

Quality assurance for software project success – Syllabus

Lecture length: 120 minutes

Lecture goals: One of the main keys for a software project success is to provide a high quality product to the customers – a product that does its job well, efficiently, smoothly and is easy to use.

The problem is that too many organizations think of quality as an “add-on”, we “just do some testing in the last quick phase to map out the bugs”, which usually results in too many issues detected very closely to the release date, an unstable release with many issues and an unhappy customer.

It is vital to understand that quality is a process that goes hand in hand with the various development phases – for every development action there is a corresponding quality action. Correctly implementing this usually results in detection of critical issues even before one line of code is written, a better product, less time spent on bug fixes and more on adding new capabilities, thus saving the organization time and money, and making for a satisfied customer and management.

In this lecture we will go over the basics of how to correctly incorporate quality into our project in each and every phase of development – regardless of development methodology – classic V or modern Agile.

Target audience: Developers, quality personal, product owners and managers.

Curriculum:

- Opening
 - Why quality assurance – learn for other’s mistakes and success stories

- Building a correct quality process
 - Who – Quality is everyone’s responsibility
 - How – Correct way to assess quality
 - What – From functionality to performance through load and usability
 - When – Quality throughout the SDLC

- Managing the quality process
 - The importance of a solid test plan
 - Various teams building quality together
 - Quality visibility & communicating quality to others (developers and managers)

Good luck!