

[4/16/16, 10:00:03 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to “WTA-71 - Lightbot, Revisited! - START”

[4/16/16, 10:00:13 AM] Weekend Testers Americas: Hello everyone and welcome to Weekend Testing Americas!

[4/16/16, 10:00:31 AM] Weekend Testers Americas: I’m Michael Larsen, and I will be playing the role of WTA/Facilitator today.

[4/16/16, 10:00:39 AM] Weekend Testers Americas: First and foremost, introductions.

[4/16/16, 10:00:47 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to “WTA-71 - Lightbot, Revisited! - INTRODUCTIONS”

[4/16/16, 10:02:02 AM] Weekend Testers Americas: Again, WTA == Michael Larsen. Been in the testing world now for 25 years. Have worked a lot of places, do a fair amount of writing on the topic, particularly interested in mentoring new testers and making the entry into our test world less scary and precarious. Tweet at @mklkesthead and blog at <http://mkltesthead.com/>

[4/16/16, 10:04:01 AM] brendan connolly: I’m Brendan Connolly, I’ve been testing about 8 years now, completed the BBST foundations course, tweet at @theBConnolly and blog at <http://www.brendanconnolly.net>

[4/16/16, 10:04:23 AM] Michael Bolton: Michael Bolton. Co-author, with James Bach, of Rapid Software Testing. Hey you kids, get out of my yard! Oh, wait... that’s my home identity. Let me try again: Welcome, everyone.

[4/16/16, 10:05:03 AM] Sandeep Garg: I am Sandeep Garg, Student of Software testing from India. These days in Norcross, Atlanta. I test applications designed and developed for financial institutions. I worked with organizations like Fiserv, FIS, Clear2Pay, CashEdge. 10 Years in Software Industry. Experience in Bidding, Coding. Content Writing and loves Testing. Did BBST foundations and RSTA with James Bach. Tweet at @testanalystat

[4/16/16, 10:06:47 AM] Weekend Testers Americas: Thanks for coming out today :).

[4/16/16, 10:06:53 AM] Weekend Testers Americas: All right let’s get to it.

[4/16/16, 10:07:01 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to “WTA-71 - Lightbot, Revisited! - MISSION”

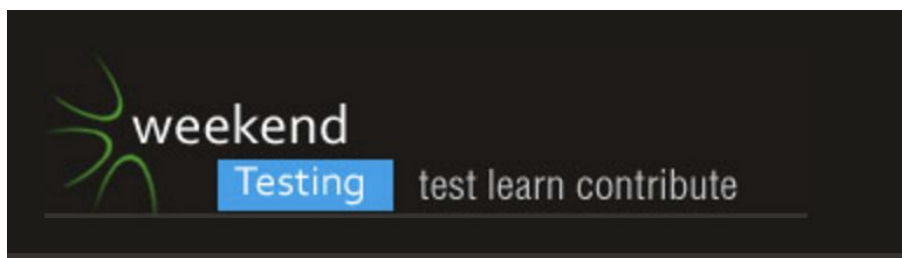
[4/16/16, 10:07:11 AM] Weekend Testers Americas: Setting the Stage: How do we introduce Programming to an audience that doesn’t know how to program? Some years back, we discussed the idea of a game that walked people through the concepts and debugging methodology but wanted to do it in a way that didn’t rely specifically on syntax or a particular language. That brought us to Lightbot.

<https://lightbot.com/hocflash.html>

Initially, this was a flash game in a web browser only, but it has since grown to include other platforms.

Our goal today is to try out the game, on a platform of your choice, and evaluate its ease of use,

WTA-71: Lightbot, Revisited (4/16/2016)



learnability, and most important, ability to help people learn how to program :).

[4/16/16, 10:07:31 AM] Weekend Testers Americas: We're treating this as an exploration session, as well as a good old fashioned bug hunt.

[4/16/16, 10:07:56 AM] Weekend Testers Americas: Since we have a small group today, we will keep open testing in the main session.

[4/16/16, 10:08:12 AM] Weekend Testers Americas: Of course, if you would like to pair up and have separate chat's that is always encouraged :).

[4/16/16, 10:09:46 AM] Weekend Testers Americas: Some additional background: this is a module that we use(d) for the SummerQAmp initiative. I say used because the program as it was developed has been discontinued, but organizations that have used the material have found it valuable and keep using it. For this purpose, my ultimate goal is to see if we can expand and enhance the modules to be more effective and more inclusive, of both broader audiences and younger ages.

[4/16/16, 10:10:15 AM] Weekend Testers Americas: well, that's interesting apparently (d) == stirred martini :D

[4/16/16, 10:10:44 AM] Sandeep Garg: :)

[4/16/16, 10:10:46 AM] Weekend Testers Americas: It would be helpful to get some eyeballs on the Jr version of the game as well as the regular version.

[4/16/16, 10:11:35 AM] Weekend Testers Americas: So for today's session, i am the product owner and will happily explain the goals and desired mission/charter.

[4/16/16, 10:12:08 AM] Michael Bolton: Can we assume that you, Mike (Mike or Michael?) (or WTA? I'm Michael as well), are the client here?

[4/16/16, 10:12:14 AM] Michael Bolton: Ooops, beat me to it.

[4/16/16, 10:12:19 AM] Weekend Testers Americas: Michael, you may :).

[4/16/16, 10:12:33 AM] Weekend Testers Americas: If it's easiest, just refer to me as WTA ;).

[4/16/16, 10:12:59 AM] Michael Bolton: Is there any more information — documentation or other background material available? Prior test reports, for instance?

[4/16/16, 10:13:08 AM] Weekend Testers Americas: Good question.

[4/16/16, 10:13:41 AM] Weekend Testers Americas: Weekend Testers Americas added Venkatesh Shrinivas to this conversation

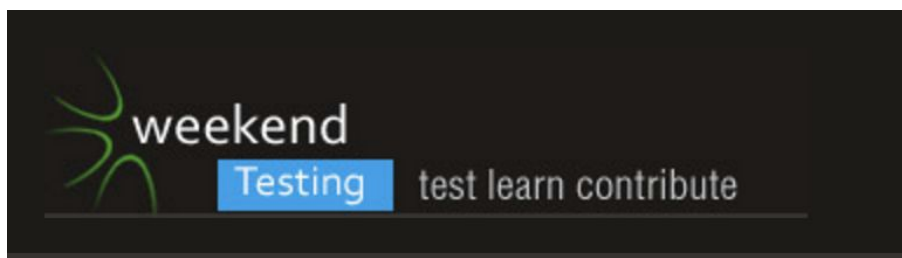
[4/16/16, 10:13:50 AM] Weekend Testers Americas: Hello Venkatesh.

[4/16/16, 10:13:59 AM] Weekend Testers Americas: Since you came in late...

[4/16/16, 10:14:01 AM] Weekend Testers Americas: Setting the Stage: How do we introduce Programming to an audience that doesn't know how to program? Some years back, we discussed the idea of a game that walked people through the concepts and debugging methodology but wanted to do it in a way that didn't rely specifically on syntax or a particular language. That brought us to Lightbot.

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WTA-71: Lightbot, Revisited (4/16/2016)



Initially, this was a flash game in a web browser only, but it has since grown to include other platforms.

Our goal today is to try out the game, on a platform of your choice, and evaluate its ease of use, learnability, and most important, ability to help people learn how to program :).

[4/16/16, 10:14:16 AM] Weekend Testers Americas: Michael, we did a session on Lightbox a few years ago in its previous incarnation.

[4/16/16, 10:14:34 AM] Venkatesh Shrinivas: Hello

Thanks for the update.

[4/16/16, 10:15:14 AM] Weekend Testers Americas: See <http://weekendtesting.com/?p=1701>

[4/16/16, 10:15:24 AM] Venkatesh Shrinivas: Sure.

[4/16/16, 10:15:58 AM] Weekend Testers Americas: Otherwise, the documentation available is the documentation in the game, but I can also include some additional details, i.e. the Summer QAmP module itself :).

[4/16/16, 10:16:30 AM] Sandeep Garg: On Android I see there are three versions of the game..2 paid and one free.

[4/16/16, 10:16:49 AM] Sandeep Garg: named as Prograamming Puzzle, Code Hour and Coding Puzzles

[4/16/16, 10:17:25 AM] Weekend Testers Americas: Work with the free version, unless you feel inclined to go premium. I'm sure the programmers would appreciate it :).

[4/16/16, 10:17:41 AM] Weekend Testers Americas: Here's the original text of the Module as it appears in the SummerQAmP program:

[4/16/16, 10:17:47 AM] Weekend Testers Americas: Understanding Programming: TEST THIS!

Talking about software testing without understanding how software is made can lead to many misconceptions. The act of making software and writing the code that computers can read and execute is called "programming".

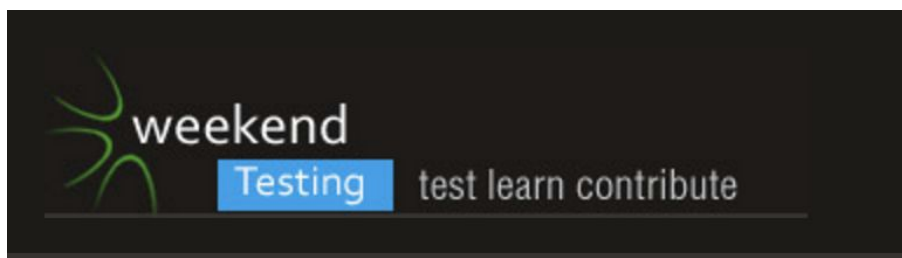
The challenge is that, without deciding on a language that everyone will use, it can be difficult to understand programming concepts and how they are applied.

Instead, we want to have you play a game.

TEST THIS: Lightbot

Lightbot is a game that allows the player to "program" the movements of a robot to walk, turn, jump, and maneuver through obstacles so that they can meet objectives (usually "lighting up"

WTA-71: Lightbot, Revisited (4/16/2016)



certain tiles, hence the name). <http://armorgames.com/play/6061/light-bot-20>

Your Mission:

Play through the game, completing as many of the levels as possible. While you do so, take note of the numerous programming ideas that are demonstrated, such as conditions, functions, recursion, etc.).

Be prepared to explain how these steps resemble computer programming, and how many of the ideas apply to the way that software is made today.

Discussion:

So why did we have you play this game?

What did you notice in the process?

Were you able to advance in the game?

How far?

Did you notice that many of the commands couldn't work unless you made small libraries (functions) to hold a bunch of the commands?

For those with a lot of programming experience, this may seem very basic, but for many people who have not programmed, this is a good way to help explain and practice the concepts that frame all programming languages.

Further Review and Examples:

Go to CodeCademy (<http://www.codecademy.com/>)

Create an account.

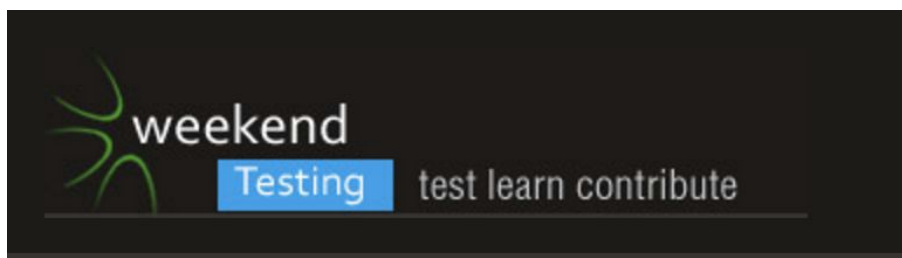
Work through examples on the site.

Get to have a familiarity with the way that languages are written and structured.

Work through examples for two or three languages.

See if you can highlight how they are similar and ways in which they differ.

WTA-71: Lightbot, Revisited (4/16/2016)



[4/16/16, 10:19:00 AM] Weekend Testers Americas: The module explains the context in which we present it, and why.

[4/16/16, 10:19:13 AM] Weekend Testers Americas: Weekend Testers Americas added Srinivas Kadiyala to this conversation

[4/16/16, 10:19:21 AM] Weekend Testers Americas: Hello Srinivas.

[4/16/16, 10:19:24 AM] Weekend Testers Americas: welcome :).

[4/16/16, 10:19:36 AM] Srinivas Kadiyala: Thanks :)

[4/16/16, 10:20:01 AM] brendan connolly: maybe its just chrome on a mac but I'm not seeing tool tips of the buttons

[4/16/16, 10:20:44 AM] Weekend Testers Americas: Oh, housekeeping tips. if you post bugs, issues, or comments on the app, please put #bug, #issue, #question or #comment at the front of the message.

[4/16/16, 10:20:49 AM] Srinivas Kadiyala: I don't see previous conversations. can you please debrief me.

[4/16/16, 10:20:53 AM] Weekend Testers Americas: This helps me gather them together later :).

[4/16/16, 10:21:00 AM] Weekend Testers Americas: Srinivas:

[4/16/16, 10:21:01 AM] Weekend Testers Americas: Setting the Stage: How do we introduce Programming to an audience that doesn't know how to program? Some years back, we discussed the idea of a game that walked people through the concepts and debugging methodology but wanted to do it in a way that didn't rely specifically on syntax or a particular language. That brought us to Lightbot.

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[4/16/16, 10:21:34 AM] Weekend Testers Americas: Everything clear, or mostly so?

[4/16/16, 10:21:58 AM] Weekend Testers Americas: If so, let's get to it :)

[4/16/16, 10:22:08 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-71 - Lightbot, Revisited! - OPEN TESTING"

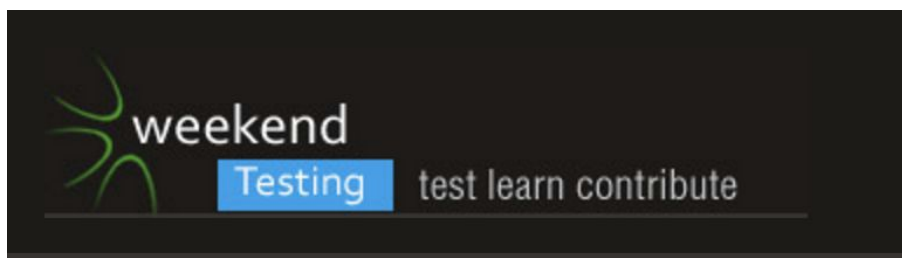
[4/16/16, 10:22:14 AM] Srinivas Kadiyala: yes, thanks

[4/16/16, 10:22:54 AM] Albert Gareev: Shall we discuss a few test charters?

[4/16/16, 10:23:15 AM] Albert Gareev: #charter Explore usability of gameplay

[4/16/16, 10:23:21 AM] Weekend Testers Americas: Again, i am the product owner, and in this case, I literally am the product owner for the goals of this session. your feedback will help me tremendously with both the suitability of this app in its different formats as well as how we can improve the delivery process of this as training :).

WTA-71: Lightbot, Revisited (4/16/2016)



[4/16/16, 10:23:29 AM] Weekend Testers Americas: Albert, please, go for it.

[4/16/16, 10:24:41 AM] Albert Gareev: #charter Explore levels - get through to 10, 20, etc. The mission for the students says "as much as you can" - but how many it has? And how many can one finish in an hour?

[4/16/16, 10:25:00 AM] Weekend Testers Americas: Ah, good point.

[4/16/16, 10:25:08 AM] Albert Gareev: WTA - any concerns about browsers? Any desired PC configuration / browser version? It also requires addins that need to be pre-installed.

[4/16/16, 10:25:14 AM] Weekend Testers Americas: The version we are using here is an update that was developed around the hour of code.

[4/16/16, 10:25:26 AM] Weekend Testers Americas: So there would be a time constraint.

[4/16/16, 10:25:52 AM] brendan connolly: in that case its got work at both speed settings

[4/16/16, 10:25:57 AM] Weekend Testers Americas: For the SummerQamp sessions, there isn't a time constraint. We'd encourage all participants to play all the way through and discuss what they are learning along the way.

[4/16/16, 10:26:41 AM] brendan connolly: and it might be nice if there was a timer some where

[4/16/16, 10:26:57 AM] Weekend Testers Americas: This leads to another question we've been considering, which is facilitated learning (doing it in groups with a moderator) vs. having individuals do it themselves at their own pace.

[4/16/16, 10:27:29 AM] Albert Gareev: #question as a learning exercise, it might be interesting to accomplish a level using different possible algorithms. WTA - do you have this challenge in mind?

[4/16/16, 10:27:51 AM] Michael Bolton: "For the SummerQamp sessions, there isn't a time constraint." Be careful of that. I presume that you wanted them to finish before the end of, say, SummerQamp.

[4/16/16, 10:28:05 AM] Weekend Testers Americas: Michael, I can always count on you :D

[4/16/16, 10:28:23 AM] Weekend Testers Americas: Yes, to be clear, there is not a time constraint of one hour.

[4/16/16, 10:28:46 AM] Weekend Testers Americas: I would typically teach this session in a block of about two to three hours, depending on the group.

[4/16/16, 10:29:11 AM] Michael Bolton: Well... it's important in one sense. We ALWAYS have a time constraint of some kind. When someone says "no time constraints", I mentally prepare myself for the moment, later, when they say "Is that all you've done? Geez."

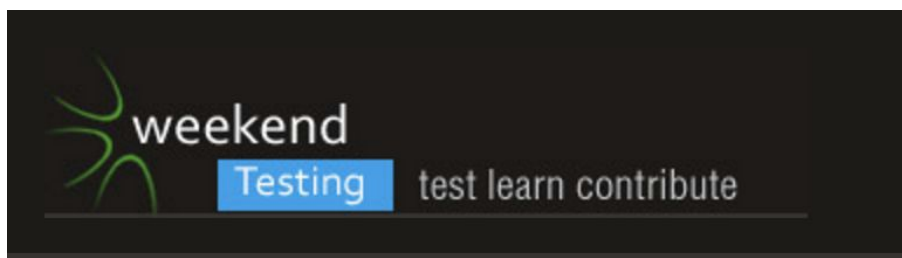
[4/16/16, 10:29:31 AM] Weekend Testers Americas: Fair point, and yes, you are correct.

[4/16/16, 10:30:08 AM] Weekend Testers Americas: So yes, there is a time constraint for a teaching perspective, in that I would expect to teach the materials in the course of a day.

[4/16/16, 10:30:40 AM] Weekend Testers Americas: How much gets covered, and at what depth, will depend a lot on the participants... and the person facilitating.

[4/16/16, 10:30:55 AM] Albert Gareev: WTA - #comment - this version has music and sound FX. If a group runs this game on multiple PC it might become uncomfortable - be prepared :)

[4/16/16, 10:31:06 AM] Srinivas Kadiyala: #question what if the user is deaf ?



[4/16/16, 10:31:32 AM] Srinivas Kadiyala: music version doesn't know to disability persons.

[4/16/16, 10:31:42 AM] Michael Bolton: I like to remind testers that although there may be no (announced) time constraint for the project, it might be a very good idea to identify a *time to check in*; a session, or a pomodoro (https://en.wikipedia.org/wiki/Pomodoro_Technique), or something. I noticed in an RSTM class recently that testers are sometimes woefully bad at checking in with their clients.

[4/16/16, 10:32:35 AM] Weekend Testers Americas: Michael, great reminder, and yes, I encourage pomodoro with my team as well. To that, let me also say that OPEN TESTING will end at 11:35 PDT ;).

[4/16/16, 10:32:51 AM] Weekend Testers Americas: So for us, there is a time constraint and it's real :)

[4/16/16, 10:32:54 AM] Srinivas Kadiyala: #bug: when I mute/unmute the volume, a command / action is performed.

[4/16/16, 10:33:37 AM] brendan connolly: #question is there some form of scoring?

[4/16/16, 10:33:56 AM] Albert Gareev: #bug uneven speed of animation on my PC. Pretty old and slow. IE8. The bot sometimes freezes, sometimes flies through the squares - may negatively affect the experience.

[4/16/16, 10:34:02 AM] Weekend Testers Americas: brendan, the scoring is that you advance to different levels

[4/16/16, 10:34:13 AM] Weekend Testers Americas: there's not a numeric score.

[4/16/16, 10:34:24 AM] Srinivas Kadiyala: ie 8 :O

[4/16/16, 10:34:45 AM] brendan connolly: interesting why does it keep track of the number of moves then?

[4/16/16, 10:35:17 AM] Albert Gareev: @Brendan - number of instructions used.

[4/16/16, 10:35:20 AM] Weekend Testers Americas: because it's trying to help the user see the cost of each statement. At least that's how I present it.

[4/16/16, 10:35:57 AM] brendan connolly: seems to imply there is a performance bonus but I can't tell what the optimal number of moves is

[4/16/16, 10:36:04 AM] Weekend Testers Americas: #comment The goal of Lightbot is to try to teach programming concepts, but it also helps with problem solving and developing a concept of how algorithms work.

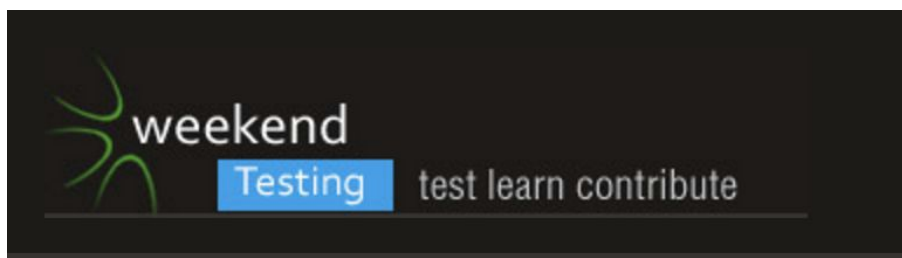
[4/16/16, 10:36:06 AM] Michael Bolton: #issue: When I do something useless (e.g. step forward when there's nowhere forward to go), I'm not given a lot of feedback on it, neither visibly nor audibly.

[4/16/16, 10:36:33 AM] Weekend Testers Americas: as you progress in the game, there will be more than one way to do something.

[4/16/16, 10:37:10 AM] brendan connolly: @WTA I see that but I would like to know if I am doing something efficiently

[4/16/16, 10:37:25 AM] brendan connolly: thats a big deal in programming

[4/16/16, 10:37:38 AM] Weekend Testers Americas: good point :). and yes, it is.



[4/16/16, 10:37:49 AM] Srinivas Kadiyala: in step 1: I just pressed Top Arrow, I don't understand what needs to done next

[4/16/16, 10:37:52 AM] Michael Bolton: @Srinivas: "#bug: when I mute/unmute the volume, a command / action is performed." If you work really hard, you can make that bug report even less informative. ;)

[4/16/16, 10:38:02 AM] Weekend Testers Americas: We discuss this as we get into the more advanced levels.

[4/16/16, 10:38:29 AM] Albert Gareev: #issue command space needs a "clear" button as dragging out a lot of commands is inconvenient and distracting. The button should ask for a confirmation though so that players don't erase the commands accidentally.

[4/16/16, 10:38:41 AM] Michael Bolton: @Srinivas The reason I'm teasing you is that I'd like to reproduce the bug and see it for myself. But you haven't given me enough information.

[4/16/16, 10:38:48 AM] Weekend Testers Americas: sometimes we don't see the efficiency until we compare different teams and participants solutions.

[4/16/16, 10:38:55 AM] brendan connolly: #question if there are steps needed to complete a level like the bounce 1 or multiple times the program doesn't require it

[4/16/16, 10:39:27 AM] Michael Bolton: @Brendan a) I don't understand. b) That's not a question. ;)

[4/16/16, 10:39:41 AM] brendan connolly: @didn't get to finish it?

[4/16/16, 10:39:43 AM] brendan connolly: :)

[4/16/16, 10:39:59 AM] brendan connolly: should the program offer tips

[4/16/16, 10:40:13 AM] Weekend Testers Americas: In most cases, i there is a specific goal that needs to be accomplished, it will spell out what you need to do or give you visual clues.

[4/16/16, 10:40:27 AM] Weekend Testers Americas: As you progress, the tips become less pronounced.

[4/16/16, 10:40:40 AM] Weekend Testers Americas: I'm not sure if that's a flaw or a feature, to be honest ;).

[4/16/16, 10:40:44 AM] Srinivas Kadiyala: I understand, I was in step 1 - where music is playing and instructions were showing. so I have clicked mute button for volume. It did also call another instruction to display.

[4/16/16, 10:41:28 AM] brendan connolly: I also find some of the action icons a bit confusing

[4/16/16, 10:41:38 AM] Weekend Testers Americas: #Question, is everyone currently looking at the browser version? How about the mobile version?

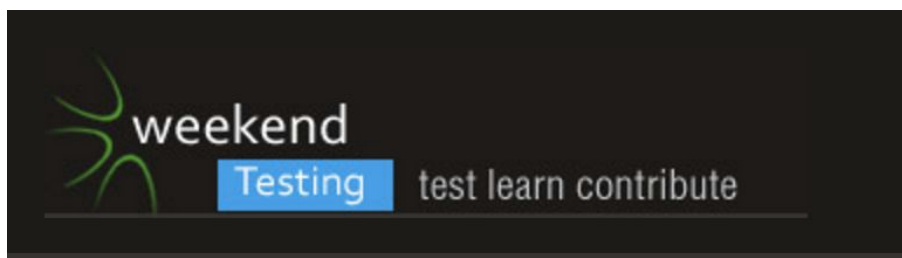
[4/16/16, 10:41:40 AM] brendan connolly: like the up arrow is really step

[4/16/16, 10:42:13 AM] Sandeep Garg: I would tittle the bug raaised by @Srinivas as "When Mute/Unmute button is tapped, user is also displayed with next information to move ahead"

[4/16/16, 10:42:18 AM] Albert Gareev: #note level 2. Upon lighting the tile, no execution of further commands I placed. The real code does not work this way.

[4/16/16, 10:43:47 AM] Srinivas Kadiyala: oh.. now I understood the logic, how to use this

[4/16/16, 10:44:14 AM] Venkatesh Shrinivas: When we don't have the option selected there is



warning you have to select to move

[4/16/16, 10:44:22 AM] Venkatesh Shrinivas: * no warning

[4/16/16, 10:44:32 AM] Michael Bolton: In both @Srinivas and @Brendan's case, think Problem, Example, Oracle. 1) What's the problem? Describe it. (You both did that, I think.) 2) Give me an example that would allow me to reproduce the problem. Typically that's a procedure, but it might not have to be. In some cases, a particular example of data might suffice ("up, jump, jump crashes the program". I don't need to be told to write a program with those operations; I can work that out from the context. @Srinivas, you missed doing that. 3) Oracle: you're seeing a problem; what makes you believe it's a problem? What principle of consistency is being violated? (See FEW HICCUPPS for examples, and note that User Desires map to quality criteria -- capability, reliability, usability, charisma, security, scalability, compatibility, performance, installability, and development stuff -- testability and supportability, most importantly.

[4/16/16, 10:50:25 AM] Weekend Testers Americas: #issue, if I press the initial welcome screens and get to the completion, I can print a certificate saying I completed the hour of code.

[4/16/16, 10:50:35 AM] Weekend Testers Americas: even though I didn't do anything ;).

[4/16/16, 10:50:59 AM] Albert Gareev: #value the game remembers the progress and allows replaying previous levels without losing the overall progress. Ties back to my point about accomplishing using different techniques.

[4/16/16, 10:53:51 AM] Albert Gareev: @WTA - during facilitation are you going to mention this: note the difference between gradually building the code and testing it vs. trying to code the whole algorithm and then test and debug it.

[4/16/16, 10:54:31 AM] Weekend Testers Americas: Albert, yes. When I discuss this with groups, I actively encourage trying out solutions as they are being developed.

[4/16/16, 10:54:54 AM] Weekend Testers Americas: IOW, put in a few commands and see where they get you. Then start at the beginning and add more.

[4/16/16, 10:55:17 AM] Weekend Testers Americas: Usually, I wait until we get a few levels in, and then I pause for discussion.

[4/16/16, 10:55:43 AM] Weekend Testers Americas: Often, I see that the groups that are moving faster are the ones that do the small steps, then reset and keep building.

[4/16/16, 10:56:39 AM] Weekend Testers Americas: Different people have different instincts, some like to plan it out on paper first, some like to just experiment, some consider it a matter of pride to get it right the first time, etc.

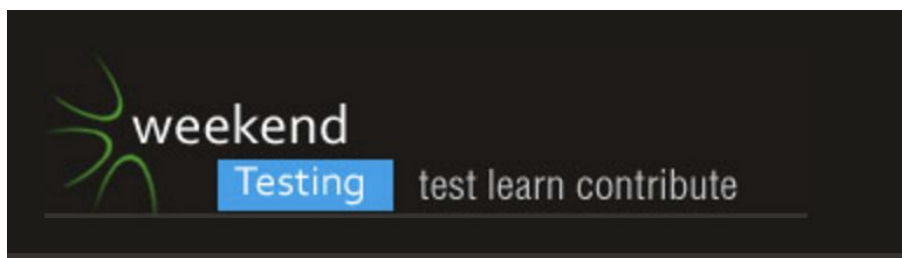
[4/16/16, 10:57:00 AM] Sandeep Garg: Usability Issue# When setting preferred language from English (U.S) to Hindi (India). The information messages displayed in Hindi (converted) are not grammatically correct

[4/16/16, 10:57:58 AM] Venkatesh Shrinivas: In language change scenario and font change change scenarios it shouldn't affect the content

[4/16/16, 10:58:07 AM] Venkatesh Shrinivas: as its becoming the norm in most apps.

[4/16/16, 10:58:11 AM] Michael Bolton: #Bug - When I attempting to disable the music, and

WTA-71: Lightbot, Revisited (4/16/2016)



press the speaker button to do so, I disable all of the audio associated with the robot too. I'd like to be able to disable the music without disabling the audio cues associated with the robot's movement. (This happens on Windows; it may not happen on other platforms.)

[4/16/16, 10:59:41 AM] Weekend Testers Americas: It happens in the browser version, too.

[4/16/16, 10:59:41 AM] Jahanzaib Nasim: Hello everyone

[4/16/16, 10:59:49 AM] Weekend Testers Americas: If you mute audio, you mute all the audio.

[4/16/16, 11:00:35 AM] Albert Gareev: @WTA - another meta-learning aspect worth mentioning. Level 7 introduces a problem where the constraint (limited command space) plays a role. Just any solution won't fit.

[4/16/16, 11:00:44 AM] Jahanzaib Nasim: It depends how the code for localization of the page is actually written

[4/16/16, 11:00:57 AM] Sandeep Garg: Yes. reproducible on android too # The audio mute / all mute issue

[4/16/16, 11:01:14 AM] Jahanzaib Nasim: ^^

[4/16/16, 11:03:09 AM] Michael Bolton: #Feature It is quite possible to program an endless loop. And, happily, it is quite possible to interrupt it. (Example: you can insert a P2 into the P2 area.)

[4/16/16, 11:03:26 AM] Weekend Testers Americas: Weekend Testers Americas added Charles Shriver to this conversation

[4/16/16, 11:03:31 AM] Weekend Testers Americas: welcome, charles.

[4/16/16, 11:04:18 AM] Weekend Testers Americas: Setting the Stage: How do we introduce Programming to an audience that doesn't know how to program? Some years back, we discussed the idea of a game that walked people through the concepts and debugging methodology but wanted to do it in a way that didn't rely specifically on syntax or a particular language. That brought us to Lightbot.

<https://lightbot.com/hocflash.html>

Initially, this was a flash game in a web browser only, but it has since grown to include other platforms.

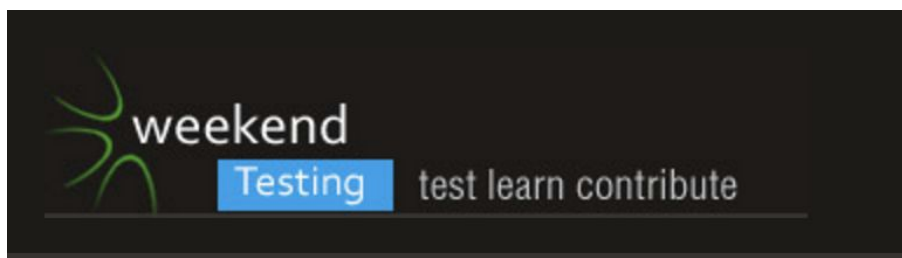
Our goal today is to try out the game, on a platform of your choice, and evaluate its ease of use, learnability, and most important, ability to help people learn how to program :).

[4/16/16, 11:04:36 AM] Weekend Testers Americas: Please go visit the link above, choose the version you want to play, and have at it.

[4/16/16, 11:04:52 AM] Weekend Testers Americas: Open testing will end at 11:35 a.m. PDT. so in 30 minutes :).

[4/16/16, 11:08:18 AM] Sandeep Garg: Confusion: Bug or Feature# - User didn't select any command and pressed the Run button, user is presented with Retry button (with no tool tips). What's the point?

WTA-71: Lightbot, Revisited (4/16/2016)



[4/16/16, 11:09:30 AM] Weekend Testers Americas: As I would discuss it, you exercised the run option. Even though nothing is there, you ran the debugger with no commands, and got an answer of nothing. That does happen ;).

[4/16/16, 11:10:23 AM] Weekend Testers Americas: Realistically, I would explain that for a real evaluation, you need at least one real command. A tool tip saying "enter a command" would be a good early step.

[4/16/16, 11:13:49 AM] Sandeep Garg: Question#: Select the Light commnd only and Run, Robot's head lamp (is that correct word?) is lightned. My question is - Shouldn't this lighthned only when robot is at correct tile? in combination with tile?

[4/16/16, 11:14:09 AM] Srinivas Kadiyala: moving out..power cut at home

[4/16/16, 11:14:19 AM] Srinivas Kadiyala: thanks all :)

[4/16/16, 11:15:23 AM] Sandeep Garg: or should this behaviour be taken as 'Informing user' that still correct commnds need to be pressed?

[4/16/16, 11:17:50 AM] Weekend Testers Americas: Sandeep, the light on the robots head goes off because you have given it the command to "light". It will do the step regardless of where it is standing. In that case, the step is consistent, but it will not give you the desired result, because it's not being executed in the right place.

[4/16/16, 11:18:04 AM] Weekend Testers Americas: at least, that's how I'd explain it :).

[4/16/16, 11:20:06 AM] Sandeep Garg: hmm.

[4/16/16, 11:20:08 AM] Sandeep Garg: okay

[4/16/16, 11:21:08 AM] Weekend Testers Americas: Weekend Testers Americas has ejected JeanAnn Harrison from this conversation

[4/16/16, 11:21:15 AM] Weekend Testers Americas: Weekend Testers Americas has ejected Heba Hosny from this conversation

[4/16/16, 11:21:35 AM] Weekend Testers Americas: sorry, doing a little clean-up for reporting. That's not a very nice message, Skype :D

[4/16/16, 11:23:48 AM] Charles Shriver: I am trying to get the basic to work, in Main, I use up arrow and light bulb only, but apparently get an indication that what was done didn't work; the 2nd tile did not turn blue; i go from green box upper right to red box flashing briefly upper right and back to orange box upper right

[4/16/16, 11:24:17 AM] Weekend Testers Americas: Charles, what version are you using? What step?

[4/16/16, 11:24:21 AM] Weekend Testers Americas: Are you at the beginning?

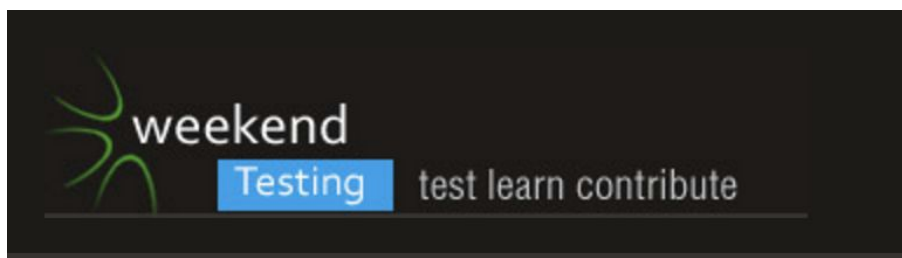
[4/16/16, 11:24:26 AM] Charles Shriver: 1-1

[4/16/16, 11:24:32 AM] Weekend Testers Americas: OK

[4/16/16, 11:24:55 AM] Weekend Testers Americas: Pull the command you want to use over to the box, and then press the play button.

[4/16/16, 11:25:18 AM] Weekend Testers Americas: The go back button will light up and then will let you try the commands again.

[4/16/16, 11:25:21 AM] Charles Shriver: box is the same as Main, correct?



[4/16/16, 11:25:29 AM] Michael Bolton: #Bug In section 3, on loops, the Main pad seems to restrict me to a single step. To reproduce, try Exercises 3-1, 3-2, or 3-3. Start with a blank program, and try to add more than a single command into the Main pad. This disables my ability to run little experiments before committing to something that I want to put into Proc1.

[4/16/16, 11:25:30 AM] Venkatesh Shrinivas: @WTA-It goes back to retry

[4/16/16, 11:25:38 AM] Weekend Testers Americas: ok

[4/16/16, 11:25:54 AM] Weekend Testers Americas: nice bug, Michael :).

[4/16/16, 11:26:36 AM] Michael Bolton: @Charles: the idea is not to turn the grey squares blue, but the blue squares yellow. This confused me at first too.

[4/16/16, 11:27:31 AM] Venkatesh Shrinivas: @michel : how do turn them to yellow , I am yet to figure out :(

[4/16/16, 11:28:49 AM] Weekend Testers Americas: venkatesh, when you step on a blue plate, use the "light" command while on that plate. That will cause the plate to turn yellow.

[4/16/16, 11:28:57 AM] Michael Bolton: @Venkatesh Issue a Light-Bulb command when you're on a BLUE square.

[4/16/16, 11:29:33 AM] Charles Shriver: I did up arrow, up arrow then light bulb on main, that got the last square to yellow, and got a large green box with double arrow, which I assume means I can move on to the next exercise

[4/16/16, 11:29:44 AM] Weekend Testers Americas: also, what happens if you issue a light command twice ;)?

[4/16/16, 11:29:48 AM] Weekend Testers Americas: Charles, correct.

[4/16/16, 11:31:18 AM] Venkatesh Shrinivas: at last Thanks Michael .

[4/16/16, 11:33:18 AM] Jahanzaib Nasim: How to test captcha by automation?

[4/16/16, 11:33:41 AM] Weekend Testers Americas: out of scope for session ;).

[4/16/16, 11:34:02 AM] Weekend Testers Americas: but could be a great follow-on session for another time :).

[4/16/16, 11:34:28 AM] Jahanzaib Nasim: Oh

[4/16/16, 11:34:43 AM] Jahanzaib Nasim: Good and worth learning

[4/16/16, 11:35:11 AM] Michael Bolton: #Issue: I REALLY miss the capacity to single-step through a sequence of instructions. When I'm learning to program, learning to slow down and look at each instruction atomically is important.

[4/16/16, 11:35:39 AM] Weekend Testers Americas: Michael, I agree this is a shortcoming with the program as you get further along.

[4/16/16, 11:37:15 AM] Weekend Testers Americas: OK, we are at the end of our allotted testing time :).

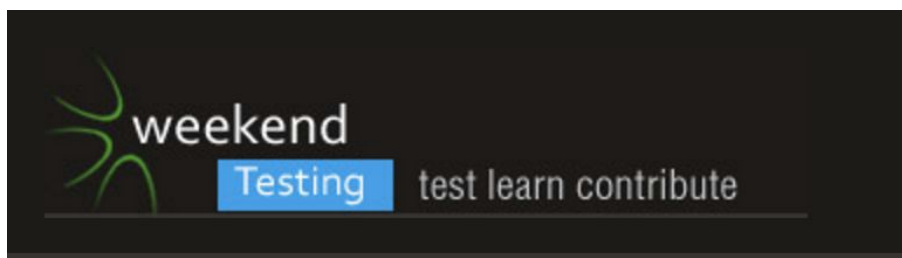
[4/16/16, 11:37:26 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to "WTA-71 - Lightbot, Revisited! - DEBRIEF/DISCUSSION"

[4/16/16, 11:37:32 AM] Weekend Testers Americas: Pencils down ;)

[4/16/16, 11:38:09 AM] Sandeep Garg: oh

[4/16/16, 11:38:20 AM] Sandeep Garg: oky

WTA-71: Lightbot, Revisited (4/16/2016)



[4/16/16, 11:38:27 AM] Weekend Testers Americas: First of all, as the product owner, I thank everyone for participating in this session today. I have some fresh thoughts to work with as I consider how to teach this or prepare facilitation.

[4/16/16, 11:38:47 AM] Weekend Testers Americas: Everyone can feel free to keep playing with the app after the session is over, of course, but we have a timetable to keep to ;).

[4/16/16, 11:39:22 AM] Weekend Testers Americas: So what are your impressions? If you put yourself in "beginner's mind" what did you feel you learned from using the tool?

[4/16/16, 11:39:27 AM] Michael Bolton: @Jahanzaib I'd like to add an extra caution here. It may be dangerous to contribute a bug or a test idea that is not at all in line with the current mission. If you choose to do that, your credibility as an on-mission tester is threatened. One way to defend yourself against that risk is to acknowledge that you're reporting something off-mission, and to note that this is something we might like to keep track of for future sessions.

[4/16/16, 11:40:15 AM] Weekend Testers Americas: For those with programming experience, was this a good simulation? Would this help with teaching concepts you want to have future programmers understand?

[4/16/16, 11:41:03 AM] Charles Shriver: learned how to build on past success and to trust what was learned in a prior exercise even though it may not feel completely comfortable applying it

[4/16/16, 11:41:33 AM] Albert Gareev: @WTA - We're talking about SummerQamp - young students, right?

[4/16/16, 11:43:02 AM] Sandeep Garg: I would say that though I had some coding experience, but from this exercise I came to know that it takes skill to teach programming through a game

[4/16/16, 11:43:29 AM] Charles Shriver: probably explaining that green double arrow at the bottom means you can go on to the next exercise

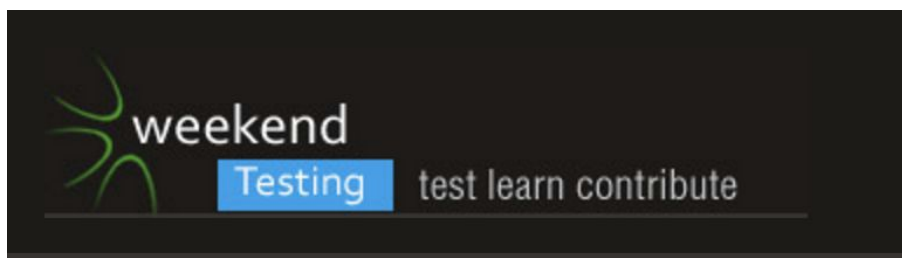
[4/16/16, 11:43:57 AM] Sandeep Garg: associating Steps, Findings, issues, questions to programming concepts and different constructs

[4/16/16, 11:44:15 AM] Michael Bolton: My opinion: it's getting there. I have not fulfilled the mission, in that I only advanced to the third level. On that level, it seemed that the product was trying to drive me into the optimal answer by restricting the number of steps I had available. After this experience, I might suggest to the designers that they allow the student to provide a sub-optimal answer, praise them for it, and THEN prompt the student to try to improve on it. Remember, as someone said, premature optimization is the root of all evil, and tinkering with something successful is how we make something that is successful AND efficient.

[4/16/16, 11:44:23 AM] Charles Shriver: on my mac book pro, the grey squares a slight blue tint to them, that may have caused a subtle bias in thinking they could also be blue

[4/16/16, 11:44:42 AM] Michael Bolton: The user interaction is a little opaque, too. Tooltips might help.

[4/16/16, 11:44:51 AM] Venkatesh Shrinivas: First Thank you for adding to this session , this was my first session in WTA. I am pretty impressed with Michael thoughts. My recommendations , need more instructions at the start and its good exercise to learn the programming as well. (As i missed the yellow light)



[4/16/16, 11:45:05 AM] Michael Bolton: @Charles: more than on the MacBook Pro, and more than a slight blue tinge to them.

[4/16/16, 11:45:10 AM] Weekend Testers Americas: Albert, yes, the target audience for this is/was the SummerQAmp participants, which are typically students ages 16-24, mostly from non technical backgrounds.

[4/16/16, 11:46:14 AM] Michael Bolton: Criticisms aside, I found the game to be reasonably engaging. That's a plus.

[4/16/16, 11:46:20 AM] Albert Gareev: WTA - Then, the game format makes it more attractive. Probably, feeling like a familiar environment.

[4/16/16, 11:46:33 AM] Weekend Testers Americas: The goal for me going forward is to use these materials and present them to a broader group of people, perhaps younger.

[4/16/16, 11:46:38 AM] Charles Shriver: On 1-1, I kept removing something that the hint told me to remove, but I could not get what was left to work, it seemed it was in a loop, but in reflecting upon that, it was just telling me to fix that step so I could have the opportunity to create the correct solution

[4/16/16, 11:47:42 AM] Sandeep Garg: BRB

[4/16/16, 11:47:54 AM] Charles Shriver: For younger students, maybe give the option of providing a full solution simulation, so they could see a working solution without getting too discouraged

[4/16/16, 11:48:02 AM] Albert Gareev: This game feels suited both for individual exercises and mob-like sessions, which is a plus.

[4/16/16, 11:48:08 AM] Charles Shriver: The game is fun

[4/16/16, 11:48:44 AM] Albert Gareev: As a said, music might become a problem if a number of PCs plays it in a small room.

[4/16/16, 11:48:54 AM] Venkatesh Shrinivas: I would recommend a one mock up or trial demo of one level say level 1-1

[4/16/16, 11:49:16 AM] Weekend Testers Americas: I'd think muting music but allowing for the other sounds would be a great enhancement.

[4/16/16, 11:50:11 AM] Albert Gareev: There are Save/Load features that I didn't explore. Might be worthwhile - if you plan to make breaks or continue next day, keeping the progress is good.

[4/16/16, 11:51:27 AM] Michael Bolton: @WTA We need a word for a request to remove something that someone probably thought was a swell feature but that will annoy a lot of people. Like "dehancement request".

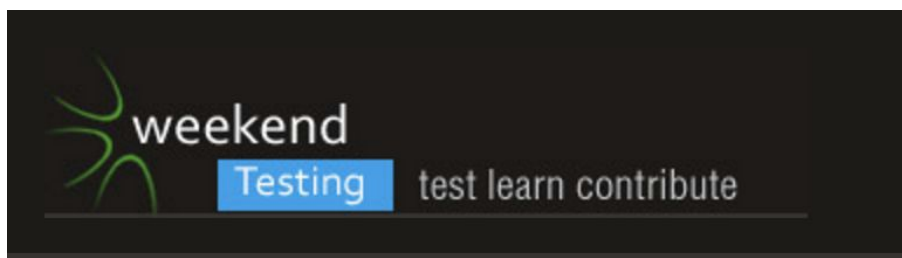
[4/16/16, 11:51:57 AM] Albert Gareev: On my configuration the animation is not helpful: too fast; doesn't let to track moves vs. commands to analyze and debug.

[4/16/16, 11:51:57 AM] Weekend Testers Americas: Michael... nice :D

[4/16/16, 11:52:25 AM] Weekend Testers Americas: I think I need to start using that term :).

[4/16/16, 11:52:36 AM] Michael Bolton: @WTA Apropos of music, I went to my first spinning class today. I'm exercising; I'm hot; I'm sore. I don't need to be deafened as well. No thanks.

[4/16/16, 11:54:10 AM] Michael Bolton: @Albert Are there save and restore features? I don't



see them on the Windows/Flash version.

[4/16/16, 11:54:16 AM] Venkatesh Shrinivas: Before starting the game this sentence needs a update as “ I need your help to light all the blue tiles to yellow “

[4/16/16, 11:54:41 AM] Charles Shriver: thanks for the session, i need to leave now

[4/16/16, 11:55:01 AM] Weekend Testers Americas: OK, all, we are at the five minute mark.

[4/16/16, 11:55:13 AM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to “WTA-71 - Lightbot, Revisited! - CLOSING”

[4/16/16, 11:56:02 AM] Weekend Testers Americas: Again, this has been helpful. We did the first session on this topic and with this game five years ago. It was one of WTA’s earliest sessions (and I believe Albert’s first as facilitator ;)).

[4/16/16, 11:56:42 AM] Weekend Testers Americas: It’s interesting to see how it has changed over the ensuing five years, and how there is still room to grow.

[4/16/16, 11:56:48 AM] Albert Gareev: @Michael - yes, also used Windows/Flash. It remembered my game after closing of the browser... but I can't load it. #bug

[4/16/16, 11:57:09 AM] Weekend Testers Americas: Also, I appreciate the direct feedback as to its appropriateness for teaching.

[4/16/16, 11:57:44 AM] Michael Bolton: I didn't take good notes. How many people took notes?

[4/16/16, 11:57:53 AM] Weekend Testers Americas: Over the next few months, I’d like to address other SummerQamp modules and see ways we can improve or expand on what was originally created.

[4/16/16, 11:58:25 AM] Albert Gareev: Did anyone notice that you can customize the bot? Boy/girl

[4/16/16, 11:58:39 AM] Michael Bolton: Because I didn't take notes, I'm positive that I saw a bunch of things that annoyed or frustrated me, and that I forgot to mention.

[4/16/16, 11:58:47 AM] Weekend Testers Americas: Also, if anyone made mind maps or other artists, please feel free to send them to wtamericas@gmail.com and we will include them in the experience report.

[4/16/16, 11:59:09 AM] Albert Gareev: @WTA - yep. that was my debut.

[4/16/16, 11:59:46 AM] Sandeep Garg: Yes Albert...but I observed the color change only and not the Boy/Girl

[4/16/16, 11:59:51 AM] Albert Gareev: @WTA - interesting how some sessions allow changing mission to make it into another interesting session. I'm in for evaluating Summer Qamp modules.

[4/16/16, 12:00:07 PM] Weekend Testers Americas: and with that...

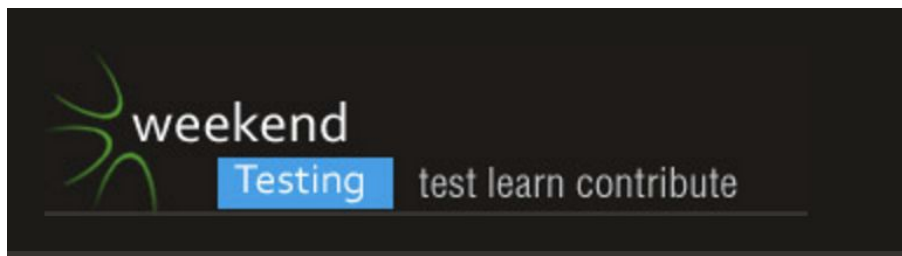
[4/16/16, 12:00:07 PM] Sandeep Garg: poor observation :(

[4/16/16, 12:00:15 PM] Weekend Testers Americas: Weekend Testers Americas has renamed this conversation to “WTA-71 - Lightbot, Revisited! - END”

[4/16/16, 12:00:25 PM] Weekend Testers Americas: Thank you everyone for participating today.

[4/16/16, 12:00:53 PM] Weekend Testers Americas: We hope you had fun, we appreciate your participation, and we wish you all a great rest of the weekend :).

WTA-71: Lightbot, Revisited (4/16/2016)



[4/16/16, 12:00:58 PM] Albert Gareev: Thank you all! Another great session, Michael Larsen!

[4/16/16, 12:01:43 PM] Sandeep Garg: yeh...thaanks for the session