



[1/7/12 10:01:04 AM] Weekend Testers Americas: Welcome to Weekend Testers Americas.

[1/7/12 10:01:21 AM] Weekend Testers Americas: My name is Michael Larsen and I will be your facilitator today.

[1/7/12 10:01:36 AM] Weekend Testers Americas: Our first order of business is Introductions, so please, introduce yourselves :).

[1/7/12 10:01:42 AM] Steveland Daniels: Steveland Daniels from the UK

[1/7/12 10:01:42 AM] Eugenia Yakhnin: My name is Eugenia, work as a Software Tester at Health Care agency

[1/7/12 10:01:43 AM] Weekend Testers Americas: Weekend Testers Americas set topic to " WTA-23: Introductions "

[1/7/12 10:02:11 AM] Gabriel Loo: Hi there, I'm Gabriel. I'm a computer science student at the University of Waterloo. This is my first weekend testing session. Nice to meet you all!

[1/7/12 10:02:26 AM] Weekend Testers Americas: As stated previously, I'm Michael Larsen (@mkltesthead on Twitter), blog at <http://mkltesthead.com>

[1/7/12 10:02:27 AM] Eugenia Yakhnin: I'm from Toronto

[1/7/12 10:02:53 AM] Shmuel Gershon: Wow, it's already WTA 23? I missed a lot of them.

Had to look hard to find my copy/paste bio :)

[1/7/12 10:02:57 AM] Shmuel Gershon:
Copy Paste! -->
I'm Shmuel Gershon, write at <http://testing.gershon.info> and tweet at @sgershon.
I am the author of Rapid Reporter and a technical lead at a testing department in the Jerusalem campus of Intel Corp.

I am convinced that the most significant factor in our quest for quality is people, not features or technology.

[1/7/12 10:03:24 AM] Weekend Testers Americas: OK, I think that's everyone. Let's get down to today's mission.

[1/7/12 10:03:41 AM] Weekend Testers Americas: First, a question... how many of the attendees know how to play the game SET?

[1/7/12 10:03:51 AM] Steveland Daniels: nope

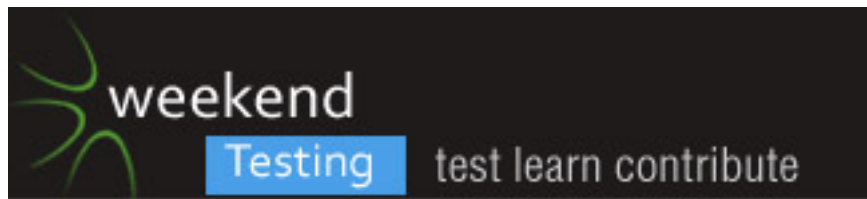
[1/7/12 10:03:53 AM] Gabriel Loo: nope

[1/7/12 10:04:05 AM] Weekend Testers Americas: OK, good :).

[1/7/12 10:04:05 AM] Shmuel Gershon: Long ago.

[1/7/12 10:04:16 AM] Weekend Testers Americas: Then this first part will be helpful to you.

[1/7/12 10:04:20 AM] Eugenia Yakhnin: have no idea, sorry



[1/7/12 10:04:49 AM] Weekend Testers Americas: SET is a card game, and it's a game of finding patterns. It's very popular with many of the testing gathering I attend, and as should come as no surprise, there are online versions of the game :).

[1/7/12 10:05:15 AM] Weekend Testers Americas: To start, I would like everyone to go to this site:

[1/7/12 10:05:16 AM] Weekend Testers Americas:

<http://thebrereton.com/setgame/>

[1/7/12 10:05:36 AM] Weekend Testers Americas: Note, this is not the site we will be testing, but it will help us get our bearings.

[1/7/12 10:05:42 AM] Weekend Testers Americas: This is a single player version of the game.

[1/7/12 10:06:00 AM] Weekend Testers Americas: The goal is, within the 12 cards, you try to find six "sets".

[1/7/12 10:06:07 AM] Weekend Testers Americas: I'll explain how to do that...

[1/7/12 10:06:44 AM] Weekend Testers Americas: You may notice that the cards have various things in common:

1. There are three colors used (red, green and purple).
2. There are three shapes used (diamonds, ovals, and squiggles).
3. There are three shadings used (empty, lined, and solid).
4. There are three counts for shapes (one, two and three).

Three cards make a set if, in each of a card's features (shape, color, fill, and count) every card matches the others, or no cards match each other.

[1/7/12 10:07:02 AM] Weekend Testers Americas: Before we go any further, can everyone see the site?

[1/7/12 10:07:14 AM] Robert Donahue: yes

[1/7/12 10:07:18 AM] Eugenia Yakhnin: yes

[1/7/12 10:07:36 AM] Gabriel Loo: yes

[1/7/12 10:07:49 AM] Weekend Testers Americas: So to play on this site, you click on three cards, and if you have a set, it will display it for you.

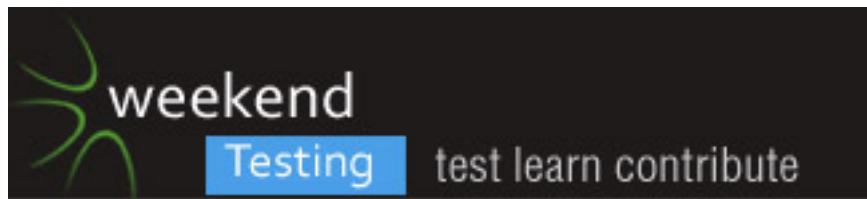
[1/7/12 10:08:07 AM] Weekend Testers Americas: If you don't it will give you an error and tell you why you don't have a set.

[1/7/12 10:08:21 AM] Steveland Daniels: i can see the site

[1/7/12 10:08:24 AM] Weekend Testers Americas: You can pick up the mechanics of the game very quickly, within just a couple of minutes.

[1/7/12 10:08:47 AM] Weekend Testers Americas: Weekend Testers Americas set topic to " WTA-23: Practice SET Gameplay "

[1/7/12 10:09:03 AM] Weekend Testers Americas: For the next five minutes, I would like to have everyone try to get some sets.



[1/7/12 10:09:14 AM] Scott Seltzer: I'm just joining. I'm Scott Seltzer from Israel (Hi, Shmuel!). I'm familiar with Set.

[1/7/12 10:09:51 AM] Weekend Testers Americas: If you finish the game (find all six sets) and you still have time, play again. The goal is to see how many you can find. We'll pick up and go to the actual test site in five minutes.

[1/7/12 10:10:04 AM] Weekend Testers Americas: If you have any questions about the game play itself, please let me know.

[1/7/12 10:10:10 AM] Steveland Daniels: just got one set so far

[1/7/12 10:10:17 AM] Weekend Testers Americas: There you go :).

[1/7/12 10:11:21 AM] Weekend Testers Americas added bharani to this chat

[1/7/12 10:11:24 AM] Weekend Testers Americas: Note, some sets re definitely not obvious.

[1/7/12 10:11:34 AM] Weekend Testers Americas: Hello Bharani.

[1/7/12 10:11:42 AM] bharani: hi

[1/7/12 10:12:05 AM] Weekend Testers Americas: We've just gotten started, but here's the first task we've had everyone do:

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Three cards make a set if, in each of a card's features (shape, color, fill, and count) every card matches the others, or no cards match each other.

[1/7/12 10:12:08 AM] Robert Donahue: I got 2

[1/7/12 10:12:18 AM] Weekend Testers Americas: No need to report them ;).

[1/7/12 10:12:21 AM] Steveland Daniels: 3 so far

[1/7/12 10:12:27 AM] Shmuel Gershon: The red/green colors are confusing



[1/7/12 10:13:11 AM] Weekend Testers Americas: Ah, that could be a problem for some, good point shmuel. Unfortunately, that's the way the physical card game is done as well :(.

[1/7/12 10:13:48 AM] Scott Seltzer: There was an option for not having green/red at the start (for color blinds, I guess).

[1/7/12 10:14:12 AM] Weekend Testers Americas: Scott, that's at the main site we will be testing, not on this single player site.

[1/7/12 10:14:46 AM] Weekend Testers Americas added Anuradha to this chat

[1/7/12 10:14:50 AM] Robert Donahue: 3!

[1/7/12 10:15:01 AM] Robert Donahue: not sure why, though?

[1/7/12 10:15:01 AM] Weekend Testers Americas: Hello Anuradha!

[1/7/12 10:15:07 AM] Anuradha: Hai

[1/7/12 10:15:12 AM] Anuradha: Little late

[1/7/12 10:15:28 AM] Weekend Testers Americas: It's OK, you're in just under the wire :).

[1/7/12 10:15:32 AM] Weekend Testers Americas: Here's where we are at so far:

[1/7/12 10:15:33 AM] Weekend Testers Americas: We've just gotten started, but here's the first task we've had everyone do:

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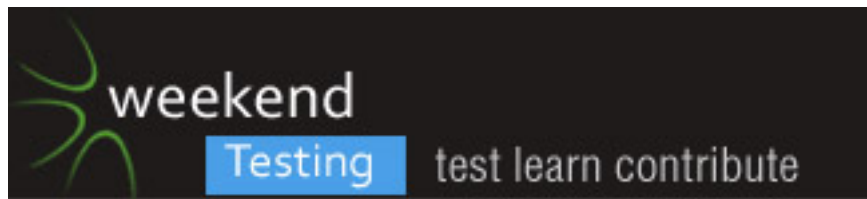
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Three cards make a set if, in each of a card's features (shape, color, fill, and count) every card matches the others, or no cards match each other.



[1/7/12 10:16:03 AM] Weekend Testers Americas: Everyone else, if you have now had a chance to play and feel you somewhat understand the rules, please give me a yes or a thumbs up :).

[1/7/12 10:16:13 AM] Scott Seltzer: (y)

[1/7/12 10:16:21 AM] Weekend Testers Americas added Ajay Balamurugas to this chat

[1/7/12 10:16:28 AM] bharani: (y)

[1/7/12 10:16:44 AM] Anuradha: (y)

[1/7/12 10:16:49 AM] Ajay Balamurugas: Hi All, hope its not late

[1/7/12 10:16:53 AM] Weekend Testers Americas: To my late arrivals, a simple question. Do you know how to play SET :)?

[1/7/12 10:16:54 AM] Eugenia Yakhnin: (y)

[1/7/12 10:16:55 AM] Gabriel Loo: (y)

[1/7/12 10:16:58 AM] Ajay Balamurugas: no

[1/7/12 10:17:05 AM] Steveland Daniels: brb

[1/7/12 10:17:15 AM] Weekend Testers Americas: OK, Ajay, then this is for you :).

[1/7/12 10:17:14 AM] Robert Donahue: I'm good

[1/7/12 10:17:16 AM] Weekend Testers Americas: We've just gotten started, but here's the first task we've had everyone do:

[1/7/12 10:12:07 AM] Weekend Testers Americas: To start, I would like everyone to go to this site:

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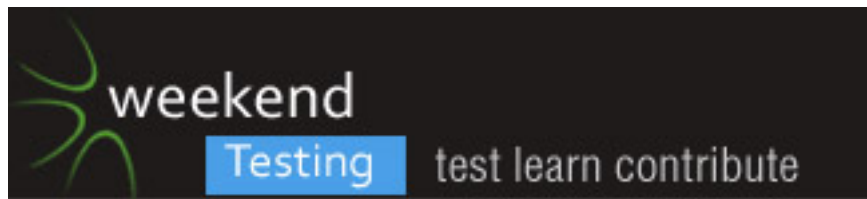
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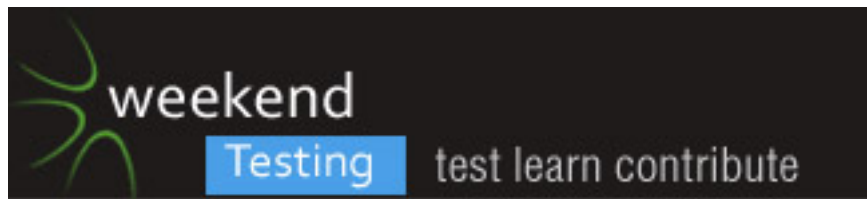
[1/7/12 10:17:20 AM] Robert Donahue: (y)

WTA-23: SETting the Example

January 7, 2012



[1/7/12 10:17:36 AM] Robert Donahue: sorry, was looking for the thumb icon
[1/7/12 10:17:42 AM] Weekend Testers Americas: OK< so now it's time to go to the main event :).
[1/7/12 10:17:54 AM] Weekend Testers Americas: Weekend Testers Americas set topic to " WTA-23: Test Multi-Play Room "
[1/7/12 10:18:04 AM] Weekend Testers Americas: Now it's time for our real mission.
[1/7/12 10:18:29 AM] Weekend Testers Americas: The site we are testing is <http://gamepixies.com/set/>
[1/7/12 10:18:53 AM] Weekend Testers Americas: this is a multi-player version of the game, and there are rooms to join to set up games and play.
[1/7/12 10:19:43 AM] Weekend Testers Americas: There are spaces for Anonymous players, but to actually see who you are, you need an account, so create one.
[1/7/12 10:20:18 AM] Shmuel Gershon: They say "There's a new version of SET" with a link
[1/7/12 10:20:25 AM] Shmuel Gershon:
(<http://gamepixies.com/set/index.pxl?new>)
[1/7/12 10:20:40 AM] Shmuel Gershon: Should we use the new one?
[1/7/12 10:20:56 AM] Weekend Testers Americas: Of course :).
[1/7/12 10:21:12 AM] Weekend Testers Americas: Silly question. New one equals greater chance of bugs, right ;)?
[1/7/12 10:21:32 AM] Weekend Testers Americas added Wade Wachs to this chat
[1/7/12 10:21:51 AM] Shmuel Gershon: Higher expectations == greater chance of bugs
[1/7/12 10:21:54 AM] Weekend Testers Americas: The site we are testing is <http://gamepixies.com/set/>
[1/7/12 10:22:03 AM] Weekend Testers Americas: Well, let's start with the new one first.
[1/7/12 10:22:33 AM] Weekend Testers Americas: Then, if we feel like we've got a good feeling of it, we can switch to the older one if there's still time :).
[1/7/12 10:22:54 AM] Weekend Testers Americas: The mission is simple. Play it, explore it, break it :).
[1/7/12 10:23:01 AM] Ajay Balamurugadas added susan yin to this chat
[1/7/12 10:23:08 AM] Weekend Testers Americas: I'm setting up a room now, my username is "mkltesthead".
[1/7/12 10:24:41 AM] Gabriel Loo: my username is "gloo"
[1/7/12 10:24:52 AM] Weekend Testers Americas: Yep, I see you in there :).
[1/7/12 10:25:10 AM] Scott Seltzer: Where do I see your game?
[1/7/12 10:25:11 AM] Robert Donahue: I'm themailman33, but not seeing a room
[1/7/12 10:25:21 AM] Eugenia Yakhnin: my username is eyakhnin



[1/7/12 10:25:22 AM] Weekend Testers Americas: So for the next 40 minutes, go attack. Play the game, explore the features, and report anything interesting you see here in the main chat.

[1/7/12 10:25:40 AM] Shmuel Gershon: Which room are we using?

[1/7/12 10:25:42 AM] Weekend Testers Americas: If you would like to pair with other testers you are absolutely welcome to :).

[1/7/12 10:25:48 AM] Weekend Testers Americas: Room 1.

[1/7/12 10:25:49 AM] Shmuel Gershon: 1

[1/7/12 10:25:51 AM] Wade Wachs: i'm using chrome, anyone wanna split up the other browsers?

[1/7/12 10:26:14 AM] Scott Seltzer: Where do you see the rooms? I'm on <http://gamepixies.com/games-room/> and I see a game called "No Thanks" and that's it.

[1/7/12 10:26:29 AM] Weekend Testers Americas: Click on SET

[1/7/12 10:26:31 AM] Robert Donahue: ditto

[1/7/12 10:27:00 AM] Scott Seltzer: Oh, Room 1 on <http://gamepixies.com/set/>

[1/7/12 10:27:05 AM] Robert Donahue: I see 1 player in old set. I thought we were using new version?

[1/7/12 10:27:14 AM] Scott Seltzer: I only see hailey in there.

[1/7/12 10:27:21 AM] Weekend Testers Americas: So first thing I noticed. It's not updating sets taken directly.

[1/7/12 10:27:36 AM] Weekend Testers Americas: I exited and came back in and now see my -1 for my timeout. It didn't show it before.

[1/7/12 10:27:50 AM] Shmuel Gershon: It keeps telling me I took too long. Perhaps I'm taking too long.

[1/7/12 10:27:52 AM] Scott Seltzer: Ok, I found it in the new set - <http://gamepixies.com/set/room.pxl?game=0#game>

[1/7/12 10:28:01 AM] susan yin: do i have to sign up first?

[1/7/12 10:28:05 AM] Weekend Testers Americas:

<http://gamepixies.com/set/room.pxl?game=0#game>

[1/7/12 10:28:18 AM] Weekend Testers Americas: You will have to sign up if you want to have your name appear, yes.

[1/7/12 10:29:19 AM] Shmuel Gershon: "Took too long", "Took too long", how fast one needs to be ??

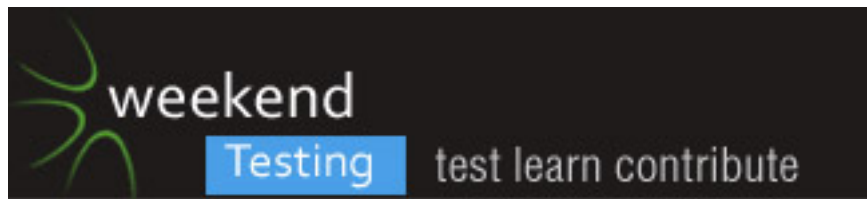
[1/7/12 10:29:26 AM] Shmuel Gershon: Apparently, mch-fast

[1/7/12 10:29:37 AM] Wade Wachs: all the cards just disappeared for me

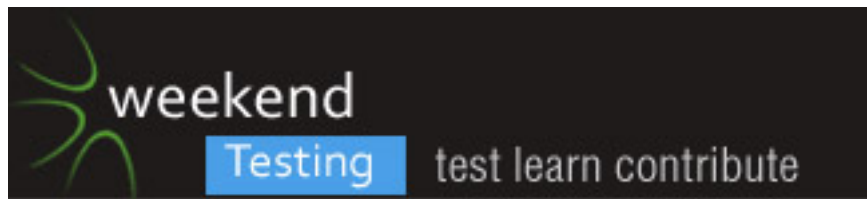
[1/7/12 10:29:42 AM] Wade Wachs: anyone else?

[1/7/12 10:29:42 AM] Gabriel Loo: are you choosing a correct set? if not then it will say you took too long

[1/7/12 10:29:50 AM] Weekend Testers Americas: So to claim a set, you hit the button, then select the cards.



[1/7/12 10:30:27 AM] Shmuel Gershon: Oh. I /think/ I was using a correct set :)
[1/7/12 10:32:17 AM] susan yin: Your browser does not support Java 1.1 applets
[1/7/12 10:32:27 AM] susan yin: i am getting this message
[1/7/12 10:32:32 AM] Weekend Testers Americas: Susan, which browser?
[1/7/12 10:32:48 AM] susan yin: ie 8
[1/7/12 10:32:51 AM] Weekend Testers Americas: If you see an issue, it helps to be specific.
[1/7/12 10:32:53 AM] Weekend Testers Americas: OK.
[1/7/12 10:33:05 AM] Weekend Testers Americas: Do you get the same message w/ another browser?
[1/7/12 10:34:12 AM] susan yin: you mean open another window
[1/7/12 10:34:12 AM] susan yin: ?
[1/7/12 10:34:23 AM] Gabriel Loo: if i spam the Set button, does that mean no one else is able to play?
[1/7/12 10:34:30 AM] Weekend Testers Americas: Firefox, Chrome
[1/7/12 10:34:59 AM] Weekend Testers Americas: It means yes, you lock out other players until you select your set.
[1/7/12 10:35:04 AM] Anuradha: google chrome is also not supporting java plugin
[1/7/12 10:35:06 AM] Gabriel Loo: also i just noticed that you can use the keyboard to select sets (the letters are at the bottom of the cards)
[1/7/12 10:35:10 AM] Weekend Testers Americas: BTW, is mch one of us?
[1/7/12 10:35:28 AM] Weekend Testers Americas: If not, we may be really annoying them ;).
[1/7/12 10:35:35 AM] Wade Wachs: chrome is working fine for me
[1/7/12 10:35:50 AM] Weekend Testers Americas: Going to make a suggestion, let's all select room 5
[1/7/12 10:35:58 AM] susan yin: same issue
[1/7/12 10:36:01 AM] Wade Wachs: room 5 it is, closing out of room 1
[1/7/12 10:36:17 AM] Wade Wachs: susan, do you have java installed?
[1/7/12 10:36:29 AM] susan yin: not sure
[1/7/12 10:37:02 AM] Wade Wachs: i still see people in room 1
[1/7/12 10:37:20 AM] Wade Wachs: I think we are still in that room, I didn't see a way to actually leave the room, i just also walked into room 5
[1/7/12 10:37:24 AM] Weekend Testers Americas: Teters in room 1, please exit and come over to room 5.
[1/7/12 10:37:49 AM] Weekend Testers Americas: I think the player in that room is not one of us, and I don't want to cause undue stress to "non WTA participants" :)
[1/7/12 10:37:55 AM] Shmuel Gershon: Browsers: Safari Ok. IE9 Ok. Firefox not loading?
[1/7/12 10:38:04 AM] Gabriel Loo: pressing space bar is the same as pressing "SET!"



[1/7/12 10:38:10 AM] Wade Wachs: i clicked the 'SET' button in the top of the page, then room 5, but I still saw a bunch of us in room 1 when I left

[1/7/12 10:38:37 AM] Shmuel Gershon: In Firefox 8.0: I see the java window, the 'SET' button, not the cards or players.

[1/7/12 10:38:53 AM] Wade Wachs: also, I didn't see any stats on the room list, it showed everything as empty, no players and no titles on the rooms

[1/7/12 10:39:16 AM] Shmuel Gershon: Question to ponder: Am I too busy playing that I am not testing?

[1/7/12 10:39:33 AM] Shmuel Gershon: Wade, that happens to me on Firefox

[1/7/12 10:39:40 AM] Weekend Testers Americas: depends, are you seeing issues with game play that might hinder the experience :)?

[1/7/12 10:40:08 AM] Wade Wachs: i am definitely getting lost between bug finding and playing

[1/7/12 10:40:12 AM] Gabriel Loo: @Wade this is addressed in the text just above the table

[1/7/12 10:40:13 AM] Gabriel Loo: (Please note that new version doesn't currently show how many players or sets taken in a room. This is coming...)

[1/7/12 10:40:25 AM] Wade Wachs: too distracted to play, but wanting to play too much to test

[1/7/12 10:40:36 AM] Wade Wachs: good eye gabriel

[1/7/12 10:41:23 AM] Shmuel Gershon: Upgraded Firefox from 8.0 to 9.1, now I see the tiles and players.
Safari, IE9 and Ffox showing the game.

[1/7/12 10:42:32 AM] Ajay Balamurugadas: Keep getting - You took too long

[1/7/12 10:43:11 AM] Weekend Testers Americas: So it looks like "you took too long" is the default message. It's not telling you if you have an incorrect set.

[1/7/12 10:43:11 AM] Gabriel Loo: i noticed that "taking too long" doesn't update my score until i leave and come back to the room

[1/7/12 10:43:25 AM] Scott Seltzer: Yeah, that's a bug.

[1/7/12 10:43:29 AM] Weekend Testers Americas: Gabriel, I saw the same thing, too.

[1/7/12 10:43:33 AM] Ajay Balamurugadas: I click on set, then click on the three figures. That's it right?

[1/7/12 10:43:49 AM] Weekend Testers Americas: You can do that, or you can type the letters on the cards.

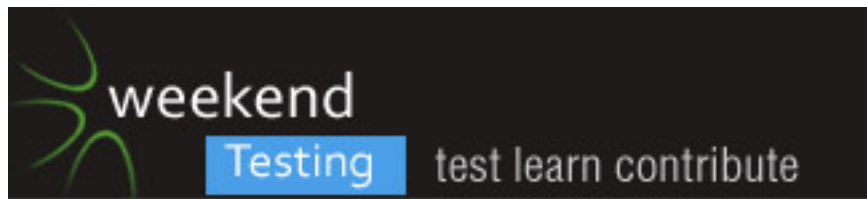
[1/7/12 10:43:52 AM] Weekend Testers Americas: that's much faster.

[1/7/12 10:44:14 AM] Ajay Balamurugadas: ok

[1/7/12 10:44:42 AM] Wade Wachs: gabriel - does the same for me

[1/7/12 10:44:49 AM] Wade Wachs: anyone compiling a list of bugs?

[1/7/12 10:44:51 AM] Wade Wachs: I can



[1/7/12 10:45:09 AM] Weekend Testers Americas: Wade, yes, that would be great to present at the end :).

[1/7/12 10:45:53 AM] Gabriel Loo: thanks, wade :)

[1/7/12 10:45:54 AM] Wade Wachs: i have 'default message is took too long' and 'have to exit room to see negative score'

[1/7/12 10:45:58 AM] Wade Wachs: anything i missed

[1/7/12 10:46:02 AM] Ajay Balamurugadas: with the current figures, we can't form a set! agree?

[1/7/12 10:46:23 AM] Wade Wachs: disagree

[1/7/12 10:46:25 AM] Ajay Balamurugadas: room 5

[1/7/12 10:46:45 AM] Ajay Balamurugadas: ok, by the time I type, deck changed :)

[1/7/12 10:47:00 AM] Wade Wachs: the letters seem really oddly spaced for easy typing

[1/7/12 10:47:12 AM] Wade Wachs: i would think they would match a qwerty keyboard

[1/7/12 10:47:15 AM] Wade Wachs: but they don't seem to

[1/7/12 10:47:30 AM] Wade Wachs: i.e. the keyboard layout would match what you see on the screen

[1/7/12 10:47:54 AM] Weekend Testers Americas: It's possible that each key is specific to a particular card... and that would be a great test case.

[1/7/12 10:48:03 AM] Weekend Testers Americas: Anyone up for some observation?

[1/7/12 10:48:07 AM] Anuradha: if we dont make a set it says only too long

[1/7/12 10:48:08 AM] Wade Wachs: it's not

[1/7/12 10:48:13 AM] Gabriel Loo: they are sorted alphabetically (read from up to down, then left to right)

[1/7/12 10:48:15 AM] Wade Wachs: the keys stay the same for me

[1/7/12 10:48:17 AM] Weekend Testers Americas: Are the keys random, or are they pre-determined based on the card?

[1/7/12 10:48:30 AM] Wade Wachs: regardless of what card comes out, each keys stays mapped to the same spot on the board

[1/7/12 10:48:46 AM] Shmuel Gershon: [bug] the 'SET' button is always on the bottom, so for a taller-than-wider screen it is far away from playing area.

[1/7/12 10:48:51 AM] Weekend Testers Americas: In other words, if you see an "A" card in one hand, and another "A" card appears, is it the same shape?

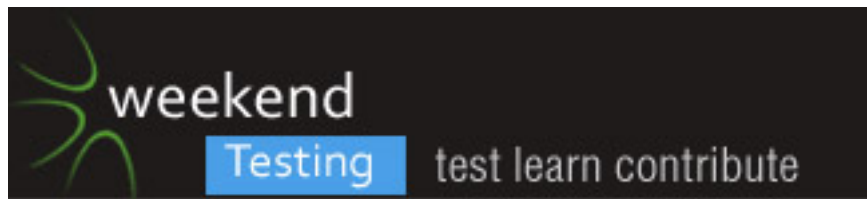
[1/7/12 10:49:19 AM] Wade Wachs: ahh, gloo got it, top to bottom, left to right

[1/7/12 10:49:38 AM] Gabriel Loo: it is not intuitive though :P

[1/7/12 10:49:46 AM] Weekend Testers Americas: Yep, I see it now :).

[1/7/12 10:49:49 AM] Wade Wachs: good one shmuel

[1/7/12 10:49:53 AM] Wade Wachs: i agree gloo



[1/7/12 10:50:14 AM] Weekend Testers Americas: Remind me to bring that up on debrief (i.e. "obvious vs. not obvious patterns").

[1/7/12 10:50:15 AM] Scott Seltzer: I think it's intuitive. I've played Set before and it's completely fine for me.

[1/7/12 10:50:21 AM] Wade Wachs: although, it could be a typing tutor, as an added benefit

[1/7/12 10:50:25 AM] Wade Wachs: think mavis beacon ca. 1990

[1/7/12 10:50:58 AM] Shmuel Gershon: Scott, Gabriel is commenting on the letters on the card.

[1/7/12 10:51:14 AM] Shmuel Gershon: Perhaps
Q W E R
A S D F
Z X C V
would be better

[1/7/12 10:51:20 AM] Weekend Testers Americas: Funny, my set takes and my set misses are about equal, hence I'm still scoreless (LOL!).

[1/7/12 10:51:47 AM] Gabriel Loo: yes i was referring to the letters on the cards being unintuitive, thanks for clarifying Shmuel

[1/7/12 10:52:20 AM] Wade Wachs: shmuel - that is what I was thinking

[1/7/12 10:52:28 AM] Scott Seltzer: Why are some names on the top right gray and others white?

[1/7/12 10:52:35 AM] Scott Seltzer: White is negatives?

[1/7/12 10:52:41 AM] Steveland Daniels: the whole useability of the site does not seem that intitutive

[1/7/12 10:53:02 AM] Weekend Testers Americas: Steveland, could you be more specific?

[1/7/12 10:53:08 AM] Ajay Balamurugadas: white is who is currently playing

[1/7/12 10:53:11 AM] Wade Wachs: decosta - i think there are things that could be better, any specifics you want to point out

[1/7/12 10:53:11 AM] Weekend Testers Americas: What usability issues are you seeing?

[1/7/12 10:53:17 AM] Ajay Balamurugadas: and your id is also white

[1/7/12 10:53:18 AM] Scott Seltzer: I'm not even sure how to get a negative. I choose wrong sets or nothing and I can't lose my points.

[1/7/12 10:53:30 AM] Weekend Testers Americas: Scott, reload the screen.

[1/7/12 10:53:38 AM] Weekend Testers Americas: I commented on this earlier.

[1/7/12 10:53:42 AM] Wade Wachs: scott, you have to close the room, then come back in to see negative points

[1/7/12 10:53:43 AM] Scott Seltzer: AH, right.

[1/7/12 10:54:06 AM] Weekend Testers Americas: (o)

[1/7/12 10:54:09 AM] Steveland Daniels: brb changing comps



[1/7/12 10:54:13 AM] Anuradha: In time trial, the time starts before all the cards display.

[1/7/12 10:54:30 AM] Weekend Testers Americas: So we are currently at 10:55.

[1/7/12 10:54:53 AM] Weekend Testers Americas: I'm going to suggest we put in 10 more minutes and then head over to debrief.

[1/7/12 10:54:53 AM] Gabriel Loo: only 15 cards left in the deck in room 5! i'm curious to see what happens when the deck is exhausted

[1/7/12 10:55:05 AM] Robert Donahue: ok, i'm getting really confused. I picked room 5, but I only 2 players - myself and now decosta). am I in the right pkace/ also, I have yet to e able to select a set due to "too long" message.

[1/7/12 10:55:12 AM] Wade Wachs: the cards disappear and the game starts with a new deck

[1/7/12 10:55:12 AM] Weekend Testers Americas: Any objections? Or should we keep going?

[1/7/12 10:55:25 AM] Wade Wachs: make sure you did the 'new' version robert

[1/7/12 10:55:32 AM] Weekend Testers Americas: Rbert, are you sure yo uare in room 5?

[1/7/12 10:55:35 AM] Wade Wachs: i'm ok with going for another 20 minutes or so

[1/7/12 10:55:42 AM] Weekend Testers Americas:
<http://gamepixies.com/set/room.pxl?game=4#game>

[1/7/12 10:56:01 AM] Weekend Testers Americas: Arrays index at zero ;).

[1/7/12 10:56:14 AM] Ajay Balamurugadas: easiest way for me to win is not to play and wait for others to call a wrong set ;)

[1/7/12 10:56:39 AM] Robert Donahue: that gives me a blank screen only seeing Deck: and SET! pb, with an icon thunmbnail in the top left ofa window outline frmae

[1/7/12 10:56:50 AM] Robert Donahue: I'm using IE8

[1/7/12 10:57:15 AM] Wade Wachs: @ajay are you trying to win the set game, or test?

[1/7/12 10:57:33 AM] Wade Wachs: we noticed a challenge for attention earlier

[1/7/12 10:57:34 AM] Weekend Testers Americas: Heh heh, maybe both ;)?

[1/7/12 10:58:18 AM] Steveland Daniels: whats the link again pls

[1/7/12 10:58:40 AM] Steveland Daniels: easiest way for me to win is not to play = it's not wargames :)

[1/7/12 10:59:29 AM] Ajay Balamurugadas: have enough -ves, so relaxing till others catch up :)

[1/7/12 10:59:51 AM] Weekend Testers Americas:
<http://gamepixies.com/set/room.pxl?game=4#game>

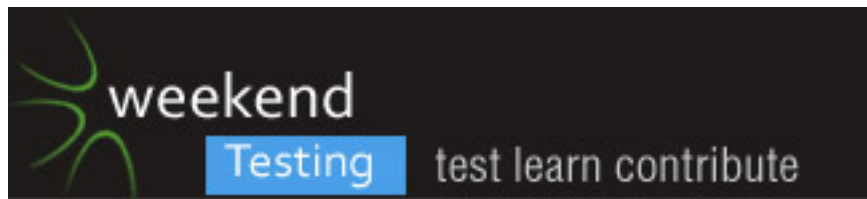
[1/7/12 11:00:02 AM] Wade Wachs: <http://gamepixies.com/set/>

[1/7/12 11:00:04 AM] Wade Wachs: try that link

[1/7/12 11:00:14 AM] Ajay Balamurugadas: i think the deck is over, it has just the set button and empty list at right

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[1/7/12 11:00:34 AM] Ajay Balamurugadas: ok, its back
[1/7/12 11:00:36 AM] Scott Seltzer: I terms of the lettering, I would prefer:
ABCD
EFGH
IJKL
[1/7/12 11:01:06 AM] Scott Seltzer: (and not QWERTY as someone suggested earlier.)
[1/7/12 11:01:22 AM] Ajay Balamurugadas: why can't there be numbers?
[1/7/12 11:01:30 AM] Ajay Balamurugadas: oh there are 12
[1/7/12 11:01:31 AM] Weekend Testers Americas: because there's 12 cards
[1/7/12 11:01:54 AM] Shmuel Gershon: Scott, I suggested
Q W E R
A S D F
Z X C V
so the letter is in the position of the card
[1/7/12 11:02:00 AM] Weekend Testers Americas: and sometimes 15 if there are no set in the 12.
[1/7/12 11:02:01 AM] Shmuel Gershon: Ajay, same reason
[1/7/12 11:02:18 AM] Steveland Daniels: tried multiple clicking to see if it would break
[1/7/12 11:02:32 AM] Wade Wachs: deck is empty now
[1/7/12 11:02:32 AM] Shmuel Gershon: You are seeing the card on screen, so using letters that take the same position on the keyboard makes it easirer to pick
[1/7/12 11:02:39 AM] Scott Seltzer: New deck!
[1/7/12 11:02:41 AM] Ajay Balamurugadas: now i will try
[1/7/12 11:02:44 AM] Gabriel Loo: new scores too
[1/7/12 11:02:49 AM] Gabriel Loo: everyone is at 0
[1/7/12 11:02:55 AM] Weekend Testers Americas: cool, and it starts the game all over again.
[1/7/12 11:03:13 AM] Weekend Testers Americas: So what's the verdict, keep going another 10 minutes, or has everyone had enough :)?
[1/7/12 11:03:29 AM] Steveland Daniels: so should you be able to click on 7 cards and highlight them?
[1/7/12 11:03:39 AM] Gabriel Loo: i was able to highlight all the cards
[1/7/12 11:03:44 AM] Wade Wachs: my daughter just decided to wake up
[1/7/12 11:04:00 AM] Wade Wachs: gah, only an hour in the nap today, so i'm ready to debrief
[1/7/12 11:04:00 AM] Ajay Balamurugadas: I'm done ;)
[1/7/12 11:04:29 AM] Weekend Testers Americas: BTW, did anyone check out the "beat the clock" game?



[1/7/12 11:04:48 AM] Weekend Testers Americas: The one player SET game, player vs. the clock?

[1/7/12 11:04:52 AM] Anuradha: I can highlight more than three cards in room1

[1/7/12 11:04:54 AM] Ajay Balamurugadas: you mean time trial?

[1/7/12 11:04:59 AM] Weekend Testers Americas: Yep.

[1/7/12 11:05:03 AM] Ajay Balamurugadas: same message - you took long

[1/7/12 11:05:20 AM] Ajay Balamurugadas: and i am sure I selected three figures before 5 secs

[1/7/12 11:05:34 AM] Weekend Testers Americas: interesting.

[1/7/12 11:05:50 AM] Wade Wachs: i am able to select all 12 cards with the keyboard

[1/7/12 11:06:17 AM] Scott Seltzer: Yeah, I played around with selecting multiples. I don't see it as a problem, though.

[1/7/12 11:06:19 AM] Weekend Testers Americas: OK, I need to step away for a few. Debrief will begin at 11:15 AM, so until then, keep beating on it :).

[1/7/12 11:06:23 AM] Steveland Daniels: i'm not getting the thought behind selecting the 3 cards and still it saying that i took too long.

[1/7/12 11:07:56 AM] Wade Wachs: i think the message 'you took too long' means 'you took too long to find a set', which is accurate if you don't actually select 3 cards that match

[1/7/12 11:08:20 AM] Wade Wachs: i got kicked from the conference call

[1/7/12 11:08:29 AM] Ajay Balamurugadas: why did we have a call?

[1/7/12 11:08:32 AM] Wade Wachs: oops, no mic anyway on this compy

[1/7/12 11:08:45 AM] Anuradha: it gives only three seconds to click the 3 cards

[1/7/12 11:09:14 AM] Scott Seltzer: That's enough time if you really have a set.

[1/7/12 11:09:16 AM] Wade Wachs: and you can select, then deselect cards

[1/7/12 11:09:28 AM] Anuradha: yes

[1/7/12 11:09:32 AM] Steveland Daniels: did anyone actually find any issues?

[1/7/12 11:09:40 AM] Wade Wachs: score updating

[1/7/12 11:09:53 AM] Wade Wachs: is the only actual bug that seems to be causing problems

[1/7/12 11:09:59 AM] Wade Wachs: the rest are all usability concerns

[1/7/12 11:10:20 AM] Steveland Daniels: i find that the scroll bar (when you move it) seems to cause the display cards to refresh/flicker

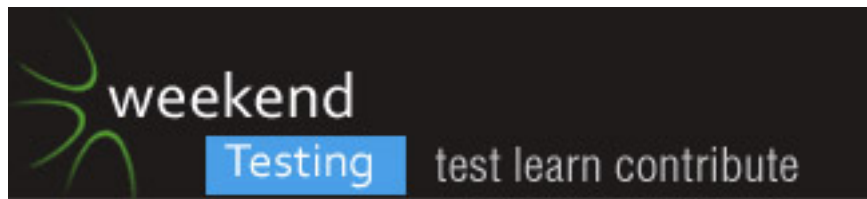
[1/7/12 11:11:28 AM] Ajay Balamurugadas: how to leave a room - an issue

[1/7/12 11:11:48 AM] Wade Wachs: scroll bar works fine for me

[1/7/12 11:11:56 AM] Wade Wachs: vertical or horizontal scrolling?

[1/7/12 11:11:59 AM] Weekend Testers Americas: OK, I'm back.

[1/7/12 11:12:08 AM] Weekend Testers Americas: Not seeing an issue with the scroll bar on my end.



[1/7/12 11:12:11 AM] Ajay Balamurugadas: you have skype running on different machine Wade?

[1/7/12 11:12:14 AM] Weekend Testers Americas: I'm using Chrome btw.

[1/7/12 11:12:33 AM] Steveland Daniels: vertical scrolling

[1/7/12 11:12:37 AM] Ajay Balamurugadas: vertical

[1/7/12 11:12:44 AM] Wade Wachs: no, skype and browser ont he same machine

[1/7/12 11:13:05 AM] Steveland Daniels: well on chrome and just moving the scroll bar up and down just casuses the cards to redisplay thats it though

[1/7/12 11:13:10 AM] Wade Wachs: vertical scrolling in chrome on windows 7 with a crappy old laptop works fine for me

[1/7/12 11:13:33 AM] Gabriel Loo: scrolling in chrome on windows 7 works fine for me too

[1/7/12 11:13:38 AM] Wade Wachs: no redisplaying necessary

[1/7/12 11:13:54 AM] Weekend Testers Americas: Now that's interesting. On Safari, I get a totally different display :).

[1/7/12 11:14:04 AM] Weekend Testers Americas: But I'm not loggen in.

[1/7/12 11:14:08 AM] Ajay Balamurugadas: who's juggler?

[1/7/12 11:14:14 AM] Scott Seltzer: I'm juggler.

[1/7/12 11:14:17 AM] Weekend Testers Americas: Scott

[1/7/12 11:14:19 AM] Ajay Balamurugadas: ok

[1/7/12 11:14:23 AM] Shmuel Gershon: The best juggle

[1/7/12 11:14:24 AM] Shmuel Gershon: r

[1/7/12 11:14:39 AM] Ajay Balamurugadas: i thought WTA testers were playing against a pro ;)

[1/7/12 11:14:42 AM] Wade Wachs: trying to load the page in IE8 and FF

[1/7/12 11:14:42 AM] Scott Seltzer: I'm also the best at Set. I'm winning!

[1/7/12 11:14:53 AM] Wade Wachs: i'm compiling bugs for the debrief

[1/7/12 11:15:10 AM] Weekend Testers Americas: OK gang, (o)

[1/7/12 11:15:29 AM] Ajay Balamurugadas: refresh - page goes blank - only the set buttonis displayed - no cards

[1/7/12 11:15:29 AM] Weekend Testers Americas: I'm glad we're having fun, but we need to get a move on ;).

[1/7/12 11:15:50 AM] Weekend Testers Americas: Time for debrief, everyone back here who's still with us?

[1/7/12 11:15:55 AM] Gabriel Loo: i'm here

[1/7/12 11:15:56 AM] Weekend Testers Americas: show of hands.

[1/7/12 11:16:01 AM] Weekend Testers Americas: (y)

[1/7/12 11:16:03 AM] Ajay Balamurugadas: present

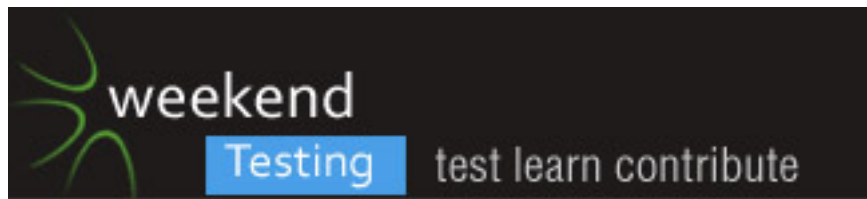
[1/7/12 11:16:07 AM] Robert Donahue: here

[1/7/12 11:16:11 AM] Scott Seltzer: (y)

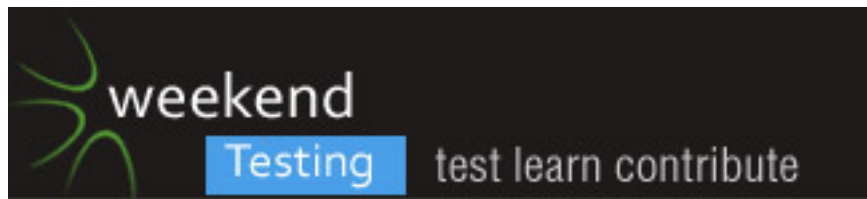
[1/7/12 11:16:15 AM] Ajay Balamurugadas: (y) (y)

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[1/7/12 11:16:18 AM] Ajay Balamurugadas: hands!
[1/7/12 11:16:26 AM] Wade Wachs: im here
[1/7/12 11:16:28 AM] bharani: (y)
[1/7/12 11:16:31 AM] Wade Wachs: and ready for debrief
[1/7/12 11:16:31 AM] Steveland Daniels: i'm here
[1/7/12 11:16:57 AM] Weekend Testers Americas: OK, so let's start with the preliminaries. general impressions?
[1/7/12 11:16:58 AM] Steveland Daniels: cant really debrief as didnt really get that much to test, but i'm here for the experience of WET so debrief is good
[1/7/12 11:17:15 AM] Weekend Testers Americas: Steveland, you may be surprised :).
[1/7/12 11:17:24 AM] Ajay Balamurugadas: what's WET>
[1/7/12 11:17:33 AM] Shmuel Gershon: me too
[1/7/12 11:17:41 AM] Weekend Testers Americas: So the first thing I noticed is that I asked a number of people to go to one site to get some quick familiarity with the game. Did it help?
[1/7/12 11:17:49 AM] Wade Wachs: general impressions - it's a decent implementation, you get the idea of the game without much pizzazz, i'd be up for creating a tester league of online set
[1/7/12 11:18:12 AM] Ajay Balamurugadas: @WTA, I'd say no. The cards page itself has a good help
[1/7/12 11:18:14 AM] Shmuel Gershon: The introductory page could give hints
[1/7/12 11:18:28 AM] Anuradha: Since it was told before hand in email also it was quite easier
[1/7/12 11:18:36 AM] Steveland Daniels: well to be fair it would have if i was playing the game rather than testing
[1/7/12 11:18:50 AM] Steveland Daniels: as you dont really have to understand the game that much to find the bugs
[1/7/12 11:19:03 AM] Steveland Daniels: it helps though if you have a decent knowledge of how to play the game so you can do the happy path testing
[1/7/12 11:19:12 AM] Scott Seltzer: In real life Set, it's nice to look over the sets that other people select so you can learn from it. Here, they just disappear quickly so you don't get the same valuable feedback.
[1/7/12 11:19:33 AM] Steveland Daniels: but generally the help file on that site is pretty good
[1/7/12 11:20:14 AM] Weekend Testers Americas: Scott, I felt the same way, it would have been cool if there was a three blink count so the others could see the set.
[1/7/12 11:20:28 AM] Wade Wachs: i agree WTA and SCOTT
[1/7/12 11:20:30 AM] Gabriel Loo: @WTA the first site was more informative as it had instructions and explained why a proposed set was incorrect. On the site we



were testing, there were no instructions in the game itself making it harder to understand, particularly when a proposed set was incorrect

[1/7/12 11:20:50 AM] Weekend Testers Americas: Gabriel, good observation.

[1/7/12 11:20:54 AM] bharani: It's good and interesting to see the playing bugs..learned and enjoyed with like u masters....

[1/7/12 11:20:56 AM] Steveland Daniels: you would have had to cross reference with the help file

[1/7/12 11:21:04 AM] bharani: Thank you...

[1/7/12 11:21:09 AM] Weekend Testers Americas: For long timers, this may be obvious, but why did I have you all look at two sites?

[1/7/12 11:21:22 AM] Robert Donahue: to add on to Gabriel, the fact that we went to a collaborative test effort, I think, added confusion

[1/7/12 11:21:25 AM] Steveland Daniels: different approaches to playing the same game?

[1/7/12 11:21:33 AM] Steveland Daniels: different impletations and assumptions?

[1/7/12 11:21:41 AM] Ajay Balamurugadas: 1. trap 2. consistency with similar products heuristic

[1/7/12 11:21:50 AM] Wade Wachs: is this a game for people learning to play, or that already know how

[1/7/12 11:21:57 AM] Wade Wachs: to play on steveland's comment

[1/7/12 11:22:02 AM] Robert Donahue: I also think setup/install issues are not addresses. I swtiched to ff and I was at least able to get to the "new" version.

[1/7/12 11:22:09 AM] Weekend Testers Americas: Ajay, not meant to be a trap per se, but I guess it could be seen that way :).

[1/7/12 11:22:22 AM] Anuradha: both the sites have different ways to play the same game

[1/7/12 11:22:33 AM] Shmuel Gershon: WTA, what's the trap in that?

[1/7/12 11:22:43 AM] Ajay Balamurugadas: I look for ways that would eat up my testing time and the two sites was one of them

[1/7/12 11:22:44 AM] Steveland Daniels: that the rules would be the same?

[1/7/12 11:22:49 AM] Weekend Testers Americas: But yes, Aja, #2 was specifically why I had you all go there first.

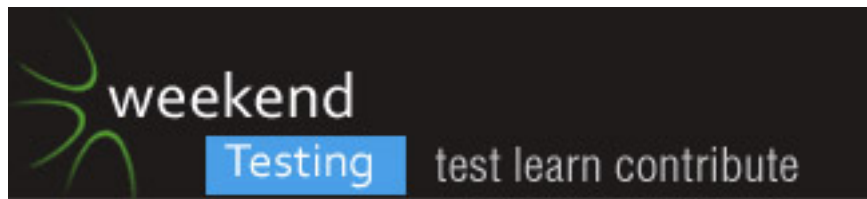
[1/7/12 11:23:09 AM] Weekend Testers Americas: Without something to compare to, some of the issues you all reported might not have been seen or reported.

[1/7/12 11:24:12 AM] Anuradha: I agree

[1/7/12 11:25:58 AM] Weekend Testers Americas: What did you who have never played the game before think of the game mechanics itself?

[1/7/12 11:25:59 AM] Wade Wachs: i have my list of compiled bugs/issues if we want to debrief on that

[1/7/12 11:26:13 AM] Weekend Testers Americas: Yes, Wade,let's go through them :).



- [1/7/12 11:26:54 AM] Wade Wachs: 1. 'You took too long' is the only message, regardless of cause
2. After 'taking too long' you have to close room or refresh to see updated score
3. SET button is too far to the bottom of the screen for some browser/display settings
4. mapping of keys is not intuitive for some set of users. (QWERTY, ABCD, EFGH, JIKL) (obvious/non-obvious patterns)
5. Can select multiple cards (nottabug)
6. How do you leave a room?
7. vertical scrolling causing some users to redisplay the screen "flashing"
8. flash cards to show sets to help people learn to play

[1/7/12 11:27:28 AM] Weekend Testers Americas: Aso, if anyone has questions or comments about any of the issues, please feel free to comment. We shouldn't accept on face value an issue ;)

[1/7/12 11:27:52 AM] Wade Wachs: i mentioned earlier that "you took too long" is an acceptable message

[1/7/12 11:28:09 AM] Steveland Daniels: can leave a room by changing the number in the url..makes you jump from room to room

[1/7/12 11:28:13 AM] Ajay Balamurugas: I can win without participating assuming everyone else gets a -ve score. That should not be the case

[1/7/12 11:28:16 AM] Wade Wachs: meaning "you took too long to find a valid set" is accurate if you don't select 3 cards in a set in 5 seconds

[1/7/12 11:28:28 AM] Robert Donahue: why is 5 not a ug? if u select >3, that's not set.

[1/7/12 11:28:39 AM] Steveland Daniels: it should limit you to 3 selections

[1/7/12 11:28:48 AM] Steveland Daniels: select 3, deselect before selecting another one

[1/7/12 11:28:53 AM] Wade Wachs: @robert you can deselect

[1/7/12 11:28:57 AM] Gabriel Loo: but allowing you to select more gives you time to deselect and fix a mistake you may have made

[1/7/12 11:29:01 AM] Wade Wachs: makes it possible to fix a fat finger mistake

[1/7/12 11:29:20 AM] Wade Wachs: i would rather it not limit

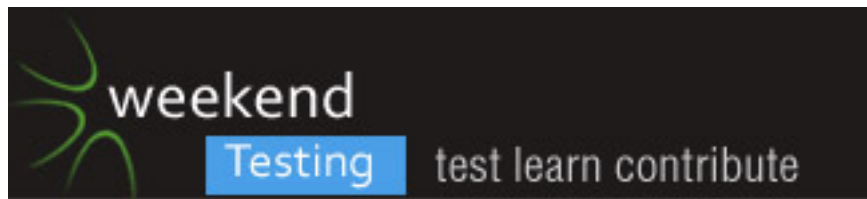
[1/7/12 11:29:27 AM] Wade Wachs: after exploring it further

[1/7/12 11:29:41 AM] Robert Donahue: understand, but that implies >3 is valid selection.

[1/7/12 11:30:00 AM] Wade Wachs: no it doesn't it lets you pick as many cards as you want, i think the game assumes you know how to play

[1/7/12 11:30:03 AM] Steveland Daniels: the critical question is, does it highlight this in the help file

[1/7/12 11:30:11 AM] Robert Donahue: wade, never assume



[1/7/12 11:30:57 AM] Weekend Testers Americas: Not sure who was doing it earlier, but someone was "spamming" the board by clicking the set button repeatedly. We saw that the scores didn't get updated. It required a refresh or leaving and re-entering the room to see this.

[1/7/12 11:31:13 AM] Gabriel Loo: oh that was me spamming :)

[1/7/12 11:31:26 AM] Ajay Balamurugadas: i thought it was me

[1/7/12 11:31:30 AM] Wade Wachs: that was item 2 on the list

[1/7/12 11:31:30 AM] Gabriel Loo: maybe we both did haha

[1/7/12 11:31:49 AM] Steveland Daniels: i did not know that you can hit the space bar to select the set

[1/7/12 11:31:56 AM] Wade Wachs: help file doesn't mention much about selecting more or less than 3 cards

[1/7/12 11:32:06 AM] Weekend Testers Americas: It made for an interesting exploit. While it does ultimately cost points, if you can block others until you actually find the set, it could be a "negative strategy" :).

[1/7/12 11:32:28 AM] Wade Wachs: and I think there are some assumptions that are fair to make in a small, personally made, free piece of software like this

[1/7/12 11:33:01 AM] Ajay Balamurugadas: wait till others make mistakes

[1/7/12 11:33:04 AM] Ajay Balamurugadas: you stay at 0

[1/7/12 11:33:21 AM] Wade Wachs: my previous comment was to @robert

[1/7/12 11:34:02 AM] Scott Seltzer: In normal Set, people don't make too many mistakes, @Ajay. I think for testing purposes, people made a lot of mistakes.

[1/7/12 11:34:14 AM] Wade Wachs: a big chunk of the 'issues' we found, i think are related to the fact that this is an over simplified, playable online version of the game, not a full on marketable piece of software

[1/7/12 11:34:44 AM] Shmuel Gershon: WTA, regarding the mechanics, I can see why people relate this to testing in many testers gathering (grouping takes thinking in layers). But I can also see why that abstraction is leaky (layers are finite)...

[1/7/12 11:34:49 AM] Wade Wachs: @scott @ajay, I agree that the strategy of not doing anything would only really work in todays game, not in real life

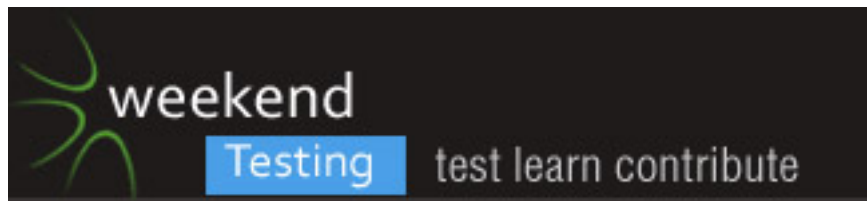
[1/7/12 11:36:22 AM] Ajay Balamurugadas: agree.

[1/7/12 11:37:34 AM] Weekend Testers Americas: One of the things that I have found intereting about SET is the competitive ability to spot patterns.

[1/7/12 11:37:52 AM] Weekend Testers Americas: In some ways it mirrors the ability of testers working together to see and find bugs.

[1/7/12 11:38:10 AM] Weekend Testers Americas: I think that's one of the reasons it has such a level of popularity in test gatherings.

[1/7/12 11:38:42 AM] Weekend Testers Americas: we keep looking at the cards and see nothing, and then when someone else finds a set, we sudden;y "see it" and it's obvious.



[1/7/12 11:38:48 AM] Wade Wachs: that could spawn a discussion on patterns == bugs?

[1/7/12 11:38:58 AM] Steveland Daniels: whats interesting is that on the practise one, i got 3 sets

[1/7/12 11:39:01 AM] Steveland Daniels: on this one

[1/7/12 11:39:02 AM] Steveland Daniels: 0

[1/7/12 11:39:08 AM] Steveland Daniels: but i didn't have the feedback

[1/7/12 11:39:31 AM] Ajay Balamurugadas: at what frequency the deck changed?

[1/7/12 11:39:35 AM] Scott Seltzer: I've heard it said that many good testers enjoy solving puzzles and logic games. But I've met many that don't.

[1/7/12 11:39:36 AM] Weekend Testers Americas: The single player version had an expectation as well. You knew going in that there were 6 sets. It's the way that game is set, and it's always the same cards.

[1/7/12 11:39:42 AM] Ajay Balamurugadas: after some time or when sets got over?

[1/7/12 11:40:12 AM] Steveland Daniels: well i actually obtained a book on critical thinking puzzles that i'll be looking at

[1/7/12 11:40:25 AM] Weekend Testers Americas: Ajay, the cards will refresh after each set found. the game assumes that there is always at least one set in the 12 cards if not more. if there genuinely aren't, then you will see a rare 15 card draw.

[1/7/12 11:40:54 AM] Wade Wachs: @scott i think the generalization is that many testing duties require some degree of critical thinking, logic games and rissles and the like are one way of expressing that critical thinking, but obviously not the only way

[1/7/12 11:41:14 AM] Wade Wachs: s/rissles/riddles

[1/7/12 11:41:22 AM] Weekend Testers Americas: Anyway, with the multi-player game, it doesn't give the user the visual cues that the single player sversion does.

[1/7/12 11:41:24 AM] Steveland Daniels: <--- likes rpgs and point and click games...so i suppose the puzzle element is there (also like mushes/d&D) so creative in coming up with scenarios

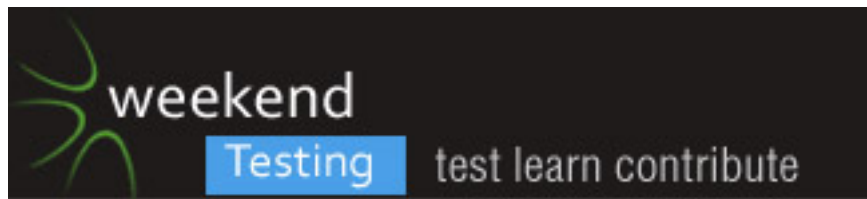
[1/7/12 11:41:46 AM] Weekend Testers Americas: The single version lets you know there are six sets, so with enough focus, you will find them.

[1/7/12 11:41:50 AM] Steveland Daniels: but yes the feedback is not as good

[1/7/12 11:42:18 AM] Weekend Testers Americas: With the multiplayer game,the cards get replaced each time. Thus the potential for new sets is removed, and the sarch has to begin anew.

[1/7/12 11:42:19 AM] Wade Wachs: so not all great testers will like logic puzzles, nor will the even have to be good at critical thinking, but they are one leaky abstraction we have for helping people learn to test, and develop their skills that are applicable to their jobs

[1/7/12 11:42:32 AM] Weekend Testers Americas: Right.



[1/7/12 11:42:51 AM] Robert Donahue: Stanford is offering a free online course on Game Theory this February:

[1/7/12 11:42:55 AM] Robert Donahue: <http://www.game-theory-class.org>

[1/7/12 11:43:06 AM] Weekend Testers Americas: That looks pretty cool :).

[1/7/12 11:43:17 AM] Wade Wachs: im signed up for the game theory class, it should be starting soon

[1/7/12 11:43:30 AM] Wade Wachs: and the user interaction, and algorithm design classes

[1/7/12 11:43:31 AM] Robert Donahue: Sweet!

[1/7/12 11:43:47 AM] Wade Wachs: if anyone else is taking it let me know, we can do a study group

[1/7/12 11:44:20 AM] Robert Donahue: I also selected Cryptography, but only if I don;t get into AST Foundations course.

[1/7/12 11:44:31 AM] Weekend Testers Americas: So as I mentioned earlier, I had us look at two sites and two imlementations, so that we could make some comparisons. How do you think you would have tested differently had that not been presented as an option?

[1/7/12 11:44:35 AM] Weekend Testers Americas: Do you think it helped?

[1/7/12 11:45:12 AM] Wade Wachs: i missed the first option, so i didn't have a comparrison, (i wasn't planning on joining today, just happened to be on skype at the right time)

[1/7/12 11:45:37 AM] Wade Wachs: i think it would have helped testing, though also would have created biases

[1/7/12 11:45:40 AM] Robert Donahue: Given the 2, I think i would have preferred no reference. Once you look/try something, you become biased, imo.

[1/7/12 11:46:00 AM] Steveland Daniels: personally i would have ttested slower looking at the help file making coparisons but as purely testing it, i would still be trying to test it like any other webpage

[1/7/12 11:46:28 AM] Steveland Daniels: too many inputs, cookie management, switching off images, scroll bar testing,etc

[1/7/12 11:46:46 AM] Ajay Balamurugadas: one more issue, The sign up button was in between other buttons. Would be easy to find if near the login button

[1/7/12 11:47:11 AM] Wade Wachs: i found the signin by messing up a login and finding it from there, i agree, that is bad UI

[1/7/12 11:47:39 AM] Ajay Balamurugadas: it was hard to find the right room

[1/7/12 11:47:49 AM] Gabriel Loo: I too would have found it more difficult to test because I'd have to keep referencing the help guide.

[1/7/12 11:48:02 AM] Wade Wachs: @ajay, they know their room selector is a bit funky in the new version

[1/7/12 11:48:20 AM] Robert Donahue: I think too, we should have focused on single player. There was a lot going on in using the room with all.



[1/7/12 11:48:52 AM] Ajay Balamurugadas: maybe one player should have played, otehrs watched or helped him/her
[1/7/12 11:49:11 AM] Weekend Testers Americas: Well, it was the multi-play aspect I was interested in so I think we all did well on that front :).
[1/7/12 11:49:32 AM] Weekend Testers Americas: OK, we are coming up to the end of our time together. Final thoughts?
[1/7/12 11:49:42 AM] Weekend Testers Americas: Weekend Testers Americas set topic to " WTA-23: Wrap Up "
[1/7/12 11:49:55 AM] Ajay Balamurugadas: a challenge on the blog candidate
[1/7/12 11:50:00 AM] Steveland Daniels: was people using the new version or the old
[1/7/12 11:50:08 AM] Ajay Balamurugadas: new
[1/7/12 11:50:09 AM] Steveland Daniels: ah
[1/7/12 11:50:11 AM] Weekend Testers Americas: new
[1/7/12 11:50:26 AM] Robert Donahue: new. that was a rule
[1/7/12 11:50:38 AM] Steveland Daniels: ah, must have missed it :).
[1/7/12 11:51:03 AM] Steveland Daniels: my final thoughts on the session is that i would like to do more, it really shows how people approach the same task
[1/7/12 11:51:15 AM] Weekend Testers Americas: Steveland, glad to hear that :).
[1/7/12 11:51:25 AM] Steveland Daniels: and get to talk about it , something that gets missed in rl
[1/7/12 11:52:09 AM] Weekend Testers Americas: OK, so I told Ajay I'd give him a few minutes at the end of the session, so I'm going to do the closing business now.
[1/7/12 11:52:23 AM] Wade Wachs: my final thoughts are - we found lots of 'issues' but only one real 'bug'. Alot of the issues were not seen as bugs by everyone testing
[1/7/12 11:52:36 AM] Ajay Balamurugadas: Hi everyone,
[1/7/12 11:52:38 AM] Ajay Balamurugadas: A small announcement:

Being the co-founder of Weekend Testing concept, it is my pleasure to invite you all to join the next learning initiative:

Pair, Learn, Present:

An initiative to practice presentation skills by pairing with testers.

<http://pairlearnpresent.blogspot.com/>

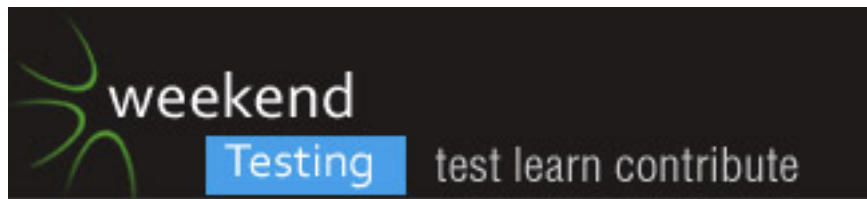
A fail safe environment to learn online presentation skills.

Pair with a partner, learn and present to the world.

An excellent opportunity to collaborate with other testers.

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Contact Points:

Email: pairlearnpresent@gmail.com

Twitter: https://twitter.com/#!/PLP_Learning

Facebook: <https://www.facebook.com/profile.php?id=100003306257247>

Skype: PairLearnPresent

[1/7/12 11:52:56 AM] Ajay Balamurugadas: /?

[1/7/12 11:53:15 AM] Weekend Testers Americas: Cool idea, Ajay, I've already followed up and I'm definitely interested :).

[1/7/12 11:53:46 AM] Ajay Balamurugadas: Weekend Testing started in 2009 and has spread worldwide

[1/7/12 11:53:57 AM] Steveland Daniels: this is an area that i want to improve :)

[1/7/12 11:54:03 AM] Ajay Balamurugadas: Hope PLP meets the same success - thanks to passionate testers like you :)

[1/7/12 11:55:14 AM] Ajay Balamurugadas: That's it from my side. Any questions?

[1/7/12 11:55:47 AM] Steveland Daniels: i like the concept esp if it mmeans that we can work in different apps/arenas..

[1/7/12 11:56:14 AM] Ajay Balamurugadas: Pick any topic, pair with a tester, and you both present to the rest of audience

[1/7/12 11:56:40 AM] Wade Wachs: any proposals to confs on PLP yet?

[1/7/12 11:56:41 AM] Ajay Balamurugadas: time zone issues, language, knowledge

[1/7/12 11:56:53 AM] Gabriel Loo: how frequently does it happen?

[1/7/12 11:56:56 AM] Ajay Balamurugadas: based on the sessions, plan for EuroSTAR

[1/7/12 11:57:00 AM] Ajay Balamurugadas: 2012

[1/7/12 11:57:15 AM] Ajay Balamurugadas: once or twice a month as of now

[1/7/12 11:57:27 AM] Wade Wachs: d'you have a PLP-americas rep yet?

[1/7/12 11:57:33 AM] Ajay Balamurugadas: no :)

[1/7/12 11:57:42 AM] Ajay Balamurugadas: I have NZL, IND

[1/7/12 11:57:45 AM] Weekend Testers Americas: Nope, but I'm sure Ajay would like to recruit one ;).

[1/7/12 11:57:55 AM] Wade Wachs: ;)

[1/7/12 11:57:58 AM] Steveland Daniels: well gmt here

[1/7/12 11:57:57 AM] Wade Wachs: we'll chat later

[1/7/12 11:58:19 AM] Weekend Testers Americas: For time reasons, I can't take this one on, but I will be a participant for sure.

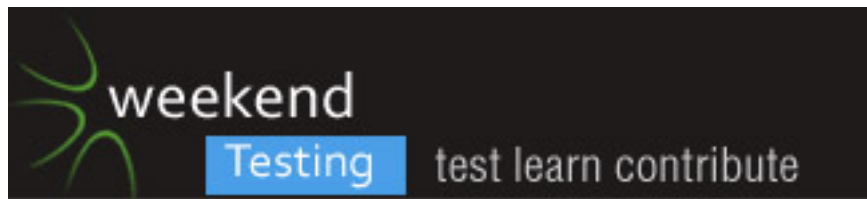
[1/7/12 11:58:23 AM] Ajay Balamurugadas: founded by Brian Osman and Me.

[1/7/12 11:58:29 AM] Weekend Testers Americas: OK gang, I have to close up shop here.

[1/7/12 11:58:32 AM] Weekend Testers Americas: So with that, I would like to thank the attendees of WTA23 for attending today. As I've stated in other areas, we are now going to be scheduling our sessions for the first Saturday of each month. We

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may have special sessions that happen more frequently, but barring a reason why we shouldn't have it, the first of the month date will be set in stone.

[1/7/12 11:58:49 AM] Ajay Balamurugadas: Thanks Michael and everyone :)

[1/7/12 11:58:53 AM] Weekend Testers Americas: Our next official session will be Saturday, February 4th, 2012.

[1/7/12 11:58:58 AM] Wade Wachs: thanks michael

[1/7/12 11:58:58 AM] Weekend Testers Americas: 10:00 AM PST

[1/7/12 11:59:00 AM] Gabriel Loo: Thanks, Michael

[1/7/12 11:59:02 AM] Steveland Daniels: well as long as time issues and other commitments prevent me from joining, then count me as regular

[1/7/12 11:59:08 AM] Anuradha: Thank you

[1/7/12 11:59:09 AM] Robert Donahue: Thank-you.

[1/7/12 11:59:13 AM] Weekend Testers Americas: Look forward to seeing you all there, and make sure to tell your friends :).

[1/7/12 11:59:14 AM] Steveland Daniels: thank you

[1/7/12 11:59:23 AM] Steveland Daniels: mind if i blog about it L)

[1/7/12 11:59:29 AM] Ajay Balamurugadas: yes, abt PLP too ;)

[1/7/12 11:59:47 AM] Ajay Balamurugadas: G ahead Steveland

[1/7/12 11:59:50 AM] Steveland Daniels: thanks

[1/7/12 11:59:54 AM] Weekend Testers Americas: Please do :). We appreciate the feedback :).

[1/7/12 12:00:05 PM] Robert Donahue: blog url, please?

[1/7/12 12:00:17 PM] Shmuel Gershon: Thanks to all

[1/7/12 12:00:22 PM] Steveland Daniels: plug - blackboxwhitebox.wordpress.com

[1/7/12 12:00:51 PM] Robert Donahue: Thank-you.

[1/7/12 12:00:52 PM] Weekend Testers Americas: Please send me a note when you have put it up, I'd like to include it with the experience report.

[1/7/12 12:01:12 PM] Steveland Daniels: thanks,

[1/7/12 12:01:14 PM] Weekend Testers Americas: Have a great day everyone!!!

[1/7/12 12:01:19 PM] Weekend Testers Americas: See you all next month!

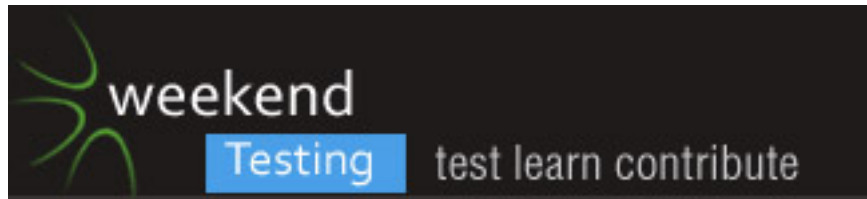
[1/7/12 12:01:40 PM] Gabriel Loo: Thanks everyone! I'm heading off now

[1/7/12 12:01:54 PM] Steveland Daniels: bye, son needing to put to bed cya

[1/7/12 12:17:16 PM] Ajay Balamurugadas: [1:35:41 AM] Elena Houser: anyone who has iPad I running on 3G with iOS5.0.1

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[1/7/12 12:17:31 PM] Ajay Balamurugadas: there's a project with above requirements



[1/7/12 12:19:39 PM] Robert Donahue: I'm open to connect via LinkedIn. Here is my profile:

[1/7/12 12:19:41 PM] Robert Donahue: <http://www.linkedin.com/in/rjdonahue>