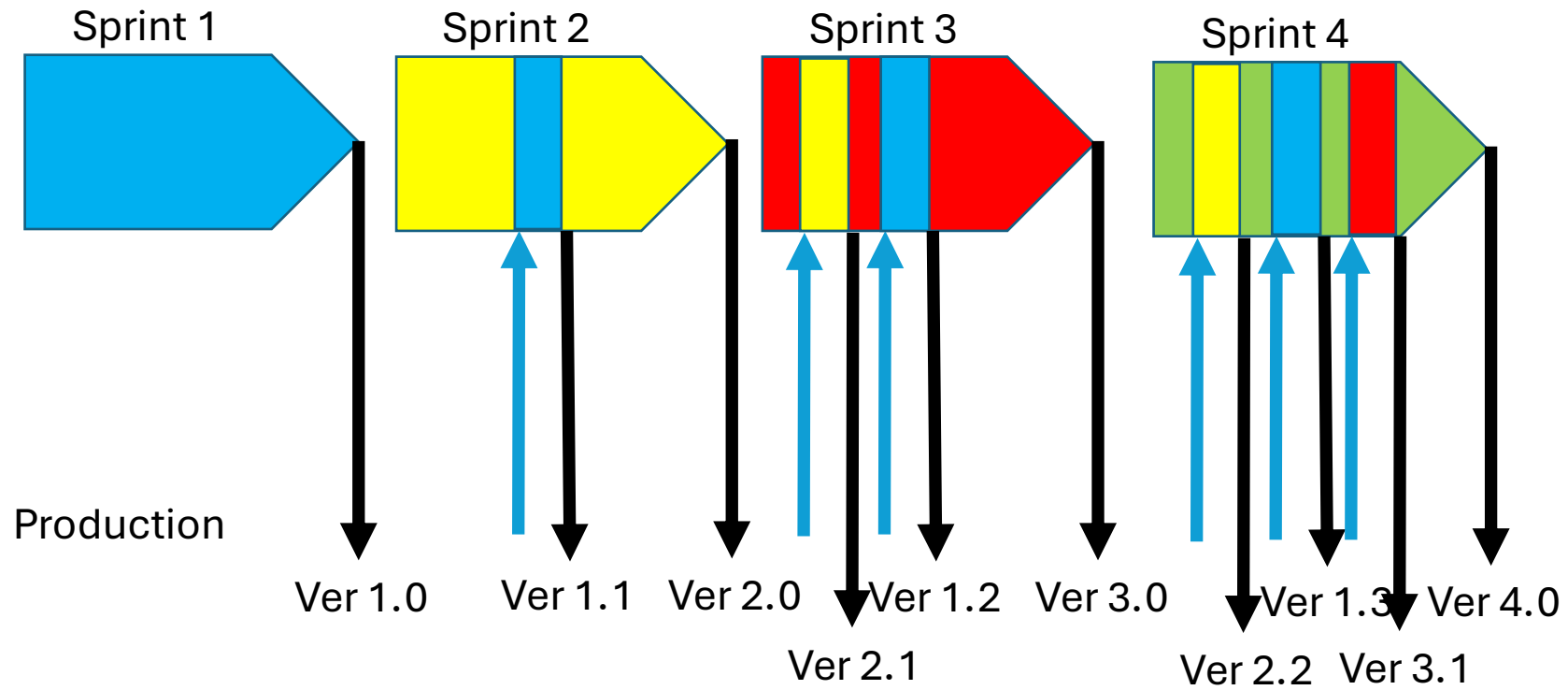


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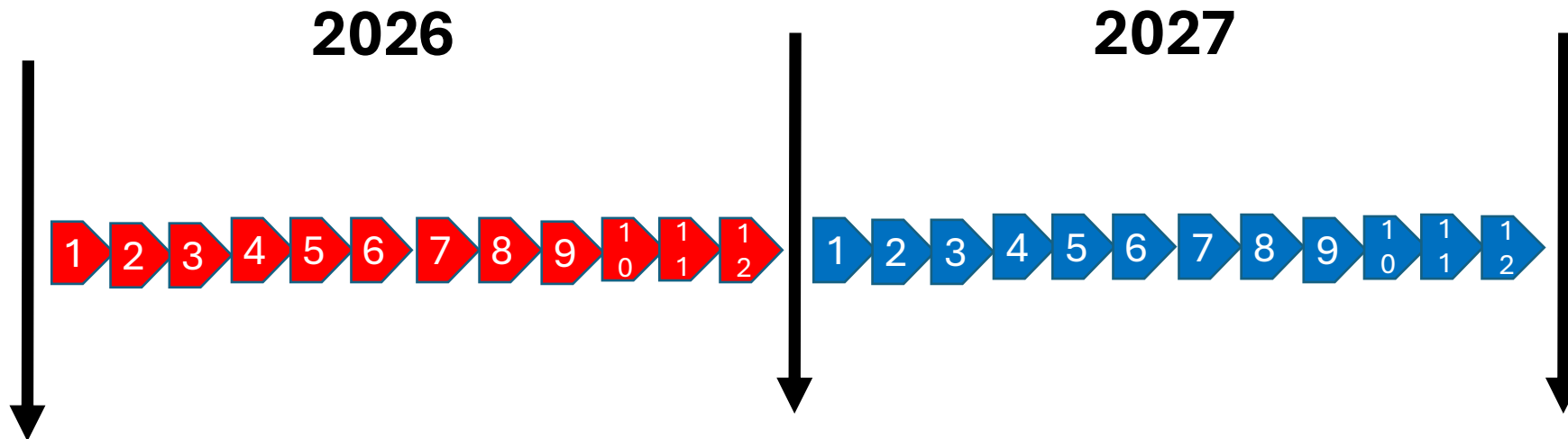


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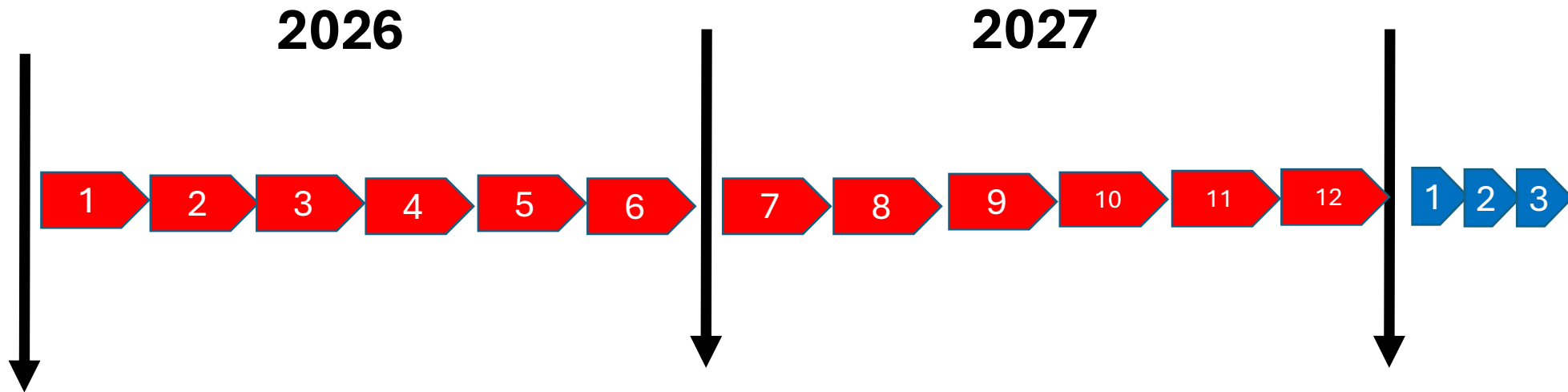
What is the REAL problem with waste



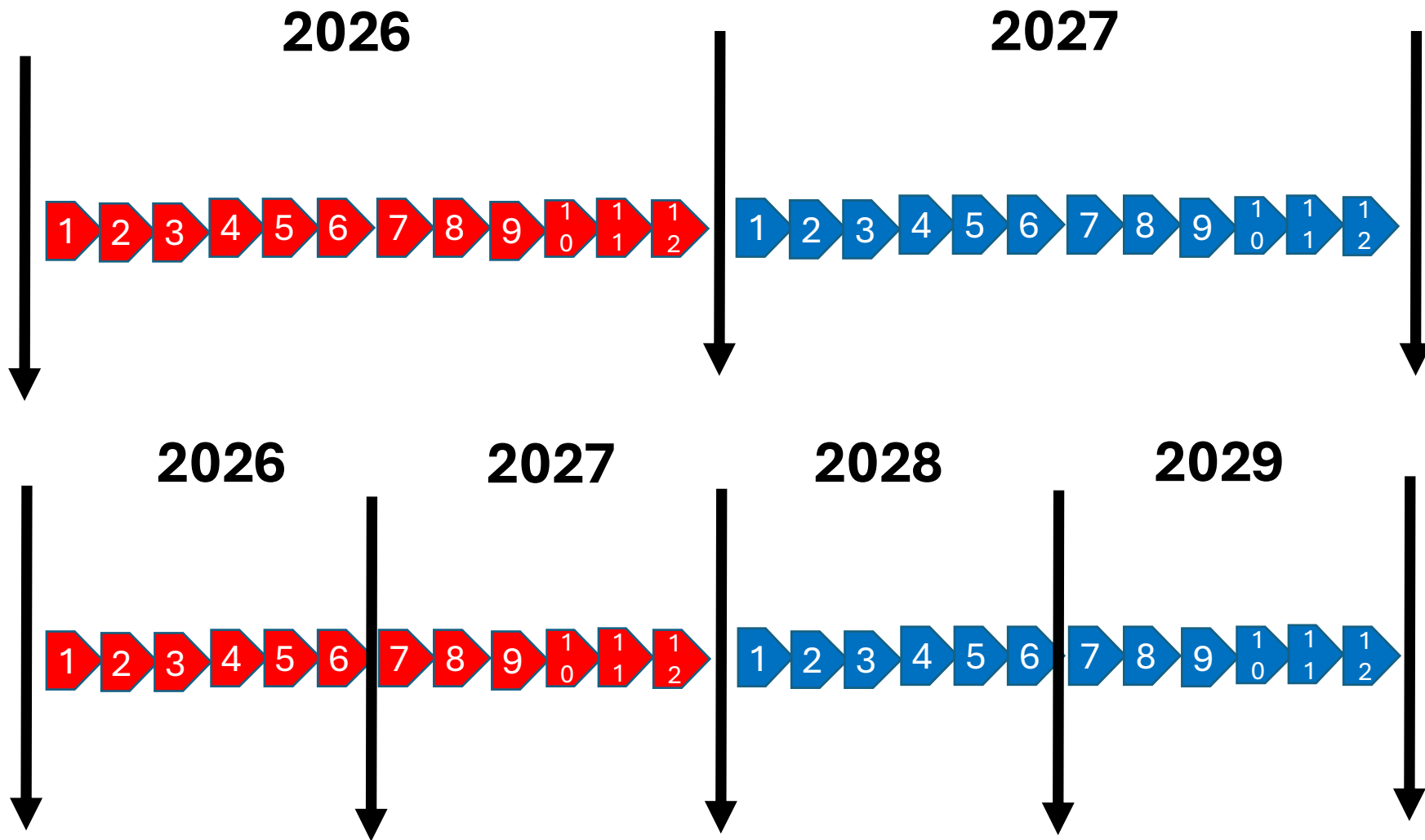
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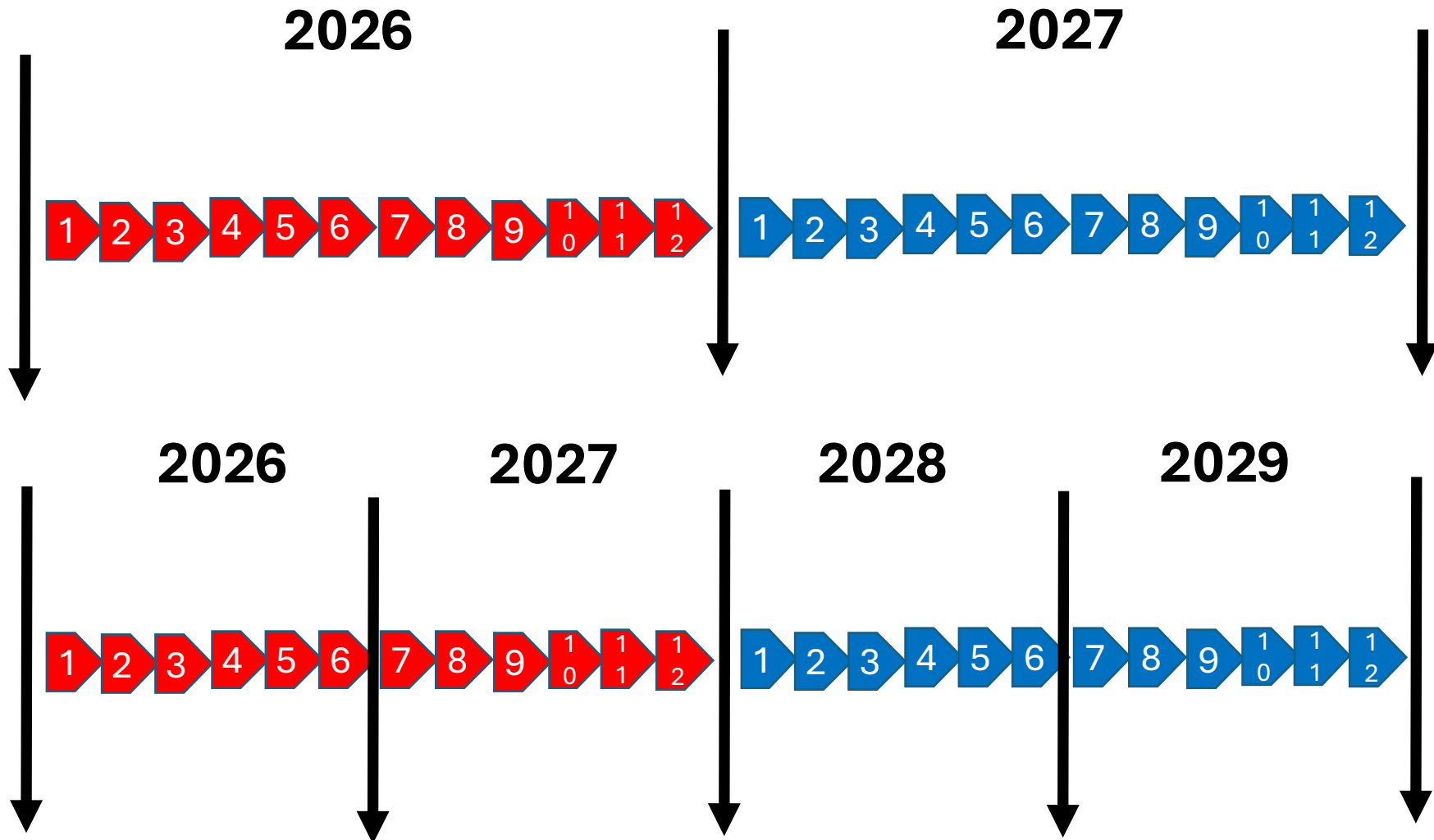


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The company can not compete with competitors in the industry



Why is it happening?

- "I Do not have time to..."
- If you are Truly Agile you should Not.....
- But We Promised...
- Lack of Resources
- Lack of Roles
- "ok" , Promise without knowing

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- The Hero Mentality

1-Dont doing it right the first time

Heroes/Drama-free development

- The ones correcting bugs in production become the heroes
- The Heroes are seen, have the highest salary and are seen as "the best developers we have"
- The incentive model is wrong, the people doing things right the first time are not seen, have the lowest salary but deliver the most value to the company.

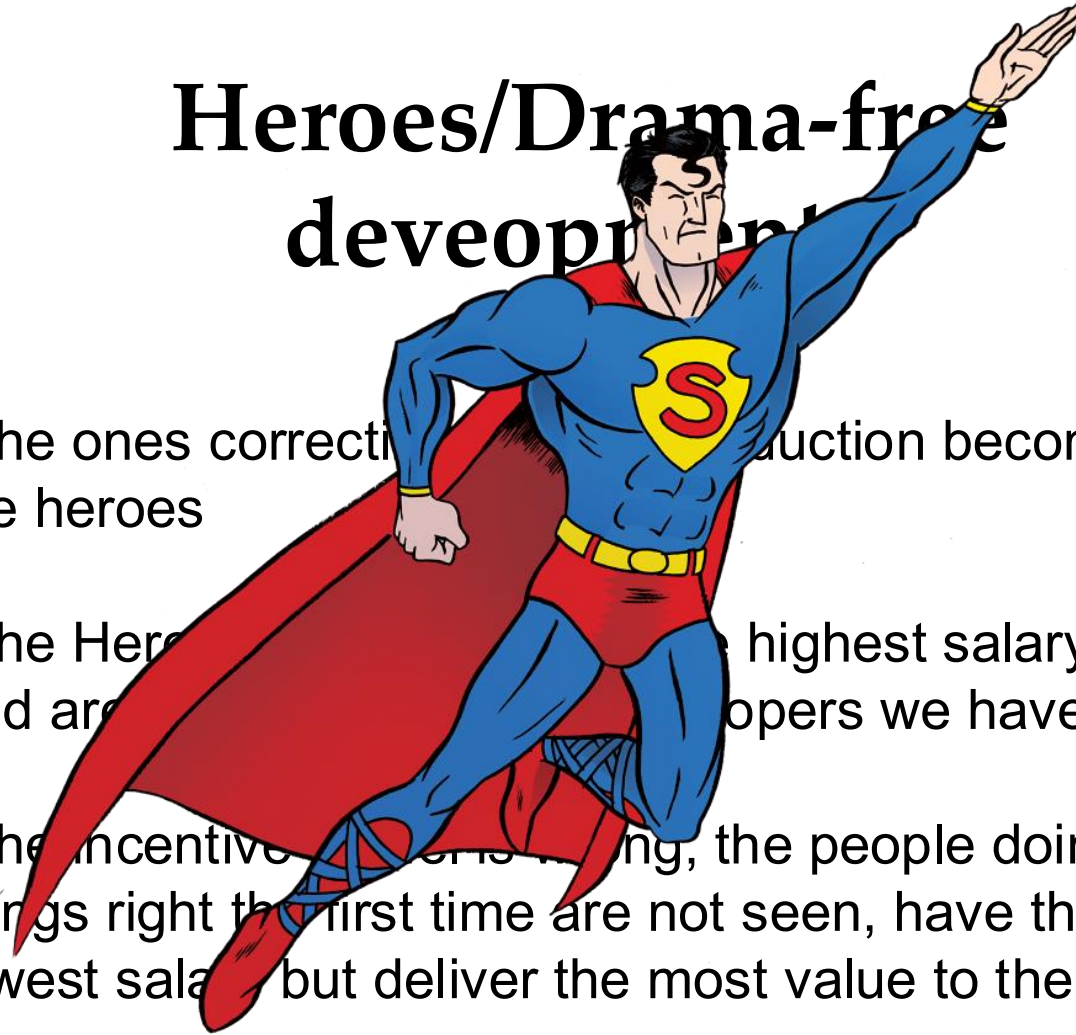
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Heroes/Drama-free development

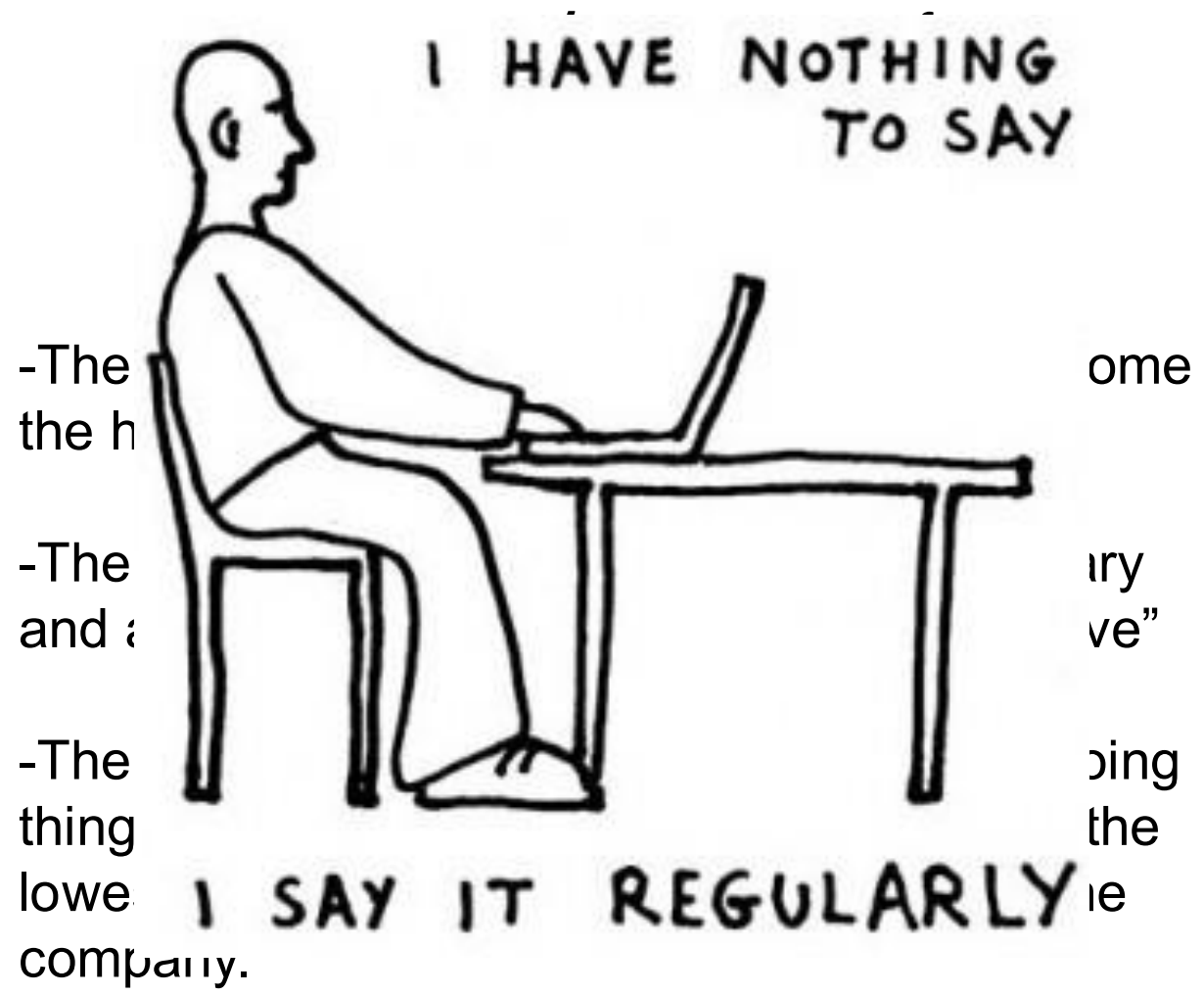
-The ones correctly doing things right the first time become the heroes

-The Heroes are given the highest salary and are called "the heroes we have"

-The incentive system is wrong, the people doing things right the first time are not seen, have the lowest salary but deliver the most value to the company.



1-Dont doing it right the first time



1-Dont doing it right the first time

What can we do about it?

Change the Incentive Program.

Reward the projects and persons that do drama free development

Order proper Quality. (Quality Requirements)

Agile allows the customers to demand a certain level of quality.

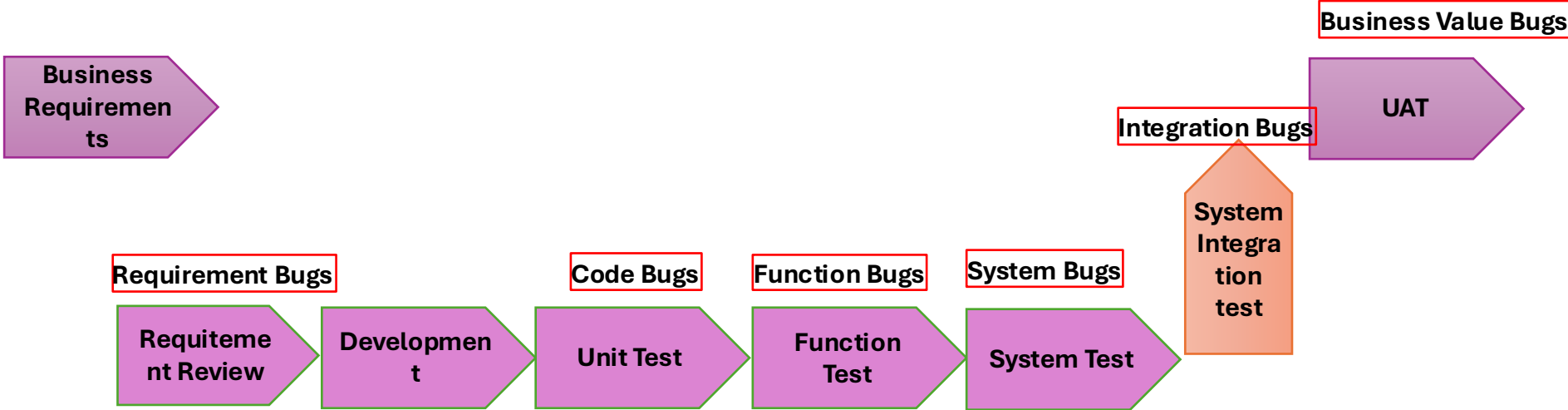
1-Dont doing it right the first time

Henry Ford

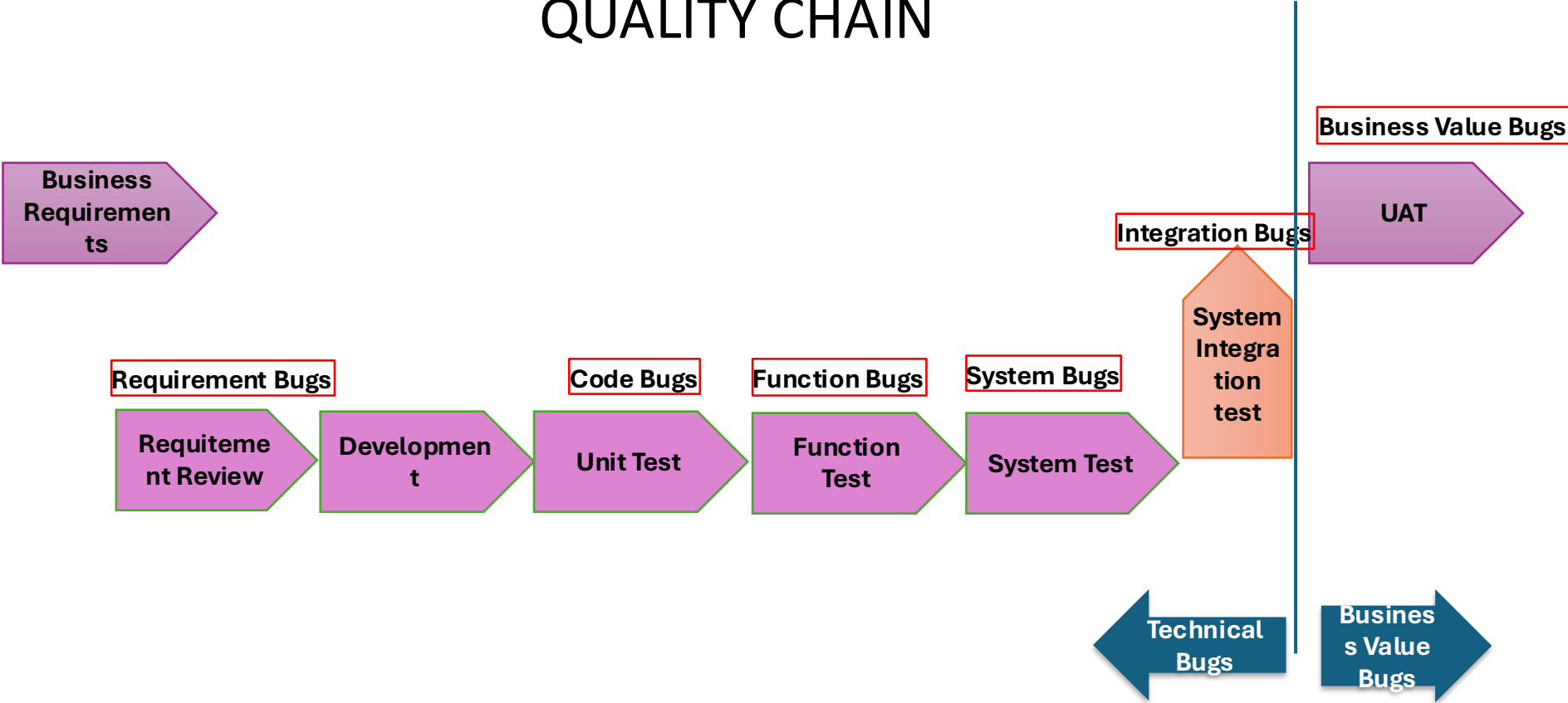
**“Quality means doing it
right when no one is
looking”**



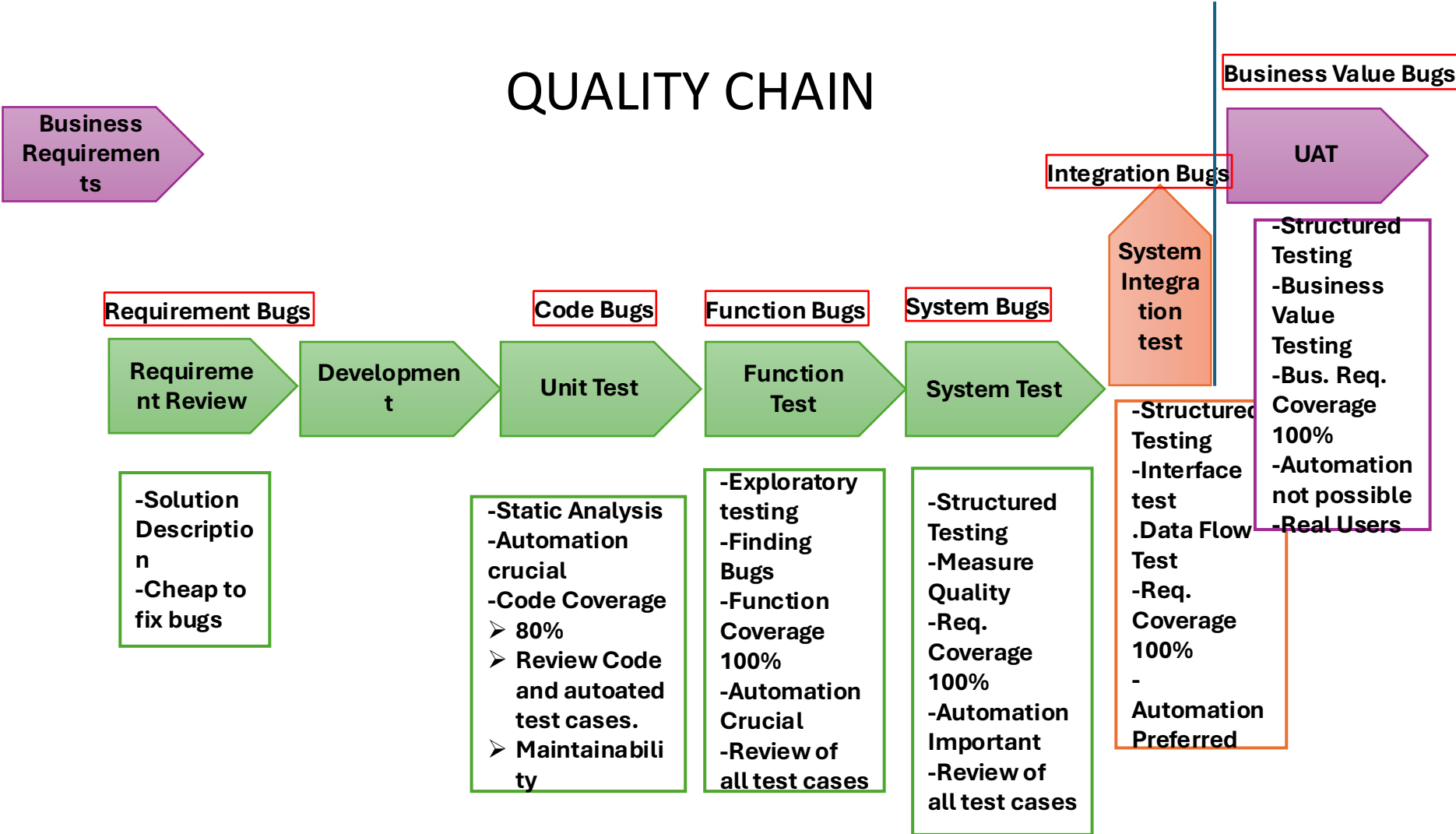
QUALITY CHAIN



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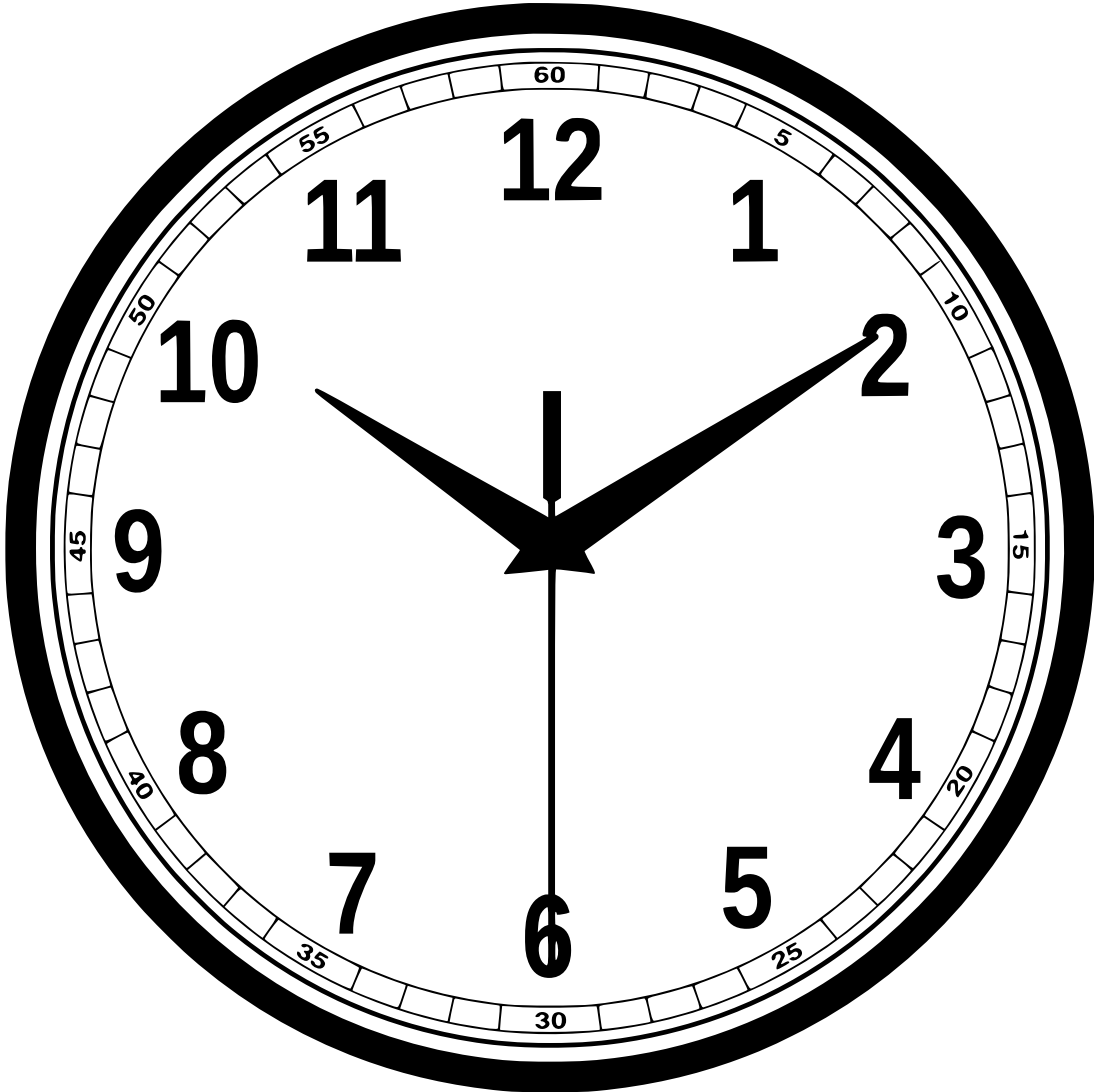
QUALITY CHAIN



The best way

- There are many studies that say that doing things right the first time is the best way to create software.
- Creating good requirements and UX minimizes internal bugs with 95%
- Unit testing is ROI is within the same sprint.
- Regulations and standards are good, they tell you what and how it shall be done. (expectations)
- Over time test goes faster and faster, requirements become better and less bugs are created

3-The best way of creating Software



Personal accountability

The value that is in the base for all good, fast and sustainable development is:

Personal accountability.

- **Do the things you should, the way you should.**
- **Take responsibility for what you do.**
- **Never stop learning**

Questions?



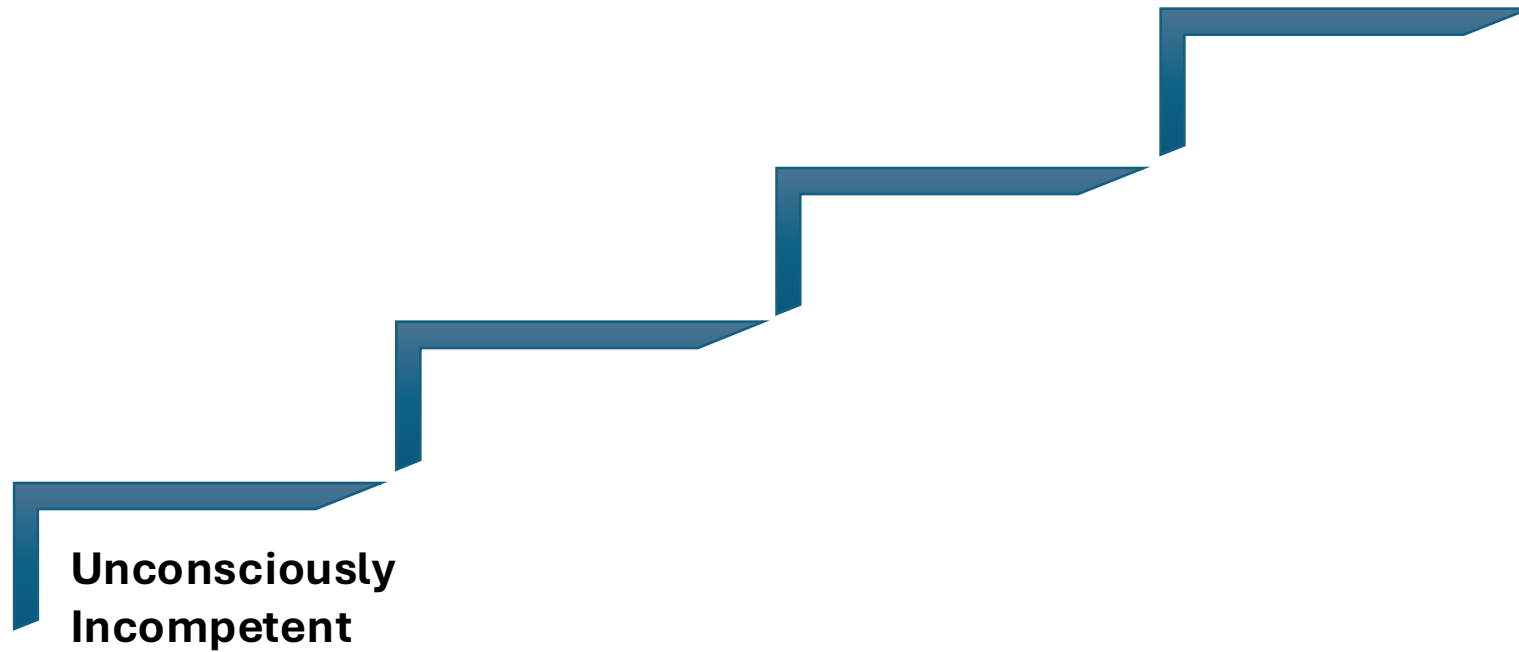
Mobile: +46 70 6111464

pablo.garcia@sharpness.se

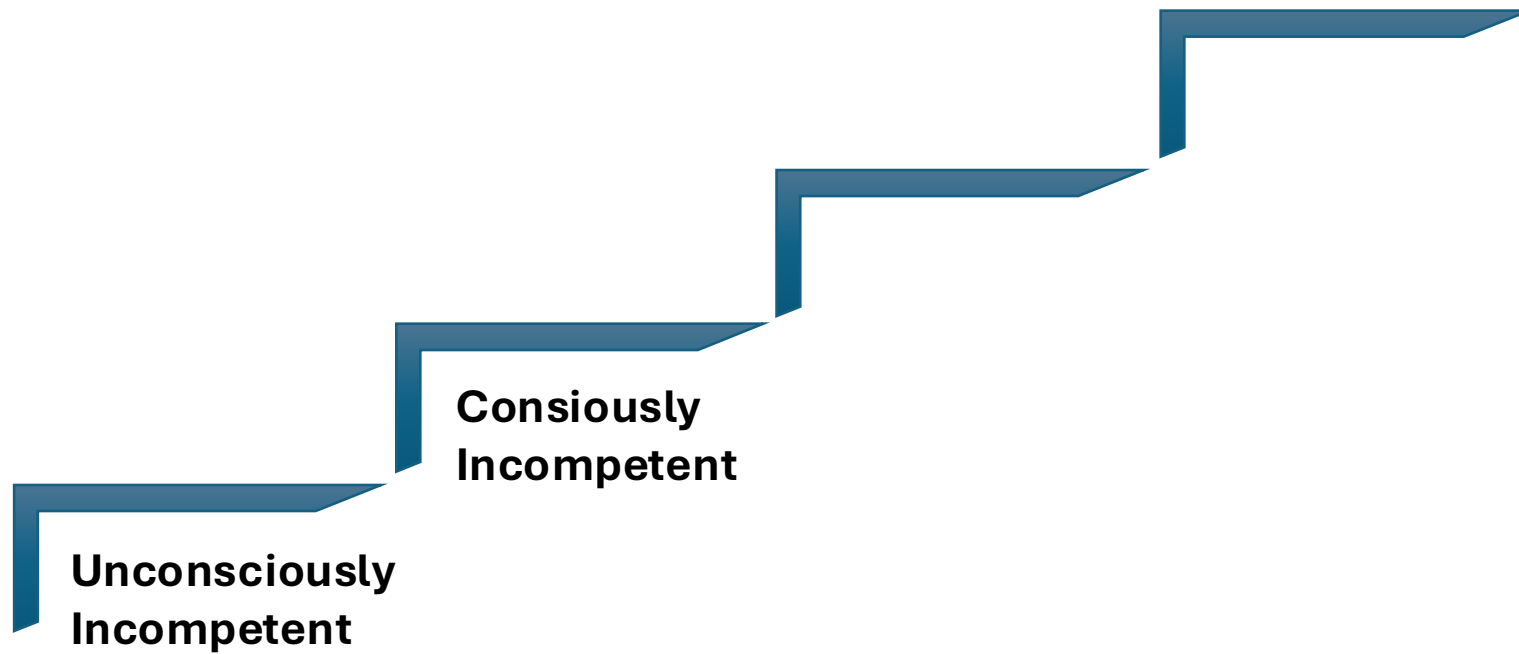
The competence ladder



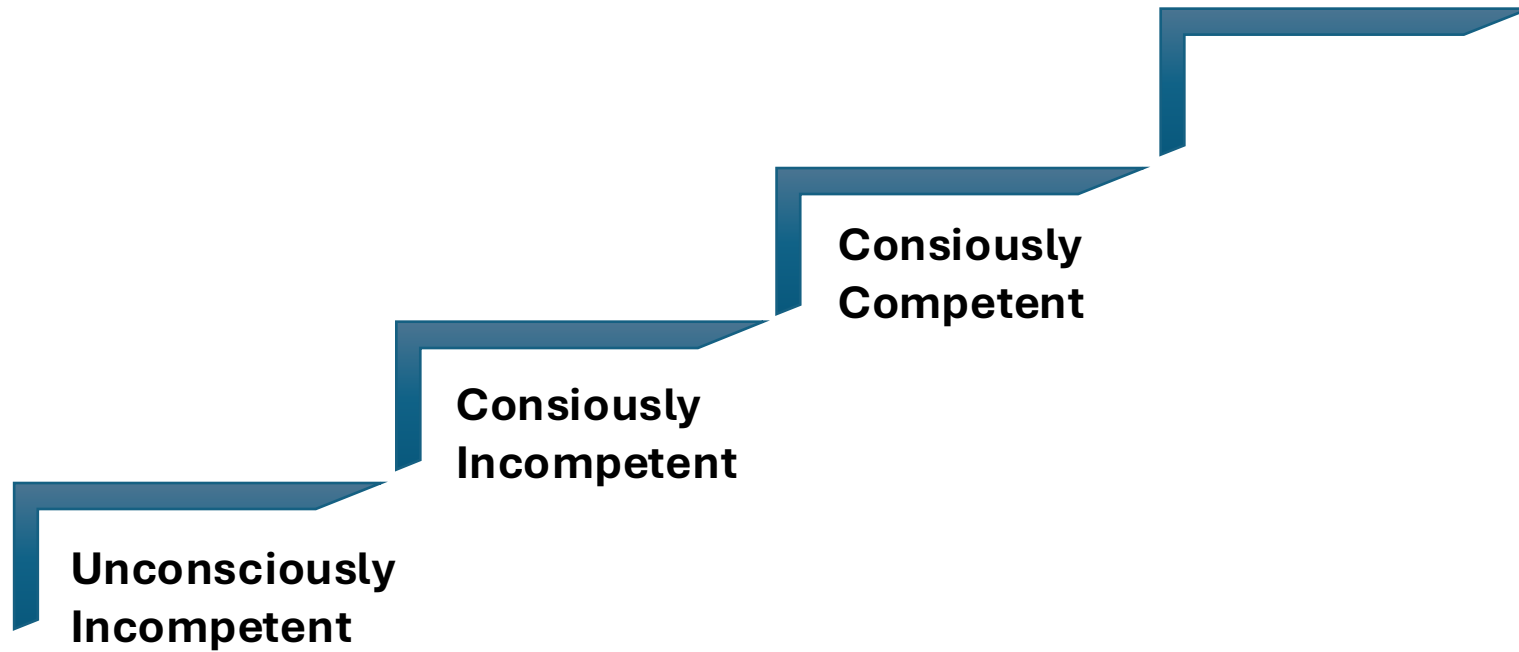
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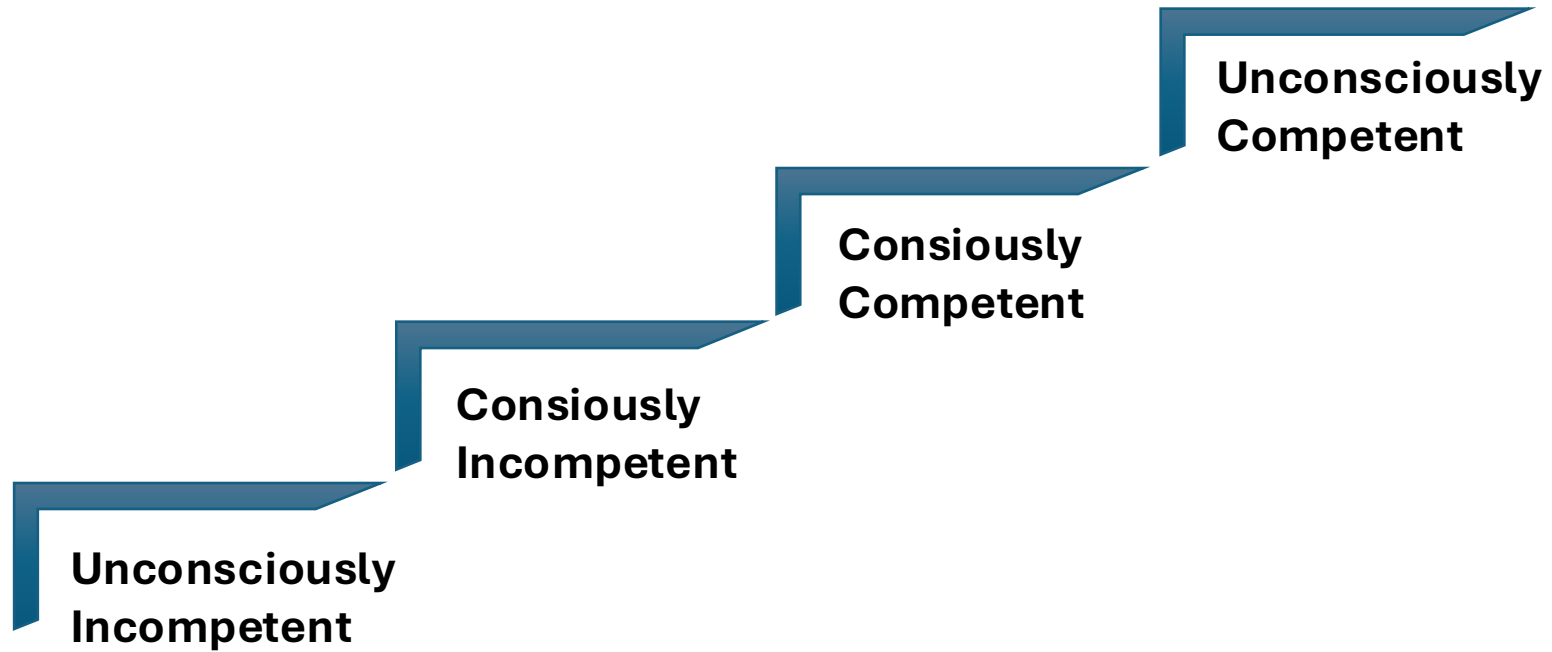
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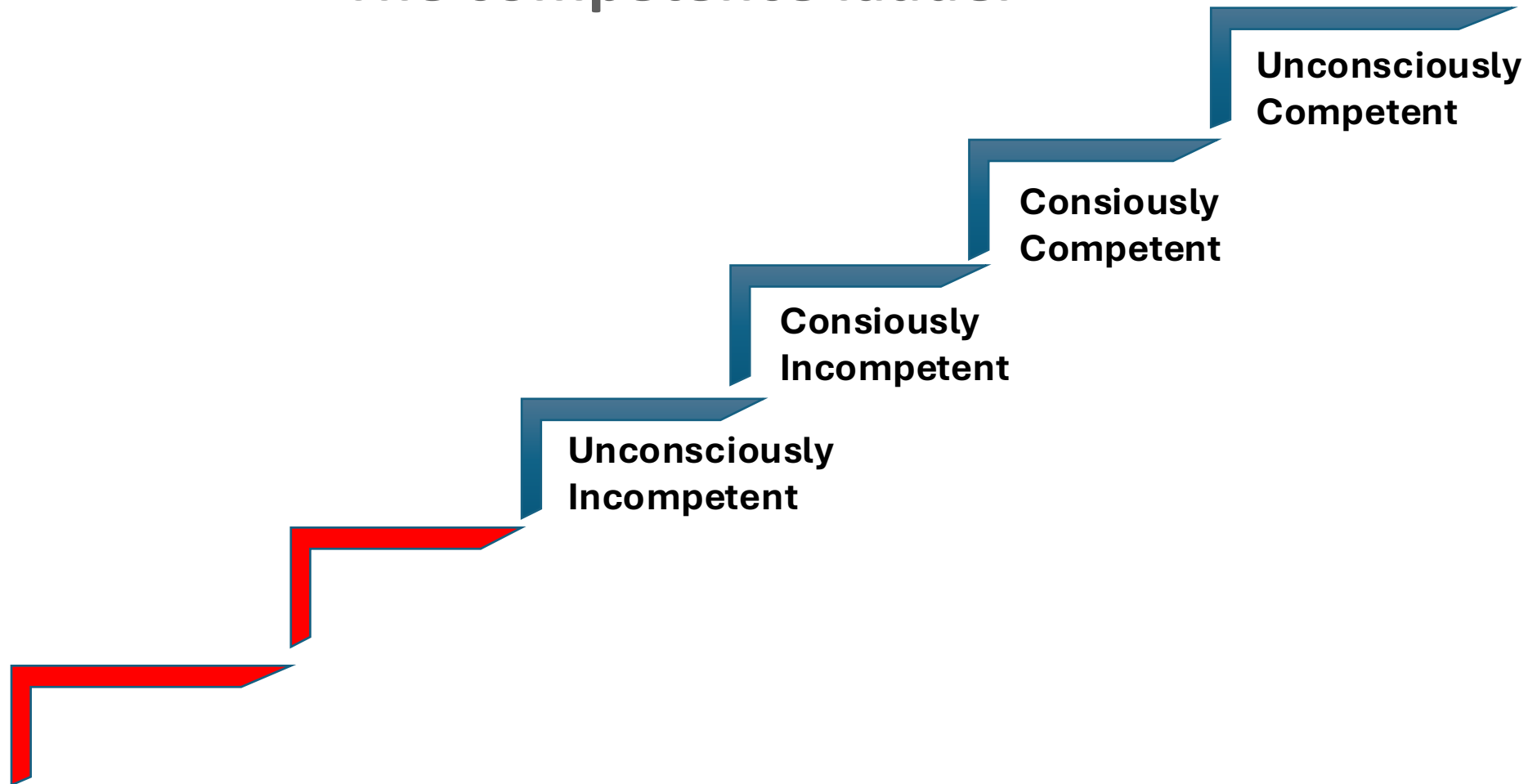
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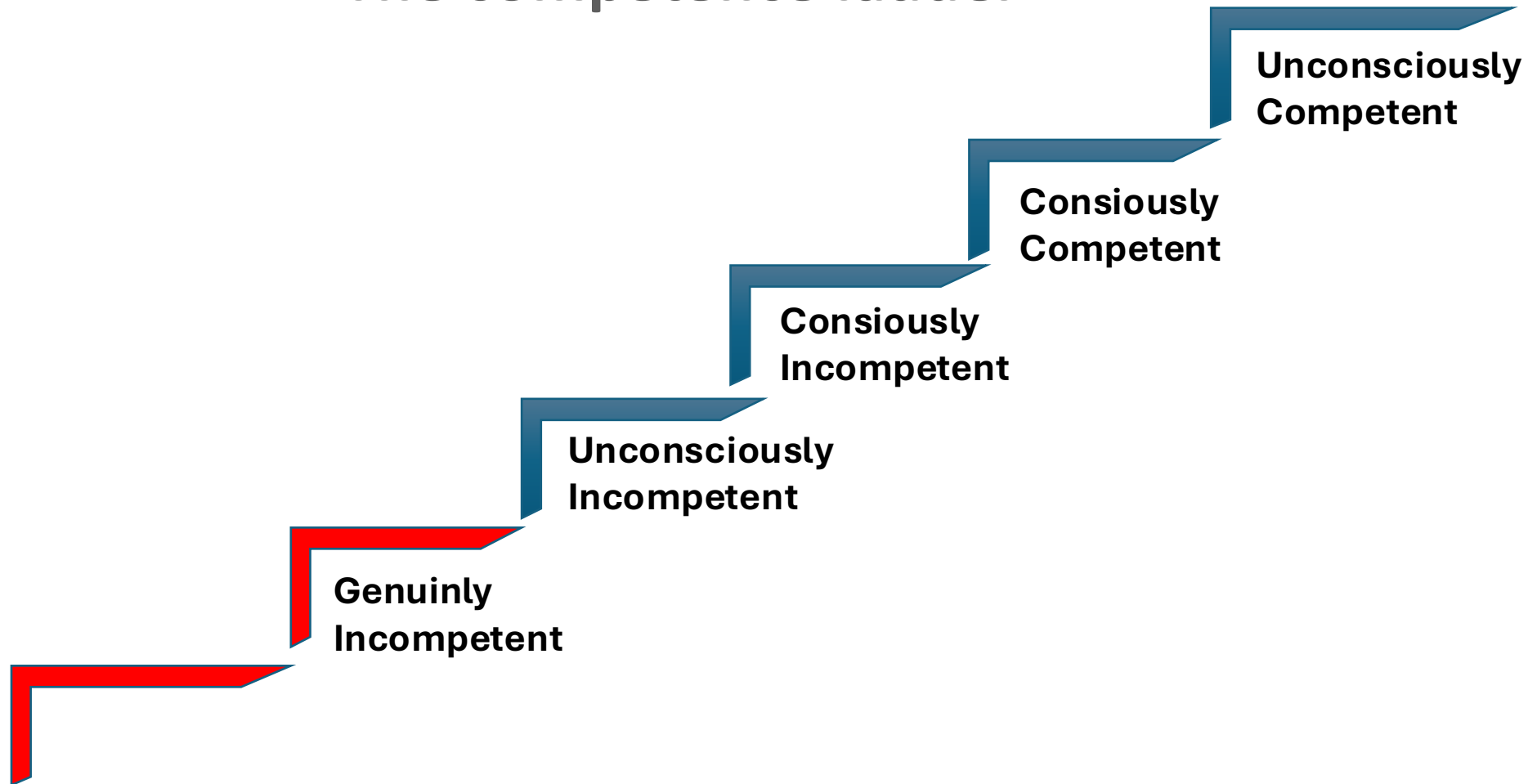
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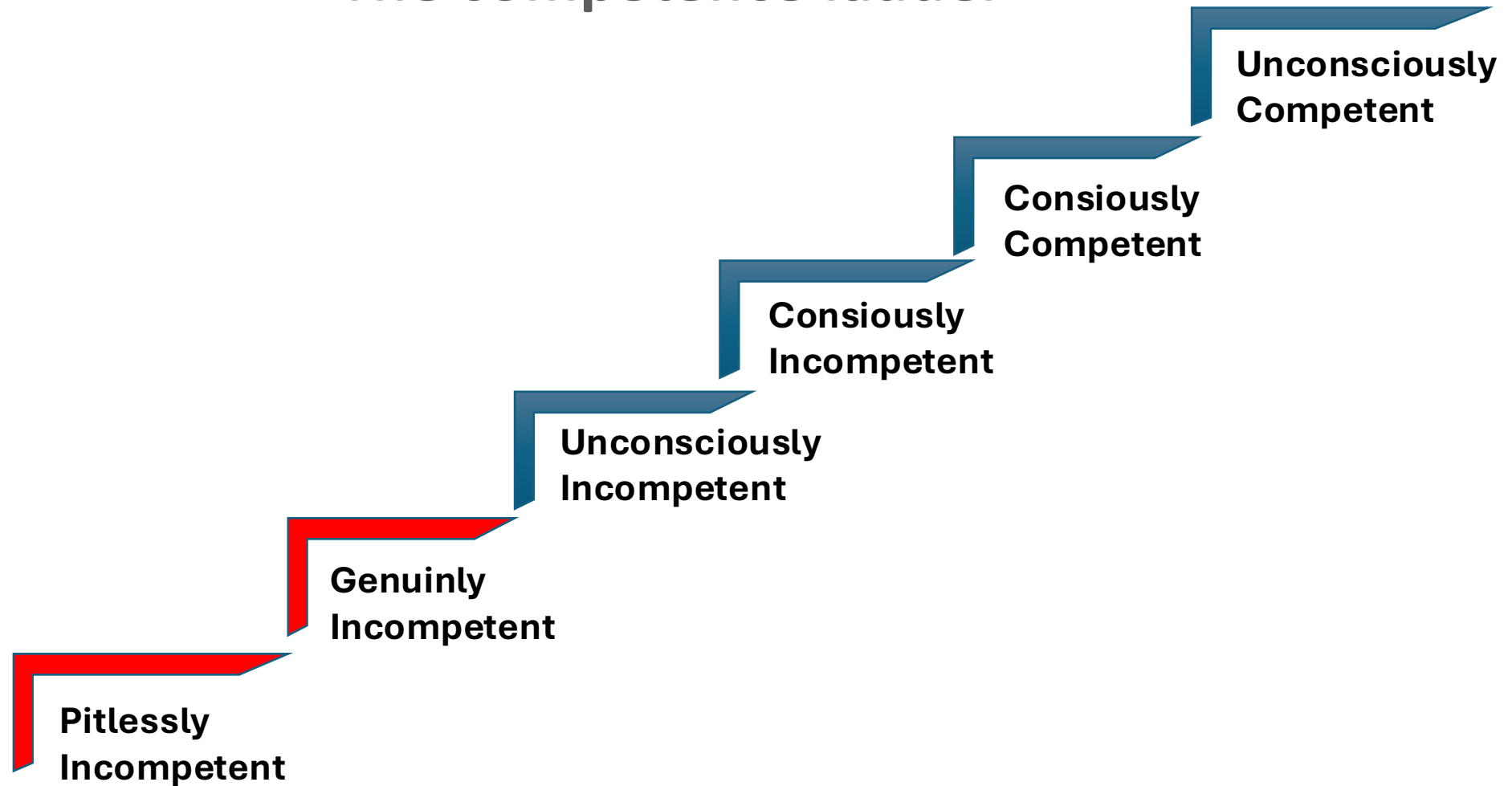
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Thank you for attending

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