

ISTANBUL SOFTWARE TESTING CONFERENCE



#ISTC2026

```
45  
48  
47 @classmethod  
46 def qqqqqqqqqq(els,  
49 qqqq +.qqqqqqqq  
50 rekunqqqqqqqqq  
51
```

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Putting the Q in DevEx

Martijn Goossens | ISTC 2026

```
46 def qqqqqqqqqq(ag, qqqqqqqqqqqq):  
47     qq. qq qqqqqqqqqq):  
48     return qqCis(qq)  
49  
50 if qqqqqqqqqq.qqqqqqqqqq(qq)
```

A bit about myself

Martijn Goossens



40

Rotations around
the sun



NL

The Netherlands



Music

First love



18

Years in Agile



20

Years in QA



eCom

Specialist in field



Today's agenda

History - personal and factual

DevEx - DevWhat?

DORA - Exploring a framework

The role for QA - Putting quality in the experience

Final thoughts - Wrap-up, takeaways and Q&A





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History

How I got here, with this talk

2024

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Security, Automation and Developer Experience: The Top DevOps Trends of 2024



Security, Automation and Developer Experience: The Top DevOps Trends of 2024

BY: [DEREK ASHMORE](#) ON MAY 17, 2024

Source: [DevOps.com](#)

Putting the Q in DevEx

2024



Where are your opportunities?

- Is your company working with DevEx?
- Are you stuck convincing developers about QA?
- Are you looking to make your QA victories relevant?
- Are you coding in your QA job?





Holistic Quality Mindset



DevEx

DevWhat?

2010



Algorithms R Us

@mahemoff

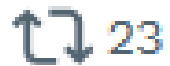


DX===Developer Experience. Developers are Users too.

11:40 AM · Nov 9, 2010



6



23



72



4



Source: Twitter



2011

ARTICLE NO. 639 MARCH 24, 2011

Effective Developer Experience (DX)

by **Jeremiah Lee Cohick**

Comments (0)

Source: UX Magazine



2012

Developer Experience: Concept and Definition

Fabian Fagerholm, Jürgen Münch

Department of Computer Science, University of Helsinki

P.O. Box 68, FI-00014 University of Helsinki, Finland

fabian.fagerholm@helsinki.fi

New ways of working such as globally distributed teams and the development effort [12]. Research on GSD



Defining **User** Experience

“

User experience is a concept that captures how persons feel about products, systems and services. It evolved from disciplines such as interaction design and usability to a much richer scope that includes feelings, motivations, and satisfaction.

”

Developer Experience: Concept and Definition

Fabian Fagerholm, Jürgen Münch



Defining **Developer** Experience

“

Similarly, developer experience could be defined as a means for capturing how developers think and feel about their activities within their working environments, with the assumption that an improvement of the developer experience has positive impacts on characteristics such as sustained team and project performance.

”

Developer Experience: Concept and Definition

Fabian Fagerholm, Jürgen Münch



- OPEN EDITORS
- DRAG-AND-DROP
 - .gitignore
 - index.html
 - LICENSE
 - README.md
 - script.js
 - style.css
 - test.html

QA?

```
35 'dragenter',
36 'dragleave',
37 'dragover', // to allow drop
38 'drop'
39 ];
40 events.forEach(e => {
41   fileDropZone.addEventListener(e, (ev) => {
42     ev.preventDefault();
43     if (ev.type === 'dragenter') {
44     }
45     if (ev.type === 'dragleave') {
46     }
47     if (ev.type === 'drop') {
48       fileDropZone.classList.remove('solid-border');
49       handleFiles(ev.dataTransfer.files)
50         .then(values => values.map(tag => {
51           tag.setAttribute('class', 'border rounded img-preview');
52           fileDropZone.appendChild(tag)
53         }));
54     }
55   });
56 }
```

PROBLEMS TERMINAL

```
→ drag-and-drop git:(master) x hs
Starting up http-server, serving ./
Available on:
  http://127.0.0.1:8080
  http://::1:8080
```

```
(CSTT) GET / Mozilla/5.0 (Macintosh; Intel Mac OS 6_8_0; rv:1.9.2.0) Gecko/20100101 Firefox/3.6.0
GET /style.css Mozilla/5.0 (Macintosh; Intel Mac OS 6_8_0; rv:1.9.2.0) Gecko/20100101 Firefox/3.6.0
```



DORA

Exploring the framework

DORA

- 2000 – release of first season
- 4 distinct series
- 18 seasons total, spanning 383 episodes



DORA metrics

- 2014 – DORA startup
- 2018 – Acquired by Google
- First appearance in State of DevOps report
- DevOps Research and Assessment
- Focus on DevOps performance



The DORA metrics

- Deployment frequency
- Lead time for changes
- Change fail rate
- Mean time to recovery



Where Quality meets DevEx

Test automation

- Test automation pyramid (1 - 4)
- Quality gates (1 - 4)
- Parallel execution (1, 2, 4)

Test practices

- Test coverage (1 - 4)
- Test planning (1 - 4)
- Shift Left / requirements engineering (2, 3)

Shift right

- Observability (4)
- Failover plan / chaos engineering (4)
- Automated recovery (4)

Non-functional testing

- Performance (3)
- Security (3)
- Accessibility (3)

DORA

1. Deployment frequency
2. Lead time for changes
3. Change failure rate
4. Mean time to recovery





The role for QA

Putting quality in the experience

Deployment frequency





Lead time for changes



Change failure rate

Mean time to recovery



Where are our opportunities?

- Is your company working with DevEx?
 - Use the previous slide for inspiration and guidance
- Are you stuck convincing developers about QA?
 - Make it their story by promoting DevEx
- Are you looking to make your QA victories relevant?
 - Bring this up with your manager using metrics and factual improvements
- Are you coding in your QA job?
 - How is your experience, and could it be improved with DevEx?
- Is AI hurting quality?
 - Perhaps measure the effect and help your team with focus



Main takeaways

- DevEx is a trend in software delivery
- DevEx can be used for QA development too
- The QA conversation with developers can be renewed with a DevEx theme
- Your manager might like your accomplishments in DevEx metrics
- There are other cool trends than a learning machine :)



Questions?



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Thank you!

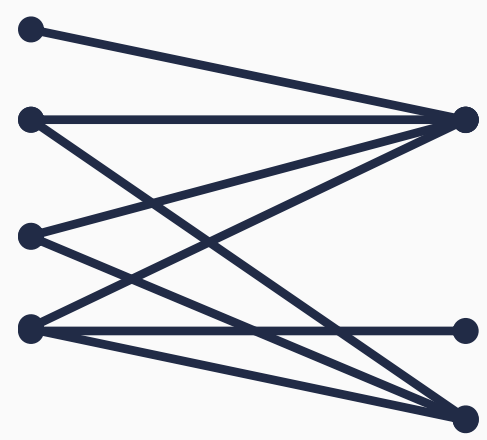
DORA vs SPACE – The links between them

DORA

- Deployment frequency
- Lead time for changes
- Change fail rate
- Mean time to recovery

SPACE

- Satisfaction and wellbeing
- Performance
- Activity
- Communication and collaboration
- Efficiency and flow



DORA vs SPACE – Quality engagements

DORA

- Deployment frequency
- Lead time for changes
- Change fail rate
- Mean time to recovery

SPACE

- Satisfaction and wellbeing
- Performance
- Activity
- Communication and collaboration
- Efficiency and flow

