Living Documentation Event

18 April 2024 | Improve Quality Services

Programme

14.00 Walk in

14.30 Introduction

14.35 Keynote: Kenny and Evelyn

Discover the power of Collaborative Software Design in our keynote with Evelyn and Kenny. Learn how this approach, a key part of Domain-Driven Design, enhances communication, decision-making, and user-centric software development. Join us to understand how it fosters a shared understanding among all stakeholders, ensuring high-quality, resilient software that meets current and future business needs.

15.10 Registration for tracks

15.25 Choose between three tracks:

Workshop Kenny and Evelyn: DDD and Event Storming (part 1)

Join our hands-on EventStorming workshop for a dive into collaborative modelling! Work in small teams using simple tools to explore complex ideas. Discover how EventStorming helps gain insights and develop shared understanding with stakeholders. Leave with practical tips and a new perspective to facilitate these sessions in your own team.

Jacob Duijzer:

Fast Flow, Not Fast Fluff: Embracing an Eclectic DevOps Coaching Approach

This session explores the ongoing challenge organizations face in delivering value to customers. Real stories are shared to illustrate how an eclectic approach with practices from Lean, Agile, DevOps, Team Topologies and Specification by Example can address software organizations' challenges. You can expect actionable insights and practical tips to foster a better flow within their organizations.

Rob Albers:

Applying BDD and DevOps practices in a regulated industry: a journey towards continuous compliance

In a regulated industry like healthcare, Agile and DevOps practices are typically not yet the default. This is because continuous certification and compliance have not been widely adopted or accepted as an approach.

In this talk we will explain the move from a more traditional development cycle towards releasing software on demand and how methods like BDD, (A)TDD and Automation helped us in this journey.





























The Rule keyword was added to the Gherkin language some 5 years ago. At first it seemed just nice to have but over the years we have found that having good rules makes all the difference for writing good examples. In particular, a good rule helps in separating incidental detail from the pertinent. In this presentation Jennek will address what makes a Gherkin rule a good rule, and why it is worth the effort.



Karl van Heijster:

Why testers should review code

It sounds like a law of nature: coders code and testers test. But this division of labor leads to inefficient work processes with long feedback cycles. To guarantee quality and speed of the development process, automated testing must become a first class citizen for the entire team. Code reviews are excellent moments for programmers and testers to ask each other the ultimate question: does this code meet the requirements? And do we have a set of tests to prove it?



17.10 Choose between two tracks:

Pieter Withaar:

How Al is reshaping our business models

In this talk we will explore how cutting-edge technology is revolutionizing BDD's efficiency and effectiveness. Dive into the latest trends, research outcomes, and a glimpse into BDD's future.



Patrick Verbruggen:

Wardley map your present and shape your future

Do you recognize the following? Should I use agile, lean-six, sigma? How do I organize around value? How do I map user needs to my solutions? Where should we invest? What's our strategy regarding new technology and competitor moves? What type of teams do we need? Well, Wardley mapping helps you gain these insights. Join and find out!



18.00 Beer and Pizza

18.55 Keynote:

Gáspár Nagy: It's only ReqnRoll

Gáspár Nagy, the creator of SpecFlow & Reqnroll, will speak about what challenges are faced when implementing a living documentation generation tool-chains and how the Reqnroll initiative can provide new opportunities for addressing these challenges.



Kick off RegnRoll, Living Documentation + Panel discussion

20.30

Drinks