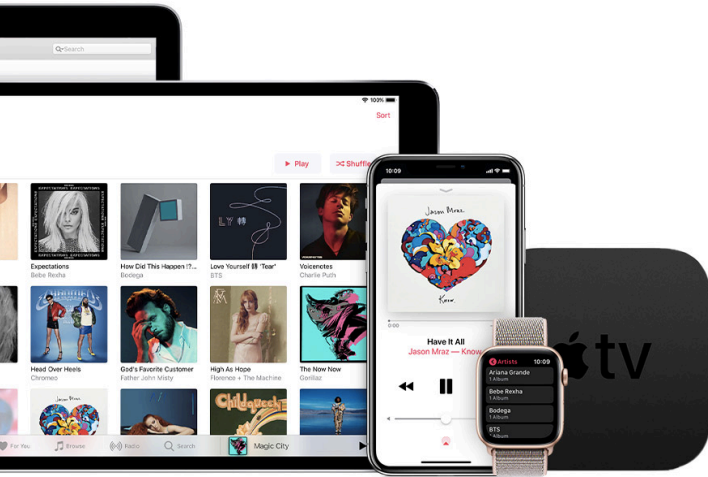


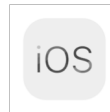
# Applications testing

Multiple  
Devices & OS



## Multiple Handsets

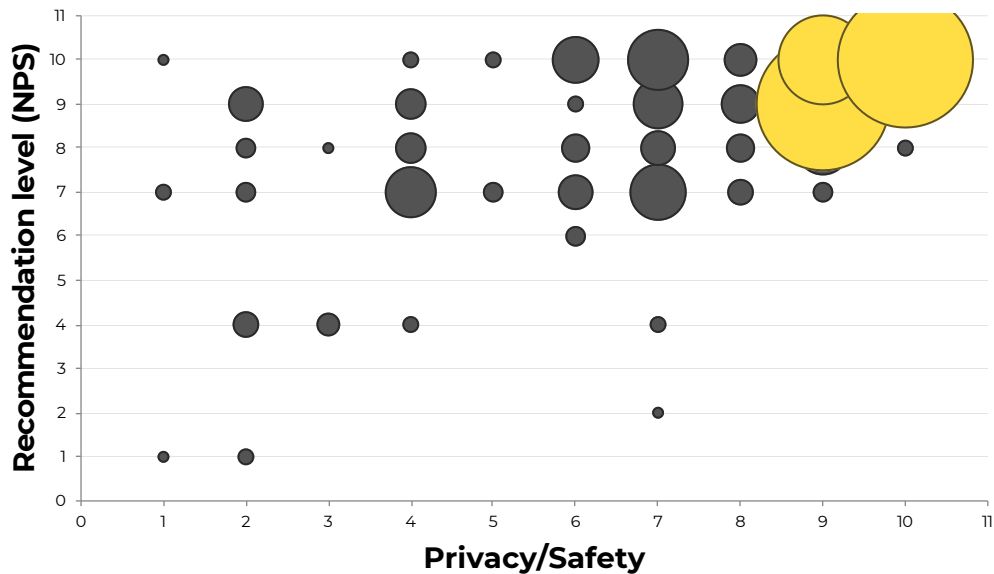
iPhone, Android Mobiles,  
Windows Mobile, Tablets, Smart Watches



## Multiple Platforms

iOS, Android,  
Windows, Google OS

# Why testing?



## Why?

- Avoid failures
- Ensure quality
- Be found reliable
- Reduce maintenance efforts
- Improve

## Users retention

The direct correlation between users' trust level and readiness to recommend has been proven. As well as the usage continuation dependence on failures rate.

# Testing Areas

## **New Functionality**

Does new functionality work properly from a usability perspective? Does it make intuitive sense as a human using the app? Is the new functionality easy to find and use?

## **Bugs reporting**

Are users reporting a hard-to-find bug that automation is not identifying? Can you replicate the bug manually based on user feedback?

## **Design Aesthetics**

How does the mobile app look and feel aesthetically? Does the design look good? Do users like how it looks? Are there any design elements that make your app look bad or feel wrong?

## **User Satisfaction**

Do users have issues you did not anticipate? These may not be bugs but instead obvious annoyances and frustrations about how the app works that developers would never see.

## **Common “Wear and Tear” Actions**

Users won't always use your mobile app in the most sensible, straightforward, and rational way. Is it easy to open, close, and operate the app without much effort? If someone taps icons quickly, uses one hand, or flips their phone upside down repeatedly, will the mobile app still work smoothly and properly?

# Mobile App **Testing Challenges**



Short device cycle, rapid changes, multiple form factors



Native, Web and Hybrid apps



Multiple devices and OS



Non functional – Security and performance



Popular mobile web browsers



Usability



Real users



Graphics, Video, Audio

# Mass Usability Testing Values



**When you test an app manually, you are** able to view it through the lens of a real person using it on a device in the real world.



**Many bugs and issues are not apparent with** automated testing because of the sometimes irrational, random, and emotional aspects of how a user interacts with a mobile app.



**Like automated testing, you're still looking for** bugs and issues. But manual test cases involve a different approach for good reason.



**The client gets a volume of unique opinions** regarding the product, but not a standard bug report from a single QA engineer.

## Some Experience **in Numbers**

**100+** CARD TYPES

**40+** WEBSITES

**20+** MULTINATIONAL BANKS

**52** COUNTRIES

**2** GLOBAL PAYMENT SYSTEMS

**20+** APPLICATIONS  
(iOS or Android)

# Why Scheduling?



## Database Of 450 000+

Variety Of Devices



## Target Audience Selection



## Unique Opinions

Own Panel



## POS Readiness Check



## Real World Testing



## Cheaper Than QA Engineer

You Do Not Care About Any Compensations



## Fieldwork Speed

Quick Interaction



## Global Coverage

52+ Countries



## Online Statistics

Statistics Availability 24/7



## Data Quality Check

Proofreading, Artefacts Quality Check



## Agile Approach

Day-to-day Scram Sessions