Over the years, we’ve seen an exciting evolution in the world of multimedia and home entertainment on both the software and the hardware level. Offline as well as online applications have become extremely user-friendly and appealing and offer more and more possibilities. But guarding the quality and performance of these products has gained complexity too. Testing the right things at the right moment is crucial. Having been in the business for over 15 years, we have had the privilege to play a pioneering role in these new developments.

It went from completely linear to truly interactive and from strictly separate platforms to completely merged home entertainment systems.

Holding on to the same approach would not have brought us where we are now. So how did we overcome hurdles like the increasing complexity of multimedia applications, the ever growing diversity in playback systems, new operating systems, crossover of platforms and merging media?

Not more than 5 years ago, it was video or PC or TV or Web or Console or Mobile. Today, ‘or’ can be replaced by ‘and’.

Staying on top of it all is not enough, we need to stay ahead of things and maintain our pioneering role.

The approach to testing for the home entertainment industry doesn’t seem that different from any other software testing. We also make use of the proven test techniques and methodologies. However, the home entertainment industry is a very demanding one.

For clients like Disney, you have to cope with a number of additional complexity increasing factors:
- production of consumer products with very short life cycles
- very high frequency of releases
- different formats for the same product: DVD, Blu Ray, electronic and mobile distribution…
- high security demands
- standards like FACT (Federation Against Copyright Theft)
- very short and strict deadlines

This presentation will give you a peek behind the curtains of a niche market in software testing where flexibility is key.

3 key points:
- We like to show you how much fun it is testing for the Home Entertainment industry, but also:
- The hard work to keep up with ever changing requirements and still deliver high quality services
- And how testing in a market like this is different from software testing in long running projects

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He has been a test professional since 1995, from a cd-i tester moved to optical storage testing, all-round multimedia testing, DVD format verification, test project coordination and management to move into his current job as operations manager for the software testing division.