

[15:30:29] * Weekend Testing Europe has changed the conversation topic to "WTEU-57: INTRODUCTIONS" *****

[15:30:40] Weekend Testing Europe: Thanks for joining our latest Weekend Testing Europe session!

[15:31:03] Weekend Testing Europe: I'm Neil Studd, and I'm going to be facilitating today's discussion/exercises. Our other facilitators (Amy & Dan) are also here today!

[15:31:09] Daniel Billing: Hello!

[15:31:13] Amy Phillips: Hello :)

[15:31:22] Weekend Testing Europe: Let's begin by hearing introductions from everybody. A few words about who you are, and (out of interest) whether you've had any previous experience with mobile testing.

[15:31:50] bhagya gdm: Hi Bhagya Mudiyansele here. Tester at Reed Business Information at Sutton. Not exposed to mobile testing but want to learn.

[15:32:01] Weekend Testing Europe: I'm Neil Studd, a UK tester for the past 11 years. Mostly I've worked on desktop products, though I've also worked a bit with "mobile web" (viewing websites on mobile devices).

[15:32:10] Emma Keaveny: Hey there, Emma here, some may know me as the swearing tester, Junior tester, finally one year under my belt, whoop whoop, a few months mobile testing, but nothing major! :)

[15:32:10] Stephen Janaway: I'm Stephen, have done a bit of mobile testing before.

[15:32:14] Amy Phillips: Hello, I'm Amy. As well as being a WTEU facilitator I'm Head of Test at Songkick. I've had my hand in Android, iOS, and mobile web testing.

[15:32:17] Lada Flac: My name is Lada FLac, I live in Croatia and I am a functional tester. But no experience with mobile testing.

[15:32:22] Dean Barnes: I'm Dean Barnes, I do QA at Adbrain, and I've never done mobile testing

[15:32:22] Daniel Billing: My name is Dan Billing, I am a tester at New Voice Media, with a strong interest in security. I have very little experience in mobile testing, so this is going to be awesome for me (I hope)

[15:32:44] Daniel Billing: too modest Stephen ;)

[15:32:50] Ash Winter: Ash Winter, tester at a start up I can't talk about, a good few years of testing under my belt, but relatively new to mobile testing.

[15:32:50 | Edited 15:33:05] Trisha agarwal: Hi ,, I am Trisha here work in product based company from India , bangalore and i tweet at @trisha_1212

[15:32:52] Del Dewar: I'm Del Dewar, UK tester, currently at Skyscanner. Done bits and bobs with mobile apps, but more with mobile web

[15:33:01] Ojaswini Bhagwat: Hi I am a webdeveloper professionally, recently started testing websites and this is first time for mobile testing.

[15:33:03] Stephen Janaway: Always stuff to learn Dan :)

[15:33:05] Ojaswini Bhagwat: Oju

[15:33:05] namita jain: hi Namita Jain here. I am QA at healthcare company .

[15:33:12] Amy Phillips: Ash :D Always love a secret start up

[15:33:13] Kai Bischoff: Hi, my Name is Kai. Im working as a tester since 10 years mainly on desktop and web applications.

[15:33:15] Emma Keaveny: @Stephen we never stop learning ;)

[15:33:25] Ash Winter: They made me sign things

[15:33:28] Arax Aldovino: Hello, Arax Aldovino here. I am a Queue Coordinator in my company and have no work experience with testing. I have only joined 2 or 3 projects at utes and have been reading blogs of some testers. Looking forward to learning new things here! :)

[15:33:37] Amy Phillips: hehe Even better

[15:33:52] Amy Phillips: Alex, awesome! We love new testers :)

[15:34:22] Arax Aldovino: Thank you! A bit nervous and excited here lol

[15:35:02] Weekend Testing Europe: Great, it sounds like we have a real mixture of experiences here. Don't worry if you've not experienced mobile testing before. One of the first things you'll notice is that there's quite a lot in common with traditional, desktop web testing. But hopefully you'll also pick up a few domain-specific tips too!

[15:35:19] Weekend Testing Europe: If everybody's introduced, we'll move straight on to start talking about today's topic.

[15:35:29] Emma Keaveny: Sweet

[15:35:54] Weekend Testing Europe: 1 second - just trying to sort one last invite :)

[15:37:12] *** Weekend Testing Europe added Claire Banks, suma ***

[15:37:25] Weekend Testing Europe: Sorry, two final joiners. Blame the organiser... oh wait, that's me :)

[15:37:29] Emma Keaveny: lol

[15:37:38] Weekend Testing Europe: We're just introducing ourselves - saying who we are, whether we have previous mobile testing experience

[15:37:56] Claire Banks: Afternoon

[15:38:17] Amy Phillips: Hello!

[15:38:19] * Weekend Testing Europe has changed the conversation topic to "WTEU-57: MISSION STATEMENT" *****

[15:38:38] Weekend Testing Europe: Today we're going to look at mobile testing, and in a while we're going to look at the LinkedIn mobile app (by popular demand)

[15:39:05] Weekend Testing Europe: Before we get started, we'll talk a little bit about mobile testing. Let's not think about apps yet; just think about browsing websites on your phone or tablet.

[15:39:23] Weekend Testing Europe: What are some of the challenges that you can think of for mobile testing? How might mobile users differ from people who are using websites on their desktop?

[15:39:45 | Edited 15:40:08] Trisha agarwal: settings, huge devices with different configuration

[15:39:52] Stephen Janaway: They typically are not inside

[15:39:54] Ash Winter: Less patience

[15:40:00] Kai Bischoff: different way of interaction

[15:40:04] Daniel Billing: The interface is different - touch, rather than mouse...

[15:40:09] Daniel Billing: but this is changing rapidly

[15:40:23] Ash Winter: Interruptions from other activities

[15:40:24] Ojaswini Bhagwat: they want all features as on desktop version

[15:40:38] Amy Phillips: connectivity issues

[15:40:43] Stephen Janaway: Many different device, OS, screen size combinations

[15:40:45] namita jain: Yes, need all features like desktop version

[15:40:47] Marine: offline / online features

[15:40:49] Daniel Billing: Battery issues

[15:40:55] Trisha agarwal: memory

[15:40:58] Daniel Billing: connectivity issues

[15:41:01] Ojaswini Bhagwat: yes offline online features

[15:41:03] bhagya gdm: disk space

[15:41:04] Daniel Billing: 3g/4g/wifi

[15:41:05] Del Dewar: optional memory cards

[15:41:09] Kai Bischoff: might be dependancies on device orientation

[15:41:15] Lada Flac: accessibility requirements, small screen for (maybe) the same amount of page elements as web version...

[15:41:19] bhagya gdm: automatic updates

[15:41:22] Amy Phillips: security - mobile phones are more likely to be stolen

[15:41:30] Daniel Billing: browser compatability

[15:41:32] Trisha agarwal: devices specific issue , which is really hard to get and debug by devs too :)

[15:41:42] Ojaswini Bhagwat: security

[15:41:51] Stephen Janaway: Typically used for shorter amount of time per session

[15:41:57] Emma Keaveny: phone orientation

[15:41:59] Del Dewar: notifications/interrupts

[15:42:04] bhagya gdm: different design to desktop application

[15:42:13] Marine: focus on one action, because of the small screen / compared to desktop version

[15:42:13] Weekend Testing Europe: Wow - you guys sure have a lot of great observations - so much for being new to mobile testing! Keep them coming - I'm planning to drill into a few of these in a moment.

[15:42:15] Trisha agarwal: based on persona using mobile

[15:42:18] Stephen Janaway: In situations where the user does not have another way of getting the relevant information

[15:42:18] Daniel Billing: some sites that display great on a desktop/laptop don't have mobile ready platforms - like the Empire magazine website I read

[15:42:19] Del Dewar: gestures

[15:42:26] Emma Keaveny: multi talking between various apps

[15:42:33] Kai Bischoff: (limited) access to other objects e.g. like photos, files, ...

[15:42:39] Emma Keaveny: *tasking

[15:42:44] namita jain: Accessibility issues is big thing while using mobile

[15:42:49] Ojaswini Bhagwat: access to attachments

[15:42:53] Del Dewar: swipe, flicks, double taps, shakes, touch/hold, rotation

[15:42:55] Daniel Billing: intergration with other apps like dropbox etc

[15:43:03] namita jain: uploading a file

[15:43:12] Trisha agarwal: mutiple apps , notifications, crash

[15:43:17] Daniel Billing: APIs are in heavy use!

[15:43:31] Marine: +1 Dan, performance issue :)

[15:44:03] Trisha agarwal: resume and restart

[15:44:12] Trisha agarwal: or first time launch

[15:44:15] Weekend Testing Europe: So, this is a really great list. I'll write-up the list after the session, into a mind-map which you can use when you want to consider mobile testing. You've already generated a huge number of ideas!

[15:44:17] Kai Bischoff: mobile apps can have different states compared to desktop applications like suspended apps, background updates, etc.

[15:44:21] Trisha agarwal: install and uninstall the apps

[15:44:25] Weekend Testing Europe: I'm going to attempt to cluster some of these together into some high-level topics.

[15:44:26] Daniel Billing: device fragmentation/OS fragmentation especially on Android

[15:44:31] Emma Keaveny: log in via FB, twitter or regular login

[15:44:34] Weekend Testing Europe: Firstly, device fragmentation ...darn Dan you beat me to it!

[15:44:41] Daniel Billing: sorry dude

[15:44:55] namita jain: crashing issues is very normal on mobile

[15:45:16] Trisha agarwal: [15:44] Emma Keaveny:

<<< log in via FB, twitter or regular login+ i faced similar issue today with softwaretestingclub.com

[15:45:29] Weekend Testing Europe: Device fragementation can mean fragmentation in terms of platform (e.g. Android / iOS / Windows), but also between different OS versions (Android Jellybean / Kitkat / etc) and fragmentation between features available on the device.

[15:45:31] Amy Phillips: On 17/05/2015, at 15:44, namijain1985 wrote:

> crashing issues is very normal on mobile

Oh boy, one of my bugbears

[15:45:54] Stephen Janaway: Also between carrier specific OS versions.

[15:46:02] Daniel Billing: (one of the reasons I stick to iOS devices) very little fragmentation and backwards compatibility issues

[15:46:04] Marine: user expectations of the app workflow (more focused and shorter)

[15:46:07] Weekend Testing Europe: There are new devices coming out all the time, and often us mere mortals don't get to be hands-on with the device until they're released. Like me, you might have been caught up in the rush to get hands-on with an Apple Watch!

[15:46:12] Stephen Janaway: And screen sizes, resolutions.

[15:46:24] Daniel Billing: ooh! rural area coverage! I live in the sticks!

[15:46:24] Emma Keaveny: does the app do whta the user wants?

[15:46:25] Ash Winter: Samsung specific Android bugs

[15:46:31] Trisha agarwal: with screen gaurds without screen gaurds and other protectors to the device, new & old devices

[15:46:36] Weekend Testing Europe: And screen sizes, resolutions.Yep

[15:46:45] Del Dewar: I'm still waiting for Stephen Janaway's Apple Watch unboxing video.... (drums fingers...) :)

[15:46:49] Emma Keaveny: lol

[15:47:01] Stephen Janaway: He he. Unboxed weeks ago :)

[15:47:09] Emma Keaveny: well is it worth it?

[15:47:20] Weekend Testing Europe: The next big challenge is the user's location and connection. If you're stuck on a terrible 3G data connection, you might actually experience slower connection than a 1990s dialup modem. Yet we still want to deliver beautiful, fully-functional sites to our users.

[15:47:23] Stephen Janaway: Hmm, yeah I reckon so.

[15:47:38] Daniel Billing: safety...people always on their phones when walking about (guilty)

[15:47:46] Daniel Billing: or when driving (shameful behaviour)

[15:48:03] bhagya gdm: or getting in to a tube station

[15:48:13] Emma Keaveny: lol only a reckon? @stephen

[15:48:14] Weekend Testing Europe: Hand-in-hand with connectivity is data usage. Depending on your site/application, you might have no qualms with having 500kb of images on your website's homepage; but if your mobile users are only getting a 10kb/sec download, are they really going to wait 1 minute for your homepage to load...?

[15:48:33] Ash Winter: A lot of services aren't available internationally, google locations services in China for one

[15:48:34 | Edited 15:48:46] Trisha agarwal: security is another issue , shouldnot/access/ use or reveal any user sensitive data which is present in the device

[15:48:38] Emma Keaveny: advertisements? slowing down performance, functions

[15:48:42 | Edited 15:49:04] Weekend Testing Europe: or getting in to a tube stationYes - Desktop internet connections are usually stable, but with mobile users, we have no guarantee that the user's connection will remain for long. So for mobile, it's important that our workflows are particularly resilient to requests being abandoned.

[15:48:43] Stephen Janaway: Indeed. Connected to how an app bundles data requests

[15:48:43] namita jain: on android device frozen and slow user interface

[15:49:05] Lada Flac: alternative to slow connection might be wi-fi

[15:49:07] Stephen Janaway: Facebook fetches the next few things it thinks you may want to see in a single api call

[15:49:13] Ash Winter: Caching

[15:49:20] Ash Winter: both server and client side

[15:49:23] Stephen Janaway: So way more efficient use of the data connection

[15:49:43] Daniel Billing: but also introduces security issues

[15:49:43] namita jain: synching error on andriod

[15:49:51] Daniel Billing: storage of unsecured data

[15:49:57] Daniel Billing: passwords, banking info etc

[15:50:04] Stephen Janaway: Ah Dan, the Starbucks problem :)

[15:50:05] Weekend Testing Europe: It's important that we think about this sort of thing; the better we do at it, the less time the user has to spend thinking about it.

[15:50:05] Daniel Billing: maybe poor encryption

[15:50:24] Weekend Testing Europe: Does anybody know of a good way to simulate/recreate a user's mobile connection speed?

[15:50:34] Stephen Janaway: Network link conditioner in xcode

[15:50:45] Stephen Janaway: Or use Charles proxy

[15:50:52] Ash Winter: Genymotion has a throttling function for its emulators

[15:50:52] Del Dewar: We have specific wifi connections at work that simulate GPRS, 3G cellular speeds.

[15:51:00] Stephen Janaway: Or network option in ABD for Androif

[15:51:00] Ash Winter: and good old Fiddler too

[15:51:06] Stephen Janaway: ADB even

[15:51:23] Daniel Billing: didn't know Fiddler had throttling capabilities

[15:51:26] Stephen Janaway: Android even. Christ, my typing is bad

[15:51:27] Kai Bischoff: managed switches :)

[15:51:40] Daniel Billing: but I have used it to observe device traffic via my laptop's proxy

[15:52:04] Weekend Testing Europe: Yes, I'm going to link to a good video about that in our post-session report.

[15:52:11] Stephen Janaway: If you are testing a mobile website then use the option in chrome developer tools

[15:52:12] Daniel Billing: (small white lie earlier - me and Chris Simms tested an app for my wife's council dept recently)

[15:52:34] Weekend Testing Europe: Stephen - Yes, Chrome's developer tools have matured wonderfully in the past 12-18 months.

[15:52:48] Daniel Billing: anyone who has done Alan Richardson's technical testers course on Udemy...these things are covered a lot

[15:52:56] Trisha agarwal: [15:50] Weekend Testing Europe:

<<< Does anybody know of a good way to simulate/recreate a user's mobile connection speed?Yes, we do using charles proxy

[15:52:59] Ash Winter: There is an ADB plugin for Chrome too

[15:53:04] Stephen Janaway: I've done a video for the dojo on them. Also available on youtube I think.

[15:53:10] Weekend Testing Europe: If you've not seen it before, opening Chrome's Developer Tools (F12 on Windows) you will see a "Device Mode" button (phone symbol), which lets you emulate different devices and connection speeds. It's surprisingly good for a browser built-in tool.

[15:53:43] Weekend Testing Europe: It doesn't quite replace the tactile feel of using a real device, but it's surprisingly accurate in detecting browser-specific issues. If I see an issue in the Developer Tools, I can usually subsequently replicate on a real device.

[15:53:54] Daniel Billing: another issue - films (particularly spy thrillers) making use of phones look very unrealistic

[15:54:01] Emma Keaveny: lol

[15:54:20] Ash Winter: I can control my car from my phone :)

[15:54:24] Stephen Janaway: Software Testing: Using the Chrome Developer Tool...:
<https://youtu.be/VACTFOTfOr8>

[15:54:26] Ash Winter: Thought everyone could

[15:54:30] Emma Keaveny: oooh nice

[15:54:39] Emma Keaveny: can I control someone elses car? lol

[15:54:43] Ash Winter: :)

[15:54:47] Trisha agarwal: :)

[15:54:54] Daniel Billing: I'm playing a PS3 game called Watch Dogs - can use the phone to hack traffic lights and other stuff

[15:54:57] suma: I've a puppy dog controlled with iPhone apps

[15:55:06] Emma Keaveny: awww man I am missin out here!

[15:55:06] Weekend Testing Europe: So that's a mobile web browser we're talking about. How about apps: Why might a user rather access your content through a mobile app? Why might we (as companies) prefer our users to use an app?

[15:55:26] Stephen Janaway: Richer functionality

[15:55:29] Emma Keaveny: app is quicker than mobile browser?

[15:55:32] Weekend Testing Europe: Example: With an app, you have deeper access to things like device notifications

[15:55:33] Stephen Janaway: Better analytics

[15:55:37] Stephen Janaway: Offline

[15:55:47] Daniel Billing: because you can control the content, the traffic...more targeted advertising via the app ?

[15:55:50] bhagya gdm: App can be customized for mobile users

[15:55:54] Trisha agarwal: session remain same, its will be in same state where user left and come back and start from there

[15:55:58] Ash Winter: control the data you gather

[15:56:04] Ash Winter: with Capptain and the like

[15:56:08] Weekend Testing Europe: @Emma: Maybe? You certainly have more control over the device, so you don't have the overhead of loading a browser

[15:56:11] Marine: mobility

[15:56:19] Daniel Billing: brand consistency

[15:56:23] Trisha agarwal: (y)

[15:56:36] Weekend Testing Europe: Offline support - we can implement our own caching / offline mode

[15:56:40] Daniel Billing: the app is part of the brand - I imagine that is the case with your firms apps @Stephen ?

[15:57:02] Stephen Janaway: Indeed :)

[15:57:10] bhagya gdm: App can have a MVP

[15:57:12] Stephen Janaway: But then so are the move websites too

[15:57:21] bhagya gdm: so it can go to users quickly

[15:57:32] bhagya gdm: than designing the entier site

[15:57:34] bhagya gdm: >

[15:57:35] Emma Keaveny: Do most apps give an option of logging in via FB, twitter etc rather than a browser?

[15:57:36 | Removed 15:57:45] bhagya gdm: This message has been removed.

[15:57:47] Emma Keaveny: Easier to send bug reports and issues?

[15:57:55] Trisha agarwal: depends on product owner

[15:58:03] Trisha agarwal: (y)

[15:58:18] Weekend Testing Europe: I've seen conflicting statistics about whether apps or websites are more popular on mobile. I've certainly seen believable stats which suggest that apps are more "sticky" - that is, users will view your content more often through an app than through a website.

[15:58:36] Emma Keaveny: I kno personally I prefer apps, more userfriendly, and quicker

[15:58:53] Weekend Testing Europe: But it can be hard to get users to download an app unless they're first familiar with your brand. Personally, there's nothing more annoying than browsing to a company's website on my phone, and getting a message telling me to download their app instead!

[15:58:56] bhagya gdm: Less scrolling to view the page

[15:59:07] Emma Keaveny: up to date notifications

[15:59:16 | Edited 15:59:17] Marine: App are generally leaner than their website counterpart

[15:59:22] Amy Phillips: Being featured in an app store is a great way to get new users

[15:59:23] Trisha agarwal: yes, memory consuptiom

[15:59:37] Daniel Billing: yes...with reviews and likes and so on

[15:59:42] Weekend Testing Europe: Often, mobile web and apps are developed alongside each other, to support whatever the user desires. Generally this is made easier by having a consistent backend data layer (API) which can be shared between the different platforms.

[15:59:44] Ojaswini Bhagwat: but changing user's mind set ?

[15:59:46] Emma Keaveny: you can review what apps that you wish to download and make the choice

[15:59:48] Daniel Billing: also hooks to social networking is more streamlined

[16:00:33] Weekend Testing Europe: So we've spoken a bit about the benefits of apps. Let's think now about challenges/annoyances for us as testers. Why might testing an app be harder than testing a website on the same device?

[16:00:49] Daniel Billing: error handling is different

[16:00:53] Daniel Billing: usually less verbose

[16:00:56] Trisha agarwal: memory ,crashes

[16:01:05] Trisha agarwal: battery consuptions

[16:01:06] bhagya gdm: compatibility testing scope

[16:01:19] Trisha agarwal: settings by different users

[16:01:31] Marine: post mortem of incident is not possible on Customer devices (if no reporting mechanism)

[16:01:31] Daniel Billing: device lifetime - how long it will be supported for by manufacturer

[16:01:36] Trisha agarwal: and again speed - 2g /3g/wifi

[16:01:36] Stephen Janaway: Detailed knowledge of the os

[16:01:53] Weekend Testing Europe: Yes, if we have a mobile app, we have to take responsibility for error-handling, collecting crash reports etc. There are some good, mature cross-platform tools which can help with this (e.g. Crashlytics)

[16:01:57] Ojaswini Bhagwat: yes speed

[16:02:10] Emma Keaveny: Wide variety of android phones and ios phones

[16:02:23] Daniel Billing: where the app uses native phone functions - playing back audio/video

[16:02:31] Trisha agarwal: stress testing using monkey tool can also give us a good report

[16:02:40] Del Dewar: automation can be a pain in the rear for apps, especially if you're cross platform - iOS v Android with things like appium which could be slow to update when new releases come along

[16:02:46] Amy Phillips: Automation is less useful on mobile vs. web. You can never automate the physical interactions so you end up doing a lot more manual testing

[16:02:54] Weekend Testing Europe: @Del: Ding! I was waiting for the first mention of automation. Amy just behind :)

[16:03:14] Ash Winter: Automate the integration layer over the interface

[16:03:21] Daniel Billing: I saw a great example of how they are solving some of these problems using a Ruby framework at JustEat.com

[16:03:29] Daniel Billing: at South West Test the other day

[16:03:31] Amy Phillips: Apple release process == massive pain

[16:03:46] Trisha agarwal: :)

[16:03:51] Stephen Janaway: +1

[16:04:16] Weekend Testing Europe: Device fragmentation makes it difficult to automate a representative set of front-end scenarios. It's comparatively easy to automate the data layer - i.e. making sure your API is serving the correct data for your app to handle - and, at the very least, this allows more time to focus on manual device testing

[16:04:22] Ash Winter: Need lots of release mechanisms for global Android releases, Play Store not available everywhere!

[16:04:30] Trisha agarwal: and automation for client side performance, server side performance , hidden url , internal environment

[16:05:26] Weekend Testing Europe: Yes, actually installing the app (particularly pre-release) can be a real pain, especially if your app contains payment/transactions (e.g. through Play Store) and you want to debug this. It can be a real pain. If they're low-value transactions, often we just suck up the pain by paying for the transactions ourselves!

[16:05:57] Weekend Testing Europe: Google/Apple both have mechanisms for demo payments I believe, though they're sufficiently complex that it's often not worth the trouble in my experience...

[16:06:19] bhagya gdm: User expectations can be high as well

[16:06:23] Del Dewar: testing payment transactions pre-release can also be a massive pain too, depending on the payment facilitator. Factor in things like 3D Secure and it becomes a whole world of fun.

[16:06:39] bhagya gdm: testing to cater them and the impact from other applications on the phone

[16:06:44] Daniel Billing: issues around two factor authentication

[16:06:47] bhagya gdm: cannot be predicted all the time

[16:07:23] Weekend Testing Europe: Somebody mentioned earlier that the interaction between different apps has to be considered - I found a great example of this recently on my Android phone.

[16:07:42] Weekend Testing Europe: If I'm listening to music on my Android music player, and I display an animated gif in the Twitter app, it pauses my music...

[16:07:59] Weekend Testing Europe: This is because Twitter's GIF implementation is based on their video implementation; so even though a GIF never has sound, it always stops my music...

[16:08:08 | Edited 16:08:20] bhagya gdm: Youtube stops music when it starts. 3 app do the same

[16:08:09] Daniel Billing: yeah...I often get integration issues with my car stereo

[16:08:11] Del Dewar: 'animated gif' - naught naughty, Neil... :)

[16:08:15] Daniel Billing: not displaying album art

[16:08:26] Daniel Billing: not pausing when a call comes in

[16:09:02] Weekend Testing Europe: Youtube stops music when it startsMy biggest annoyance with the YouTube mobile app is that it doesn't let you play in background. I guess this is because YouTube is, well, a video app; but a great percentage of YouTube content is primarily audio. It's bizarre that I can't listen to a YouTube stream whilst doing anything else on my phone.

[16:09:13] Weekend Testing Europe: But enough complaints about other apps... now's the time to talk about today's main activity :)

[16:09:18] * Weekend Testing Europe has changed the conversation topic to "WTEU-57: TEST TIME" *****

[16:09:37] Weekend Testing Europe: It's time to explore the LinkedIn app! We're going to do this in two parts...

[16:09:56] Weekend Testing Europe: PART 1: Load the LinkedIn app and pick one feature to explore (some suggestions in a moment). Spend some time exploring that feature in the app, learning what it can do, and see what does (or doesn't) make sense.

[16:10:25] Emma Keaveny: I find if I am on a skype call, I cant check other apps without it cutting us off, very annoying, you should be able to multi task, I expect this! lol

[16:10:26] Weekend Testing Europe: You can pick any feature you like. Here are some suggestions: Viewing profiles, Search feature, Browsing connections/friends, Jobs section, Groups/Discussions, Account signup

[16:11:21] Weekend Testing Europe: Spend about 20 minutes investigating a LinkedIn app feature on your phone/tablet. See what's interesting about it. Then we'll move on to the second half of the exercise!

[16:11:39] Stephen Janaway: Roger that

[16:11:42] Stephen Janaway: :)

[16:11:45] bhagya gdm: (y)

[16:11:47] Daniel Billing: (we should differentiate between functionality, and content, right?)

[16:11:56] Weekend Testing Europe: Is everybody OK with that? Feel free to continue typing in here as you go, but we'll do a full debrief at the end.

[16:12:52] Ojaswini Bhagwat: (y)

[16:15:01] bhagya gdm: Neil: You will have some profile notifications :)

[16:17:07] *** Weekend Testing Europe added sushma kumar ***

Trisha agarwal

[16:18:36] Trisha agarwal: While installing the app I got a error and again I can install the app

[16:20:07] Weekend Testing Europe: That's interesting - it's another example of the "mobile web" vs "mobile app" challenges. With mobile web, you can just go to the website and it will work, but with an app there is more overhead with getting connected (and potential for problems like this)

[16:20:07] Arax Aldovino: Trying to sign up, typed in my postal code, it keeps saying it is invalid.

[16:20:26] Dean Barnes: wrong casing?

[16:20:33] Weekend Testing Europe: Hopefully you managed to install now Trisha. If the install still does not work, you can instead use the mobile web version (m.linkedin.com in a browser) and it will suffice for today's exercise.

[16:20:56] Arax Aldovino: Tried all the valid attemps that I know of - casing, spaces, still no luck

[16:21:01] Trisha agarwal: yes, I have installed the app again

[16:21:26] Trisha agarwal: the app size is 16. MB which is very huge again

[16:21:42] Stephen Janaway: That's not big for an app these days

[16:21:52] Trisha agarwal: it would be good , if they have lighter version of app

[16:22:13] Stephen Janaway: Some containing video can run into 100mb or more :O

[16:22:26] Weekend Testing Europe: Arax, very interesting! Validations for postal codes, telephone numbers etc can be very hard to get right, particularly for worldwide applications. Is it a mandatory field?

[16:23:26] Arax Aldovino: Yup, I actually can't go past that screen. Whenever I hit "Next", says it is invalid. I closed the app and re-opened, now I get a "Confirm your email to start connecting"...

[16:25:04] Weekend Testing Europe: That sounds very confusing for users! I wonder at which screen it actually created your account? I suspect the workflow creates your account very early, and then takes you through more screens which are actually optional.

[16:25:27] Amy Phillips: I've added the 'Your recent activity' shortcut to my account. When I click it I see a "Oops! Thanks for your patience while we get it fixed. Looks like something was unplugged"

[16:25:33] Arax Aldovino: Just checked my email and saw 3 messages - all of which are to confirm email address. I am guessing that they sent that when I kept hitting the "Next" button and kept getting the invalid error.

[16:25:36] Amy Phillips: Wonder if it's because I don't have any recent activity

[16:25:38] Stephen Janaway: The main thing I always notice about the LinkedIn app on android is how slow it is.

[16:25:39] Weekend Testing Europe: It seems the business benefit is to get your account signup completed early, regardless of the annoyance for user experience

[16:27:05] Weekend Testing Europe: Arax, your postcode problem is a particularly interesting one. I wonder why they care whether your postcode is in a particular format? My guess is that the location-specific features (e.g. "jobs within X miles") are calculated based on your supplied postcode.

[16:27:11] Arax Aldovino: [16:25] Weekend Testing Europe:

<<< That sounds very confusing for users! I wonder at which screen it actually created your account? I suspect the workflow creates your account very early, and then takes you through more screens which are actually optional. I never got the confirmation that I have successfully done anything.

[16:27:36] Amy Phillips: I notice that the app copyright is still saying 2014. Suggest leaving these out of your apps if possible. The date is always wrong

[16:28:14] Daniel Billing: One issue that I have had for ages is an orphaned connection request

[16:28:29] Daniel Billing: every time i accept or delete it, it comes back

[16:28:36] Stephen Janaway: Mine says 2015. On android

[16:28:49 | Edited 16:28:58] Weekend Testing Europe: We have about 5 minutes before I tell you about the next section of the exercise.

[16:29:20] Kai Bischoff: on jobs: it's somehow confusing that I can open the same job multiple times through the suggestions

[16:29:42] Lada Flac: @Amy I don't get an error on my 'recent activity' shortcut

[16:29:51] bhagya gdm: Was looking at profiles:

- cannot remove connections

- Whats the diff between people you may know and add connections? why there is two?

- When you comment on a post, it shows the text you added and later it disappear. Not say whether it did not add or waiting for approval.

Yesterday I comment on a discussion and 5 mins after it was not there. Not the first time it happend

[16:30:08] Stephen Janaway: The shortcuts in the main menu are super confusing

[16:30:15] Amy Phillips: @Lada, weird. Must be some interesting/missing data in my account

[16:31:03] sushma kumar: Is it going to be voice secession

[16:31:37] Weekend Testing Europe: @Emma: What have you been testing so far? I'm only asking because I received an SMS text message saying that you want to connect. I've received a few other connection requests, but yours is the only one which sent a text message! :D

[16:32:05] Emma Keaveny: :D

[16:32:10] Emma Keaveny: I am testing the add connections

[16:32:15] Emma Keaveny: didnt realise the text message went through

[16:32:17] Weekend Testing Europe: Ah - add from address book?

[16:32:23] Emma Keaveny: Yes

[16:32:29] Trisha agarwal: there is one issue similar to facebook , last month they solved

[16:32:32] Emma Keaveny: there was no warning to make sure this was what I wanted to do

[16:32:38] Emma Keaveny: so I think I have spent a fortune! lol

[16:32:42] Weekend Testing Europe: Oh crap! :D

[16:32:57] Trisha agarwal: it can access my pic in the mobile without any permission from me

[16:33:00] Emma Keaveny: I would say thats a big fail to me and the app

[16:33:00] Stephen Janaway: Camera icon in the status update screen changes colour when going back from the camera

[16:33:24] Emma Keaveny: there should be at least a warning saying this will cost you money, all it says is invite all and thats it!

[16:33:27] Weekend Testing Europe: Emma, yeah sounds like a dark pattern to me. (See darkpatterns.org for examples of some others)

[16:33:36] Emma Keaveny: ooh thanks Neil :)

[16:33:39] Weekend Testing Europe: Specifially: <http://darkpatterns.org/friend-spam/>

[16:33:50] Weekend Testing Europe: > even well-known companies sometimes engage in "friend spam".

Yup!

[16:33:59] Emma Keaveny: ah lord

[16:34:09] Emma Keaveny: I dont want to be spamming anyone, not if its costing me ;)

[16:34:09] Emma Keaveny: hehehehe

[16:34:24] bhagya gdm: Thats a useful link. thanks

[16:34:31] Del Dewar: Jeezo - this app! I remember why I don't use it now...

[16:34:32] Emma Keaveny: but glad I was the only one testing the text feature ;)

[16:34:32] Emma Keaveny: Imfao

[16:34:41] Weekend Testing Europe: Doesn't sound as bad as a bug I once found when beta-testing a website. I found a bug which would automatically send a direct-message to EVERY USER ON THE SITE. Sadly I only found out after I pressed send

[16:34:47] bhagya gdm: I wanted to test it and stopped myself :D

[16:34:49 | Edited 16:34:57] Arax Aldovino: Not sure if I am doing something wrong here but I have confirmed my email but I still get the "Confirm your email address" screen on the app. :/

[16:35:11] Emma Keaveny: oh shite! lol but hey at least it was found so for the future it wount happen again :)

[16:35:25] Weekend Testing Europe: Well, now we're going to move onto part 2 of the exercise. Arax, this might finally allow you to solve your problem!

[16:35:31] bhagya gdm: defo

[16:35:42] Weekend Testing Europe: PART 2: Now I want you to look at the same feature in the desktop site, and compare its functionality. What differences can you find? (What's missing on mobile? Is there anything on mobile which isn't available on desktop?) What might be the reason for those differences?

[16:36:15] bhagya gdm: Can remove connections on desktop app :)

[16:36:15] Weekend Testing Europe: We'll do another 20 minutes on this second part. After this, we'll reconvene and compare our experiences

[16:37:06] Weekend Testing Europe: So it's much easier to remove connections on desktop. I wonder if that is deliberate or accidental?

[16:37:43] Stephen Janaway: I'm on mobile only so I'll be skipping this bit. I'll keep listening to what you find though :)

[16:38:01] Ojaswini Bhagwat: About comparison, in "search job" section there is very advanced on desktop site while in app it's very restricted

[16:38:19] bhagya gdm: There is no button or a link to remove. May be the buisness case is, you mostly add connections not remove

[16:38:48] Ojaswini Bhagwat: like choosing location and keyword. date wise search

[16:39:14] *** **

[16:39:18] Ash Winter: My test session file for the first part

[16:39:26] Ash Winter: That was fun!

[16:39:29] Weekend Testing Europe: About comparison, in "search job" section there is very advanced on desktop site while in app it's very restricted This appears to be a classic example of trying to balance powerful functionality, versus an easy-to-use experience on a small screen. The advanced features are not available at all in mobile? Or are they just hidden/buried in more menus?

[16:39:40] Ash Winter: If you want to see that is.

[16:39:43] Ash Winter: :)

[16:41:05] Weekend Testing Europe: Absolutely! That's a brilliant overview of what you've covered, particularly in the time available. It'll be interesting to compare if you now repeat those tests on desktop - my prediction is the issues will be mostly non-existent on desktop (they look like unconsidered edge-case display issues in the app)

[16:41:26 | Edited 16:42:28] Trisha agarwal: Bussiness services(on the top menu bar - right hand side) on desktop not on app

[16:42:04] Ojaswini Bhagwat: I tried to searching around like going in to settings just to chk if they are realy not available or are hidden...

[16:42:09] Weekend Testing Europe: Folks, Ash's attachment is a fantastic example of how you can display the results of ad-hoc exploratory testing, particularly when you have time pressure. If I am a business takeholder looking at this, I can see Ash has lots of unanswered questions and this might encourage me to allow more time to investigate the problems.

[16:42:28] Daniel Billing: On the App, there is a apply via recruiters site...which renders the recruiters site into the Linked In frame...very odd behaviour

[16:42:30] bhagya gdm: Thanks Ash

[16:42:41] Ojaswini Bhagwat: must be a easy to use ...design

[16:42:43] Arax Aldovino: Desktop version - postal code was valid and I had no problem signing up and confirming.

[16:42:55 | Edited 16:43:04] bhagya gdm: in Mobile app can comment on group discussion where I am not a memeber of. but not the same in desktop site

[16:43:18] Ash Winter: No probs, when testing identify risks as you go, I have no idea how the search algo works, so I can't say what is the 'right' behaviour

[16:43:28] Weekend Testing Europe: On the App, there is a apply via recruiters site...which renders the recruiters site into the Linked In frame...very odd behaviourTwitter on Android did something similar recently, there was a 72hr period when all web links would open within a proprietary browser within their app. Thankfully they soon reverted this

[16:43:29] Daniel Billing: Lovely bit of work Ash - always looking for better ways to organise my testing

[16:43:59] Ash Winter: Some guys called Bolton and Bach put me onto it

[16:44:04] Ash Winter: :)

[16:44:20] Daniel Billing: rst?

[16:44:20] Weekend Testing Europe: Yeah they've been known to have an interesting idea or two ;)

[16:44:42] Ash Winter: Yup, they even came to Leeds

[16:44:44] Ash Winter: :)

[16:44:52] Daniel Billing: nice!

[16:45:33] Weekend Testing Europe: in Mobile app can comment on group discussion where I am not a memeber of. but not the same in desktop siteWow, on the surface this sounds as if it could be a potentially serious permissions issue. You have checked the same group in both desktop & mobile? And the desktop does not permit comments, but mobile does?

[16:46:00] bhagya gdm: its the same group

[16:46:02] Weekend Testing Europe: I think these permissions are set at a group level, so if you were looking at different groups, maybe they just had a different setup. But I've seen a lot of bugs in LinkedIn app so it wouldn't surprise me

[16:46:08] Weekend Testing Europe: ...Ah, there you go then :)

[16:46:22] bhagya gdm: I left a group on desktop site while its still pending request. but the group still say pending approval for membership

[16:46:37] Ojaswini Bhagwat: Also while using messaging system of Desktop verson of linkedIn it has very advanced features like looking at sent messages,invitations...while in app we cant look at sent messages

[16:50:22] Weekend Testing Europe: There's about 5 minutes left until we gather and discuss what we found

[16:50:26] Ash Winter: Limited search without authentication is available on Desktop but not the app, interesting differences....

[16:50:34] Trisha agarwal: desktop have a features how do we connect to a person / what are common while app dont

[16:51:32] Trisha agarwal: we can search based on people/ group/intrest/ jobs not on app

[16:52:47] sushma kumar: i can't see the profile icon in app in the app directly

[16:52:57] sushma kumar: desktop has the feature

[16:53:12] sushma kumar: is that right

[16:53:44] Ojaswini Bhagwat: there is a link saying 'Interests' in desktop menu....which is missing in the mobile version.

[16:54:07] Ojaswini Bhagwat: I mean in ap

[16:54:09 | Edited 16:54:18] bhagya gdm: in mobile app we can add shortcuts. its not there is desktop

[16:54:11] Ojaswini Bhagwat: app

[16:55:51] Weekend Testing Europe: @Ojaswini: When you hover on 'Interests' in desktop, it has 4 sub-items (for me): Companies, Groups, Pulse, Education. I see three of those in the Android app. There's no clue about where the Education option has gone, or why they are collapsed into an Interests menu for desktop

[16:56:50] * Weekend Testing Europe has changed the conversation topic to "WTEU-57: SESSION DEBRIEF" *****

[16:56:54] Ojaswini Bhagwat: yes...I observed same thing

[16:56:56] Weekend Testing Europe: That's the end of our testing time! Take a couple of minutes to finish off, collate notes, etc. Then we'll go around the group and see what we each discovered.

[16:57:36] bhagya gdm: Question : So, from testing point of view mobile browser testing and mobile app testing is the same but less complicated ? And same techniques can be used?

[16:58:54] Weekend Testing Europe: I think they have different sets of challenges, but I don't know which I would say was less complicated. For mobile app, remember you also need to think about what device features you can access (address books, notifications, camera, etc)

[16:59:38] Weekend Testing Europe: There is definitely some overlap, e.g. challenges with number of devices, varying data connection quality.

[17:00:48] bhagya gdm: (y)

[17:00:48] Weekend Testing Europe: Let's see what people have found. Who'd like to summarise their findings?

- What feature did you test?
- How does the feature differ between desktop and app?
- As a user, which experience did you find preferable?

[17:01:08] bhagya gdm: there are + and - in both

[17:01:15] bhagya gdm: for differet actions

[17:01:23] bhagya gdm: we have to choose what to use

[17:01:35] bhagya gdm: specially when I want to comment or remove connections

[17:01:41] bhagya gdm: its the desktop

[17:01:57 | Edited 17:04:01] bhagya gdm: and for rest of the functions mobile. I am personally a mobile user than desktop

[17:04:16] sushma kumar: options are more in desktop but in app few are missing but its app is very simple i feel

[17:04:19] Lada Flac: Here's what draw my attention most:

1. menu option 'Add shortcut' on mobile (not available on web)

- some groups are offered to select, but I don't know why (only) those two are offered and I cannot select any group that's not on the list (there is nothing like 'search' option on this menu)

2. Sorting of updates on my home page

- on the web I can chose between top and recent updates, and these options are not available on mobile

- refresh on mobile changes the initial order, but cannot figure out how exactly, but it's not chronological neither before or after refresh

(btw, this is the reason I stopped using mobile linkedin, I require chronological order :))

Sorry that my msgs are posted indented to someone else's msg, that seems to be a skype feature in the latest versions :(

[17:04:32] Emma Keaveny: I found the app easier to use to add connections, straight away the app would show you all the people you may know, contacts with phone numbers and contacts with email, it was esay to pick and choose, I just want happy with the text invite feature (bare in mind this is a pilot feature) but it would have been nice if they reminded you this is gonna cost!! lol

[17:04:32] Kai Bischoff: on jobs (testing on iPad):

comparing the website and the app shows that the app is really reduced in functionality. It's basically stripped down to the job suggestions and saving/saved jobs, displaying a very clean and lean window. Whereas the website looks a little cluttered but offers a lot more functionality such as

- (advanced) job search
- posting an open req
- informing about matching jobs from head hunters

The navigation concept of the browser version uses the „normal“ browser navigation (opening a new page in the same window and using browser back button). The app opened a new pane for each job that are stacked on top of each other. These panes can be closed by X (close) button).

So in a nutshell it seems like the linkedin approach for the „jobs“ section of the app is really to provide just the basic functionality and focus on mobile usability and few visual effects.

[17:04:42] Ojaswini Bhagwat: I choose job search

[17:05:28] Amy Phillips: On 17/05/2015, at 17:04, lada.flac wrote:

> Sorry that my msgs are posted indented to someone else's msg, that seems to be a skype feature in the latest versions

That's just how you see your own messages. They look normal to the rest of us :)

[17:05:41] Lada Flac: ok then :)

[17:05:46] Ash Winter: -Search Overall

-Desktop was a true elastic search, built for power with a dependable connection, mobile much more category dependant and linear.

-Desktop was much more powerful, but both filtered and gave suggestions as you entered data. Mobile good for filtering what you already have, desktop better for finding new stuff.

[17:05:58] Del Dewar: Me too for jobs - no summary but here's my notes from the app part -

[17:06:09] Del Dewar: Jobs - App

- 'Saved' a job from the list, and it appeared in a 'Saved Jobs' bar at the top. It also was removed from the standard list below. Exits the Jobs panel and reload, and the saved job now appears in both the standard list and the saved jobs list. Granted, it doesn't have a 'save star' next to it in the latter list, but it's a bit redundant all the same.

- Details of the (already saved) job gives me the option to save it again (duh!) - this has no tangible impact

- Can see how I can remove saved jobs from my list. gestures not working and there's no 'unsave' or 'remove' option. Saving again does nothing.

- I've had to default to the desktop version to remove saved jobs. Fail. Order of saved jobs on desktop is reversed from that on app (why?)

- Saved jobs list (entries now removed via desktop) no longer have save star in app list, despite them no longer being in the save list.

- The Scottish Government can't spell Engineer properly. :((Enginner)

- Killing the app and relaunching has sorted out data inconsistencies. Mumble grumble...

- What if I wanted to search by locality? Seems to have a bunch of Edinburgh jobs at the top and they get further away as you go down the list - thought it may be 'fanning out' from my current point of employment but it all gets a bit random - Towcester -> Norwich -> London -> Milton Keynes -> Manchester, Torquay, etc.

- So what if I wanted to search for jobs 'daan sarf'? No way of filtering on location (I can, or at least used to be able to on the full site)

[17:06:28] *** **

[17:06:41] Emma Keaveny: @Amy seems to be mine only...lmfao

[17:06:42] Ash Winter: And my session file.....

[17:06:56] Amy Phillips: @Emma, funny that...:D

[17:07:10] Emma Keaveny: (rofl)

[17:08:20] Ojaswini Bhagwat: I compared

1.Job searching feature

2.and messeging feature

found out

it is limited usage on mobile app but can be used for 'on go'situation.

[17:08:28] Weekend Testing Europe: So it seems to me that a lot of functional differences, are due to a desire to show a streamlined / "simple" version of the site within the app. But this renders some features inaccessible in the app

[17:08:47] Weekend Testing Europe: Which means that these features then get used less (because people don't know that they exist) and it becomes a self-fulfilling prophecy!
[17:09:21] Amy Phillips: My experience is people prefer streamlined apps. Songkick streamlined the website after seeing how much people preferred our lightweight iOS app
[17:09:44] Weekend Testing Europe: We didn't find many things which took advantage of the fact that it was an app? Emma found contacts import (thanks Emma!), others found you could use the camera to upload profile avatars, did anyone find any other app-specific integrations? Notifications?
[17:10:07] Stephen Janaway: Session time for mobile is way shorter on average
[17:10:14] Arax Aldovino: - Tested signup since I didn't have any linkedin profile yet

- On the mobile app, I did have problems on the postal code and I was not even able to type in my name and other information on the mobile app. I got stuck on the postal code and it did not give any confirmation that I was successful on doing anything, yet I was still able to create a profile (after 4 "Confirm your email" messages and which listed me under a different country...). On the desktop version, everything was clearer. Instructions and steps were clearer for me. Everything made more sense on the desktop version. You sign up, have a valid email address, type in information and confirm email and you're good to go.

- As a first time user of linkedin, I would prefer the desktop version.

[17:10:19] Emma Keaveny: I have just sent a whole load of invites, and now have to go into each sent email and individually click withdraw, and not only that after every withdraw click, I get taken back to the homepage! This could be a long night! Imfao
[17:10:38] bhagya gdm: :D
[17:10:39] Weekend Testing Europe: Might be quicker to delete and recreate your account ;)
[17:10:39] Emma Keaveny: :D:D:D:D:D:D:D
[17:10:50] Emma Keaveny: (rofl)
[17:10:55] Emma Keaveny: groan
[17:11:00] bhagya gdm: (bug)
[17:11:05] Ash Winter: Permissions for location was interesting
[17:11:05] Daniel Billing: I was working with the downloading contacts from my handset to my linked in account, but sadly I had to step away from my machine for a bit
[17:11:12] Ash Winter: When I didn't allow it
[17:11:19] Ash Winter: the app just stared at me
[17:11:22] Ash Winter: :)
[17:11:34] Daniel Billing: were you both there and not there?
[17:11:39] Amy Phillips: @Ash lol
[17:11:40] Daniel Billing: schrodingers app?
[17:11:45] Emma Keaveny: @Ash it gave you the Evils? lol
[17:11:57] Ash Winter: It was like fine whatever
[17:12:00] Emma Keaveny: lol
[17:12:00] Kai Bischoff: I was able to „like“ (or congrats) myself on the new job in the app - wasn't able to do this in the desktop version ;)
[17:12:17] Emma Keaveny: I was just surprised mine didn't say "Computer says no!" lol
[17:13:06] Weekend Testing Europe: We've found a few bugs, or at least "undocumented features", on the app version then. Nobody seems to have had the same kinds of problems on the desktop version; why do we think the app might be more prone to these problems?
[17:13:27] Weekend Testing Europe: Some of the possible reasons have been discussed already
[17:13:30] Daniel Billing: rush to deliver to market?
[17:13:56] sushma kumar: we don't have the option in app 'who viewed your profile' but it's there in desktop
[17:14:21] Daniel Billing: I'm not sure I know what LinkedIn thinks it is for, I find it a very schizophrenic service to use
[17:14:40] Daniel Billing: and it often gives me very deep headaches
[17:14:52] Weekend Testing Europe: @sushma: In the app you can find 'who viewed your profile' within the Add Shortcut menu. I don't know why they made it different to desktop.
[17:14:56] Ash Winter: Try to stay away from the discussions

[17:15:13] Emma Keaveny: I think its an ok app, I dont invest too much time in it, and I think thats why it works ok for me, I am not really needing to use it

[17:15:14] Ash Winter: they will give you migraines

[17:15:44] Weekend Testing Europe: Dan: Rushing/deadlines is always an issue in anything we're producing. With apps, there's the convenience of being able to push updates easily, so there is definitely the temptation to release something and see what happens...

[17:16:12] Daniel Billing: I'd be interested to know what approaches in dev they use themselves

[17:16:13] sushma kumar: yeah neil thanks

[17:16:14] Stephen Janaway: And also test when its in the apple release queue :)

[17:16:47] Ash Winter: testers don't need to rush, we can do as much or as little testing as our stakeholders would like :)

[17:17:05] Weekend Testing Europe: We talked about device fragmentation, and maybe they've been testing with particular devices / OS versions which didn't show these problems. Detecting device-specific display problems through automation is a fairly thankless task too.

[17:17:07] Ash Winter: That's the beauty of the craft, infinitely flexible

[17:17:19] Trisha agarwal: with the differnt devices and configurtaiion in device and user interaction

[17:17:53] Weekend Testing Europe: Ash, it's interesting that you should say that, as this is the next thing I wanted to talk about. In a lot of cases, functionality has been scaled-back to produce a "simpler" version in the mobile app. As a tester, if you were working on this team, how would you feel about this?

[17:18:13] Weekend Testing Europe: This is something I struggle with every day. To what extent can you question the requirements, and when do you have to let go?

[17:18:23] Daniel Billing: I think it has moved its aim from being a social networking tool for professionals, when I first used it...to a tool that is driven by the needs of recruiters

[17:18:43] Emma Keaveny: I agree Dan

[17:18:48] Emma Keaveny: thats all I see on there to be honest

[17:18:58] Emma Keaveny: its handy for an online CV, but I dont put my hopes in it! lol

[17:19:23] Del Dewar: +1 for recruiter spam - spurious requests from 'consultants' - grrrr.

[17:19:30] Ash Winter: You'd have to let go of the preconceptions from testing the desktop version for a start

[17:19:48] Ash Winter: to effectively test the mobile version

[17:20:04] Del Dewar: much better to have your own site and have an online CV on there - plenty of folks do that nowadays

[17:20:07] Daniel Billing: yeah...thats a hard thing to do once you have had such an emotional investment in the application already

[17:20:12] Emma Keaveny: lol

[17:20:27] Del Dewar: LI is only useful for answering 'Whatever happened to....' questions for ex-colleagues...

[17:20:28] Daniel Billing: this is what the power of suggestion (i.e. crap experiences in the past) has had on me

[17:20:59] Weekend Testing Europe: Treating the app as its own beast is a good way to be objective about what it's capable of, but will users do the same thing? I certainly see a wide cross-section of people on Twitter (granted, mostly testers that I follow, so it's a narrow view!) who are frustrated by the app and how it differs to the desktop version.

[17:21:09] Del Dewar: The only emotion I've invested into LI is frustration.

[17:21:50] Emma Keaveny: I like linkedin it does have potential :)

[17:21:53] Emma Keaveny: keep positive :)

[17:22:00] Emma Keaveny: there is loads of room for improvement

[17:22:29] Weekend Testing Europe: If you want to hear more about testing mobile apps from those who are doing it every day, there was a really interesting (and funny) presentation at this year's TestBash, from the people who test the Guardian newspaper's iOS and Android apps. It's well worth a signup/watch.

<https://dojo.ministryoftesting.com/lessons/re-running-the-are-you-a-mac-or-a-pc-battle-for-ios-and-android-sally-goble-jon-hare-winton>

[17:22:47] Weekend Testing Europe: They talk quite openly about the challenges that their teams faced, and where the respective platforms got in their way.

- [17:22:49] Daniel Billing: yes, well worth a watch
- [17:23:01] Del Dewar: If the app is indeed it's own 'thing' and a 'low-fat' alternative to the site, it begs the question, how do you convey that to the user without them becoming frustrated to the point of violence if their assumptions will (reasonably) be aligned with that of the desktop site.
- [17:23:39] bhagya gdm: Is there any books / sites on mobile testing that can be recommended?
- [17:24:04] Stephen Janaway: If you want to learn more at a conference then I'd recommend Mobile App Europe at the end of Sep in Potsdam
- [17:24:11] Stephen Janaway: Was good last year
- [17:24:36] Weekend Testing Europe: I've got a few suggestions which I'll be adding in our post-session report on the Weekend Testing website, will gladly add more if anyone has any suggestions!
- [17:24:45] *** Weekend Testing Europe has changed the conversation topic to "WTEU-57: SUMMARY/CLOSING" *****
- [17:25:26] Stephen Janaway: I've got some links and stuff on my site - stephenjanaway.co.uk
- [17:25:49] Amy Phillips: Deefex, I think that's all about knowing your company goal. What do people actually want to use your service for? Then you make an app that allows that
- [17:25:51] Weekend Testing Europe: Well, it's been a fun session! I think we've each experienced something different in our exercises, and seen that developing (and testing) for mobile has its own unique challenges. And in fact, mobile web versus mobile app has its own set of challenges.
- [17:26:50] Weekend Testing Europe: I'll post a session report on the Weekend Testing website tonight, with links to some additional resources, and everything that we've talked about today. I'll also produce a printable mind-map version of our brainstorm at the beginning of the session, because you all came up with some great ideas on mobile-specific testing.
- [17:26:57] Stephen Janaway: Thanks for the session guys. Really interesting.
- [17:27:07] Weekend Testing Europe: If you do your own writeups, let us know on email or by tweeting @europetesters, and we'll include a link to your report on the website.
- [17:27:50] Ash Winter: That was great, another really engaging session :)
- [17:27:52] Weekend Testing Europe: You can certainly expect some more mobile-themed sessions in the coming months. Today we've mostly been trying to appreciate the range of different challenges - we can go deep on particular challenges in future sessions.
- [17:28:12] Weekend Testing Europe: Next month's session is looking like it'll be on June 28th, but we'll confirm nearer the time - we'll send a "save the date" email to our Gmail mailing list in the next couple of weeks.
- [17:28:23] Weekend Testing Europe: If you're not on the mailing list yet, ping us at europetesters@gmail.com and we'll get you added.
- [17:28:25] Ojaswini Bhagwat: Thanks ,that was good experience.
- [17:28:54] Ojaswini Bhagwat: Bye everyone
- [17:29:00] bhagya gdm: Thank you all.. this sure give me a good base on up coming mobile changes we are planning to do
- [17:29:10] Weekend Testing Europe: Thanks for taking the time to be with us today, hope you've enjoyed it and we'll see you again soon!
- [17:29:23] Weekend Testing Europe: Please do mail us if you have any feedback or requests.
- [17:29:25] Arax Aldovino: Thank you for doing this session and welcoming newbies! Learned a lot, thanks again! :)
- [17:29:26] Kai Bischoff: Thanks for the session I really enjoyed it! see you next time.
- [17:29:27] Amy Phillips: Thanks, Neil!
- [17:29:32] Daniel Billing: good by all :)
- [17:29:32] Lada Flac: bye!
- [17:29:39] Del Dewar: Cheerio all
- [17:29:52] Ash Winter: Bye guys
- [17:29:55] Ash Winter: :)
- [17:30:06] bhagya gdm: Bye!!!
- [17:30:12] bhagya gdm: Thanks Neil
- [17:30:13] *** Weekend Testing Europe has changed the conversation topic to "WTEU-57: END" *****
- [17:30:23] Weekend Testing Europe: Cheers, it's been fun :)
- [17:30:27] Weekend Testing Europe: Emma - send me your mobile bill :)
- [17:30:34] Emma Keaveny: Thanks a million Neil, best session I have had! :)

[17:30:36] sushma kumar: thanks neil all the team

[17:30:40] Emma Keaveny: hey it was worth it

[17:30:46] Emma Keaveny: Cant put a price on learning!!!

[17:30:51] Stephen Janaway: Bye everyone

[17:31:07] Emma Keaveny: Just so you know texting does work! Imfao

[17:31:11] sushma kumar: first time participated but really had grea time and got some useful information

[17:31:37] Emma Keaveny: Thank you everyone, great to see how you all tested! You made this Junior a happy tester today! :)

[17:32:12] sushma kumar: :)

[17:33:00] suma: Thank you everyone :)