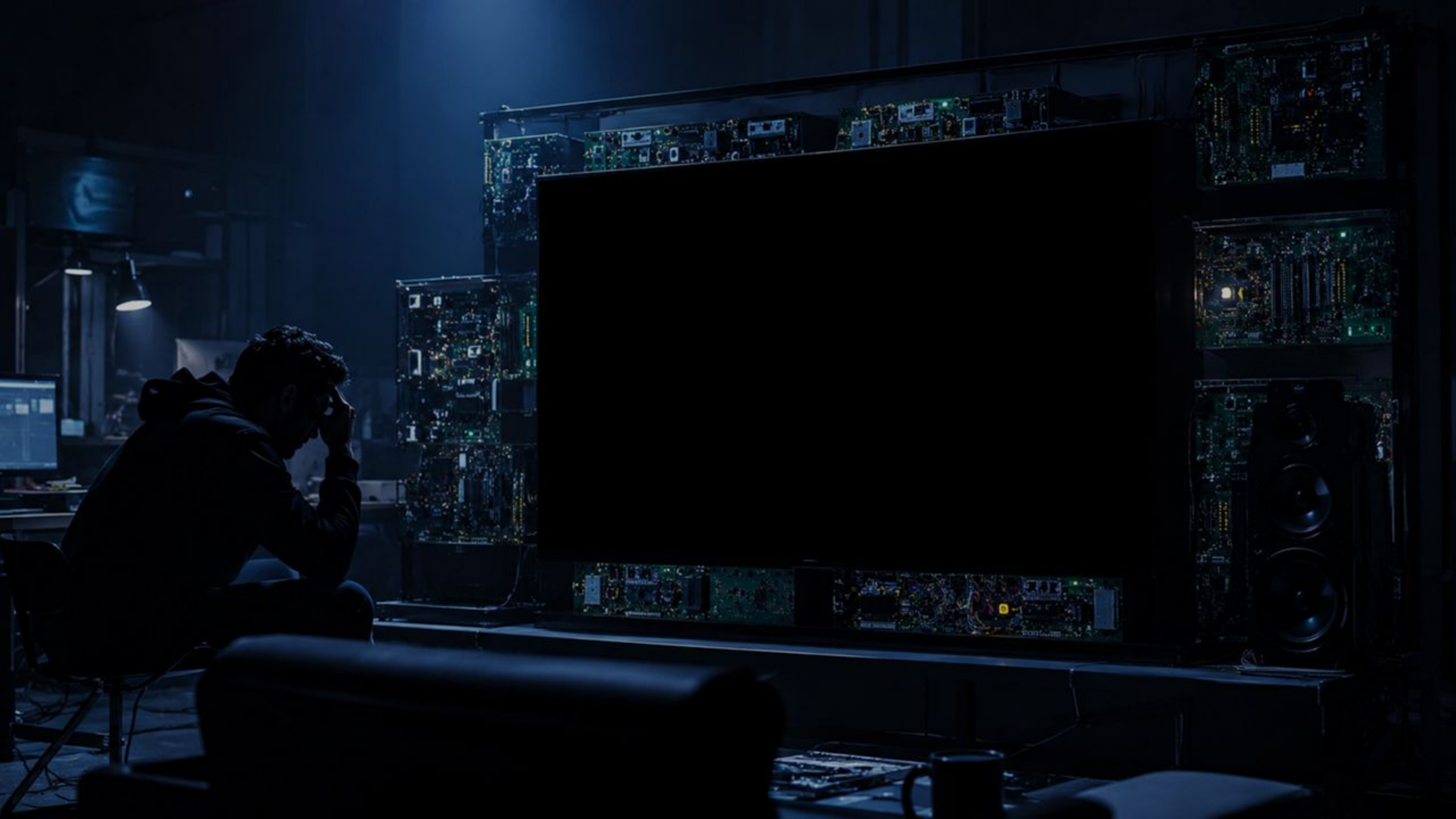


# Testing $\neq$ fun?

Kristjan Uba  
NTD 2026

**Once upon a time**





**It got fixed**

# **Rollercoster of emotions**

**Looking back, I'd call it fun**




**Fun is not the opposite of serious**  
**It is a signal**






**Teaching**

# How many seconds?

11:23 → 11:24

^    11:23

^    11:24

**Why was it fun?**

**What is fun?**



# Fun is learning

Raph Koster – A theory of Fun for Game design

**Testing has the same  
ingredients**

# Statistics

1,528

Played

97

Win %

20

Currer  
Streal

## BADGES

Tap on any badge to view it in detail



x91

Sea Of  
Greens

Jun. 2, 2026



1500  
Wordles

May. 7, 2026

# GUESS DISTRIBUTION

1

3

2

62

3

305

4

556

5

394

6

161





**Testers know too much**

# Loops teach behavior



**Nobody asks tax software to be fun**

**But everyone notices when the loop is hostile**

**Every bug tells a  
story**

**What behavior does this  
teach?**



# Gaming

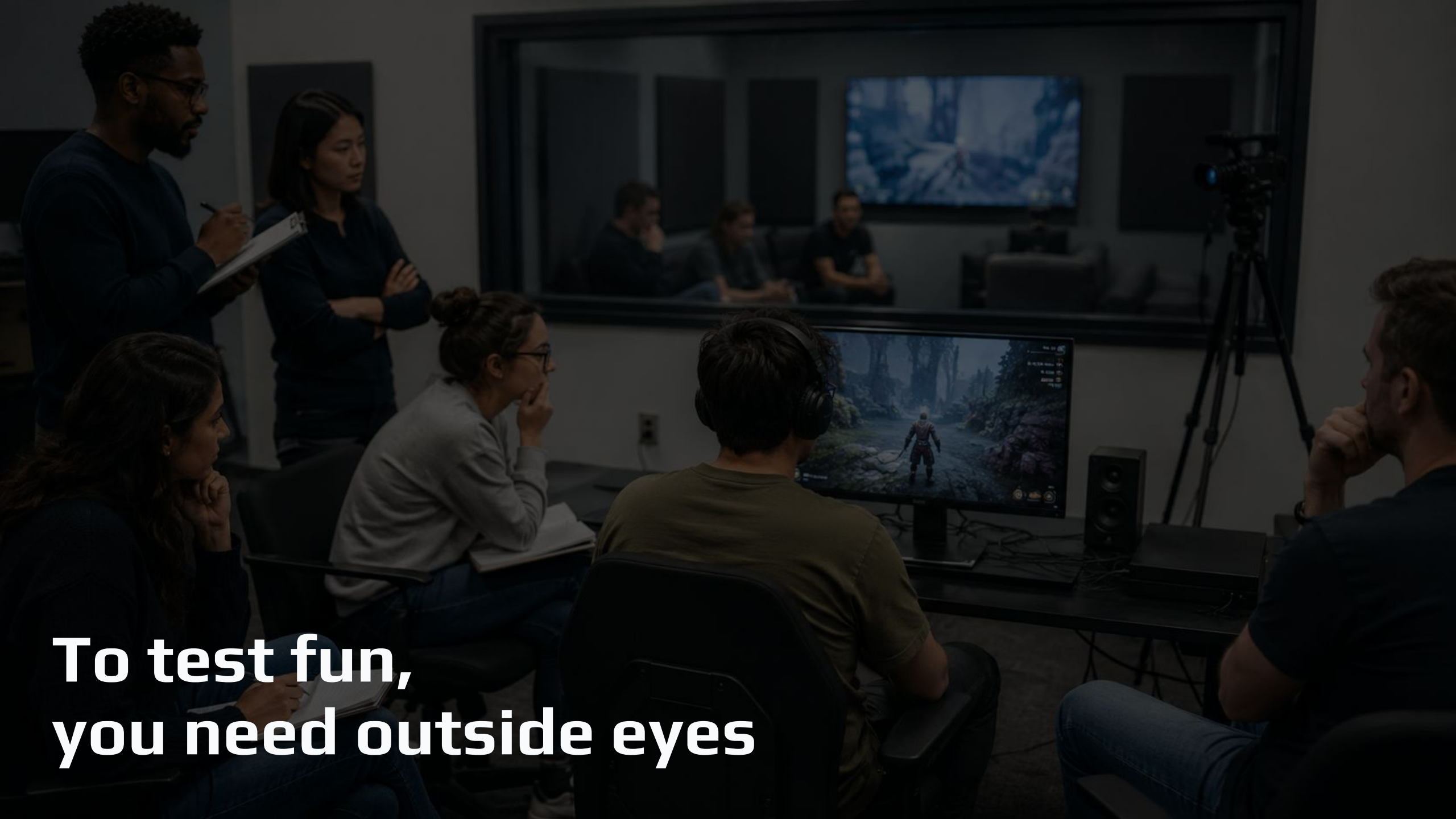
video games

# Gaming

gambling

**Fun is  
dangerous**




# Testing video games for fun






**To test fun,  
you need outside eyes**

# How many seconds?

11:23 → 11:24

^    11:23

^    11:24

# Use fun as a testing lens

**What behaviour are we  
teaching?**

**Fun is for everyone**

**Fun is different for everyone**

**Fun makes us do things, repeatedly**

**Testing can be fun**

**Testing fun is hard work**

**Having fun == serious  
testing**