Chaters

Timeboxed	Set time limit to avoid getting lost
design tests	BVA ,Decision Tables, state diagram etc
Execution	Execute right away
Question to answer	Interaction and test activities
Template	Target, Resources,Information
Should be inline	Implicit expectation, goals, questions,existing artifacts,new realizations and discoveries,nightmares
Night mare headline game	Stage, headlines, big risk, causes, explore causes

Evaluate results

Never an Always	rules,must always work,ilities
Core	customers and purpose,short sale pitch for it, alternative paths ,Must have features
Quality	Accuracy,Reliability, Security, availability, usability, accessibility
Risks	Things that can harm customers
Approximation	range, characteristics, conditions, invert results

Variables

Out of steam questions
Review and ask more
beginning, middle, end
too big, too small, just right
some , none, call
starve resrouces
too soon, too late, too much, too little
wrong direction
right thing, wrong object
cut corner, restrictive, no long apply, careless
near miss, accident, latent failure
missing instructions, interruption, ilogical design

Observation

The details	Look past expectation and hope to find
Make invisible visible	Logs, consoles, storage alerts,requests, network
Alert for subtle cues	Seeing ,hearing, touching

Variables

Obvious	Obvious and fractal in nature
Subtle	Not intended to be changed or used
Indirectly accessible	controlled indirectly
Identifying variables	count, position, format, files, storage, size, depth, timing, frequeny, duration, Input, navigation

Vary Sequences and Interactions

Noun and verbs	choose random pair
Random navigaton	What are all ways formular for same action
Personas	Try imagining different user situations and skill levels