

## Information



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## Consortium

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|-----------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
|  UNIVERSITAT<br>POLITÈCNICA<br>DE VALÈNCIA |  INOVA+<br>RESEARCH &<br>TECHNOLOGY |  UNIVERSITÀ DEGLI STUDI DI NAPOLI<br>FEDERICO II |  CESUR<br>Tu Centro Oficial de FP |
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# ENACTEST

Learning capsules for HE and VET providers to prepare future professionals for testing and improving software production



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## Context

People and society are more and more dependent on software quality, since our social and business lives are digitized.

Testing is important for software quality but when not done well, it may result in problematic and erroneous applications.

This has a noticeable impact on society, economy and innovation because software is at the basis of digital solutions and tools related to climate change, green economy, demography, digitalization, artificial intelligence, and the recent COVID-19 pandemic.



The problem should be tackled at the root: **education**. Our hypothesis is that software testing should be integrated throughout the whole computer science curriculum in the following 4 ways:

- ✓ As **early** as possible.
- ✓ **Seamlessly** in a smooth and continuous way as an inherent part of programming, and not as a separate activity.
- ✓ **Taking into account the needs of industry.**
- ✓ Based on testing experts' mental models and consider students' learning models that take into account the inherent complexity and intellectual challenges that are comprised by testing.

## Target-groups

- **Students**
- **Industry**
- **Academia**

## Objectives

### 1

**To identify the cognitive models for testing that are used by students and experts when they need to deal with testing, specifically for test case design**

### 2

**To categorize the industry needs and pains with regard to technical and skills of testing in order to identify topics and skills that are fundamental to include in**

### 3

**To design and develop new specific bite-sized testing materials (capsules) for including them into education as early and seamlessly as possible**

### 4

**To provide evidence about the improvement in learning performance of testing by the students and the improvement of knowledge transfer in industry**

### A consortium of experts

4 universities, 3 SMEs, 1 VET training provider and 1 research institution to offer a diverse perspectives of the software testing needs in industry and education

### A European partnership

The consortium is formed by organizations from 5 EU countries: Spain, Portugal, Italy, Sweden and Belgium