

### ***Recommended resources helpful to addressing agile testing challenges:***

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#### **Mind Mapping:**

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SpamCast 112, Israel Gat, Technical Debt, <http://www.spamcast.libsyn.com/s-pa-mcast-112-israel-gat-technical-debt>, December 2010.

### **Models for testing planning**

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Keogh, Liz, "Embracing Uncertainty", including links to posts on Cynefin, Deliberate Discovery and Real Options <http://lizkeogh.com/embracing-uncertainty/> , 2013b

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Jeff Patton: [http://www.agileproductdesign.com/blog/the\\_new\\_backlog.html](http://www.agileproductdesign.com/blog/the_new_backlog.html)

*User Story Mapping: Discover the Whole Story, Build the Right Product* , Jeff Patton, 2014  
<http://shop.oreilly.com/product/0636920033851.do>

### **Story Slicing**

Patterns for splitting stories, Richard Lawrence  
<http://www.agileforall.com/2009/10/patterns-for-splitting-user-stories/>

### **Business Analysis, identifying customer needs, building the right thing:**

Gottesdiener, Ellen and Mary Gorman, *Discover to Deliver: Agile Product Planning and Analysis*, 2012 [http://www.amazon.com/Discover-Deliver-Product-Planning-Analysis/dp/0985787902/ref=sr\\_1\\_5?s=books&ie=UTF8&qid=1362149750&sr=1-5&keywords=ellen+gottesdiener](http://www.amazon.com/Discover-Deliver-Product-Planning-Analysis/dp/0985787902/ref=sr_1_5?s=books&ie=UTF8&qid=1362149750&sr=1-5&keywords=ellen+gottesdiener)

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**And closely related to the above, automating tests:**

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### **Being a change agent:**

Getting your team or company to change:

Manns, Mary Lynn, and Rising, Linda, *Fearless Change: Patterns for Introducing New Ideas*,  
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### **Lean Coffee:**

Rogalsky, Steve, "A Guide to Lean Coffee", <http://www.slideshare.net/SteveRogalsky/a-guide-to-lean-coffee>

### **Online testing communities:**

- <http://www.softwaretestingclub.com/>
- <http://weekendtesting.com/>

Magazines:

- <http://www.testingcircus.com/>
- <http://www.teatimewithtesters.com/>
- <http://www.stickyminds.com/>

Games and exercises:

Rules for Jenga game to introduce concept of test early, test often:

<http://nandalankalapalli.wordpress.com/2011/09/15/game-test-small-test-often/>

Shortcut game:

<http://agilistry.com/downloads/shortcut.pdf>