



The art and science of quality assurance in the video game industry

Our journey to transform QA at EA Canada

Mario Vasquez







A tale of 2 QAs



The old QA

- Defect detection
- Blackbox test centric
- Audit quality



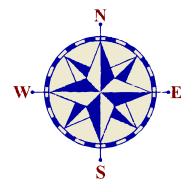
The new QA

- Defect prevention
- Highly skilled
- Build to quality



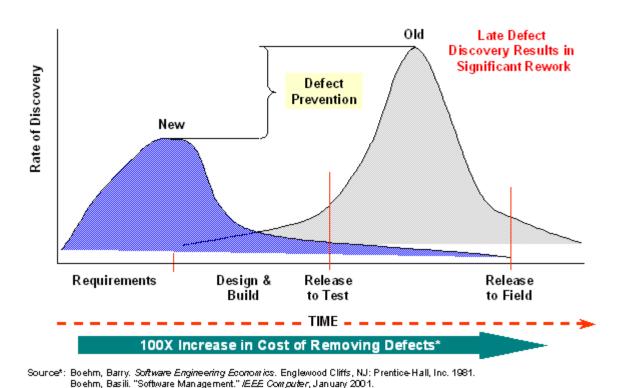
Our north

Achieve and sustain the highest appropriate quality in the industry while decreasing overall expenditure





Prevention over detection



From: http://software.isixsigma.com/library/content/c030611a.asp

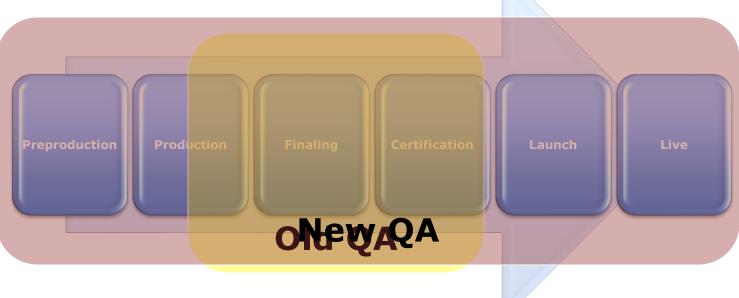


QA function





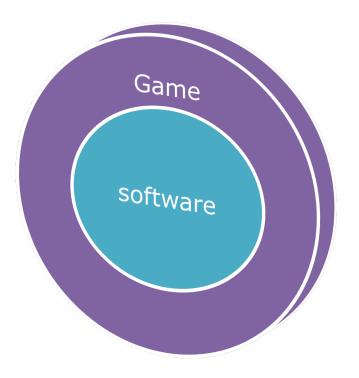
QA scope



End to end Quality ownership



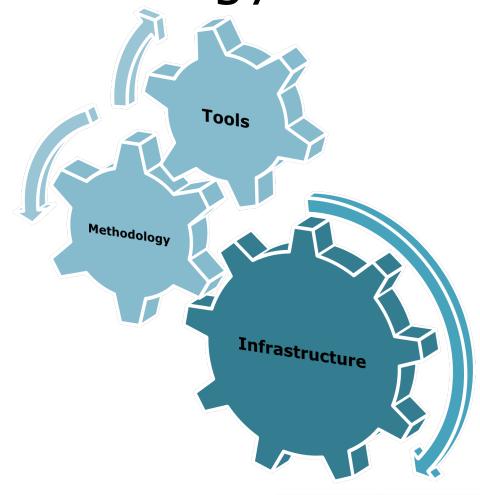
Software Quality (SQ)







QA technology

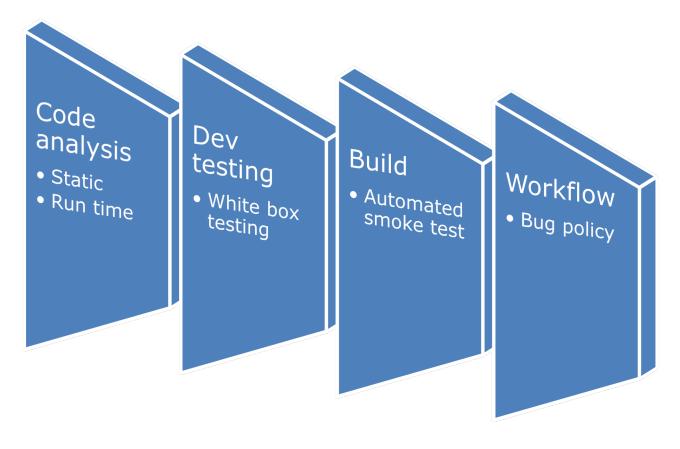


Software Quality

Management



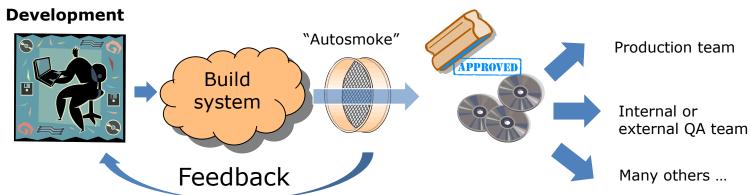
SQ helps Development







Automated smoke test



Autosmokes increase predictability while saving time and effort





SQ helps manual testing



- Reports on key metrics (e.g. coverage, completion)
- Supports Decision making



- Tailored to project needs
- Reduces manual testing required



Must have to complete manual test plans



Increasingly complex games

≠

more manual testing





Product Quality (PQ)

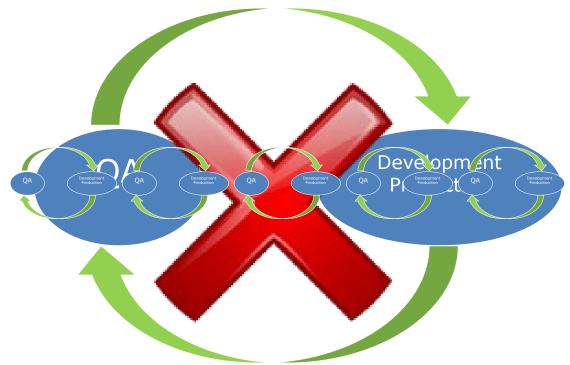








The embedded QA cycle



Minutes, orchowrstlonghinstead!





Embedded helps

- Build relationships and allegiances
- Enable creativity and change while maintaining control
- Increase organizational awareness of the QA role and value add
- . Improve test strategies and plans





Management

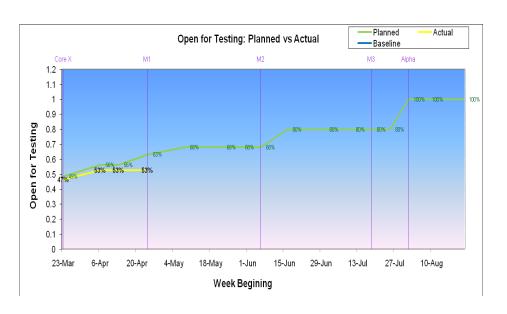






Communication

- Relevant and appropriate
- Consistent
- Timely







Outsourcing

Flexibility!

Reduces EA studio footprint

Reduces seasonal hiring/training

burden

Load balance

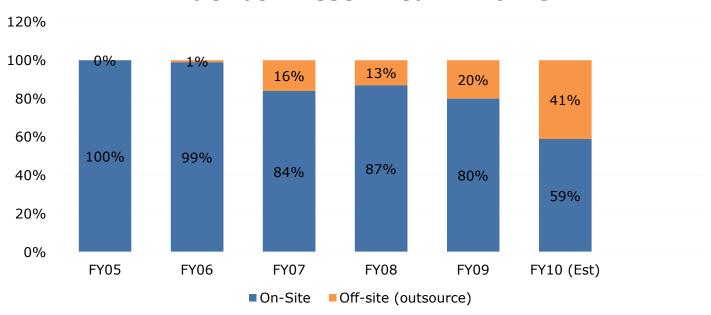
Cost savings





YOY test outsourcing

Blackbox Test - Team Profile

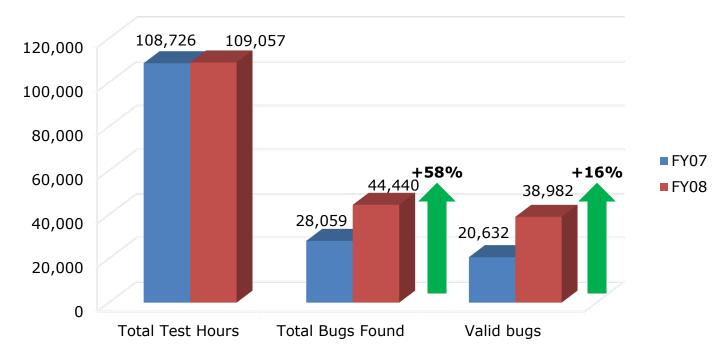






Investing pays off

2 year comparison in Outsourcing results







Organizational considerations

- Tackle common components first
- Offer incremental approach
- Prepare to refactor the plane while in flight
- Never underestimate culture and team differences





Moving in the right direction Overall results

- Reduction in issues and shortened bug lifecycle
- QA cost reduction
- . High customer satisfaction ratings
- Strong team health
- Increased Game Quality!



Key takeaways

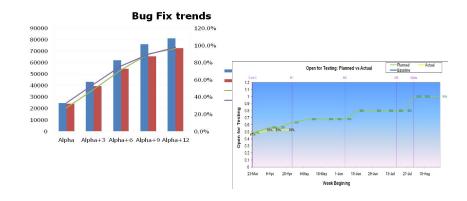
Team recipe



This is a marathon



Communication & trust







mariovasquez@ea.com