Responsibility

• Pride in your work
  - making crap

• Knowing when you’re done
  - sense of accomplishment
  - ego safety

• Wasting other people’s time
Efficiency

- The cost of specialization
  - who knows the code better?
- Being near to the problem
  - when is the defect created?
- Design for testability
  - aligning needs and abilities
Roles

- Developer
  - source code, programming, features
- Tester
  - testing, bugs, problems
Beyond Dev Testing

- Exploratory testing
  - not from the dev team
  - critical thinking, learning, experimental