



Using Mind Maps for Team Communication

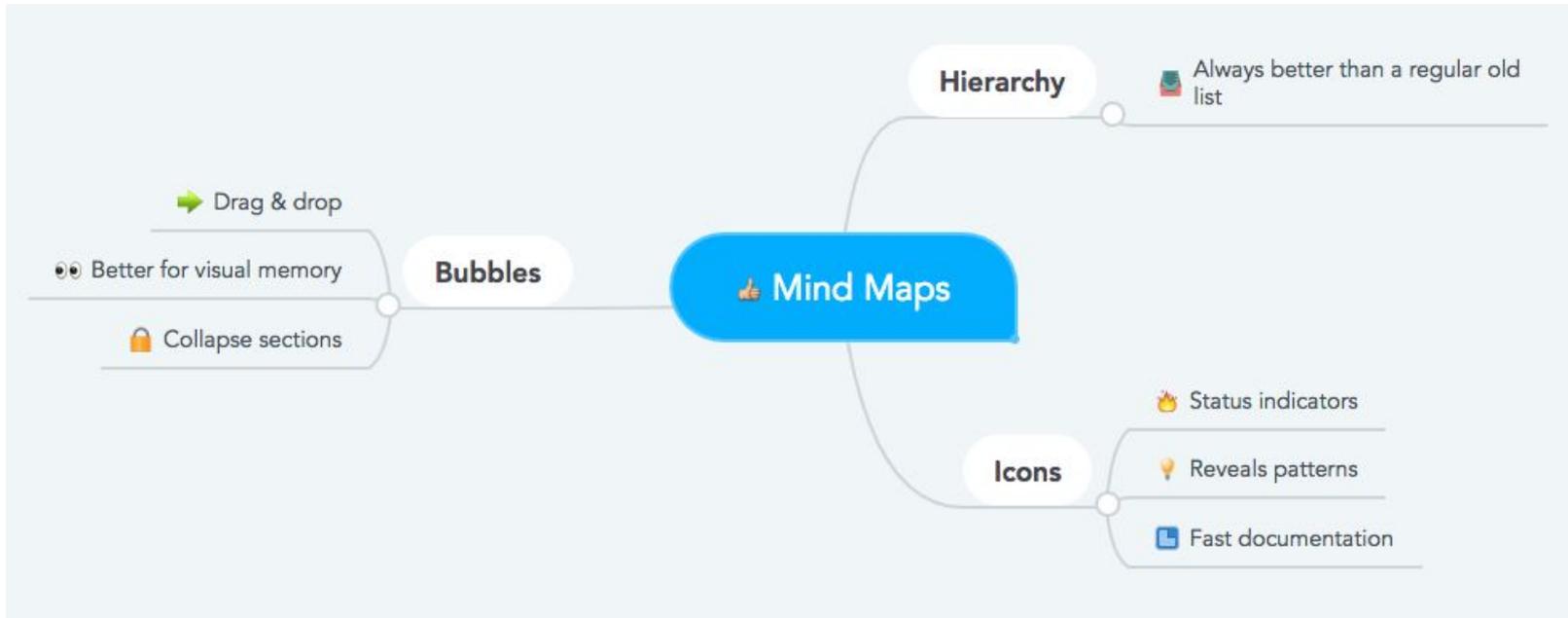
Elizabeth Zagroba  @ezagroba
Ministry of Testing  Utrecht Meetup
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They're like bulleted lists

- Hierarchy: Always better than a regular old list
- Bubbles
 - Drag & drop
 - Collapse sections
 - Better for visual memory
- Icons
 - Status indicators
 - Fast documentation
 - Reveals patterns

But less linear



No one reads documentation.

—

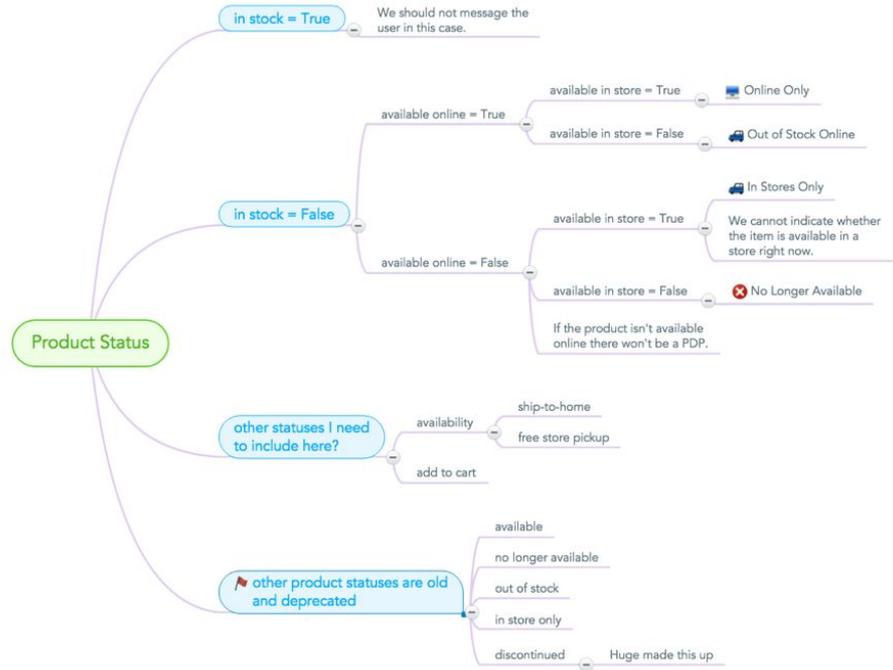
Mind maps are not static

The screenshot displays a mind mapping application interface. At the top, there is a blue navigation bar with a back arrow, an 'Upgrade' button, 'Mind Maps' with a dropdown arrow, an information icon, a plus icon, undo/redo icons, and a search bar. On the left side, there are three vertical icons: a plus sign, a minus sign, and a target icon. The main workspace features a central blue node labeled 'Mind Maps'. Branching out from this central node are several text nodes: 'Always better than a regular old list', 'Hierarchy', 'Collapse sections', 'Icons', 'Status indicators', 'Fast documentation', 'Better for visual memory', and 'Drag & drop Bubbles'. The 'Drag & drop Bubbles' node has a small slider control. At the bottom, there is a grey control bar with a 'Speed' slider, navigation arrows, a 'Highlight Topics' toggle, and a 'load more...' button with a row of red dots. A status bar at the very bottom shows a red notification for 'Elizabeth Zagroba floated "Drag & drop", moved "Drag & drop"', a 'Revert' button, an 'Advanced...' button, and the version information 'Version:V8, 07/1/2018 11:11'.

Mind maps reveal patterns



Mind maps show you where you need to refactor





Mind maps reveal complexity

“I started making a mind map but a lot of the things belong to more than other thing, so the lines all overlap and it’s hard to read.”

~ developer on my current team

Mind maps reveal status

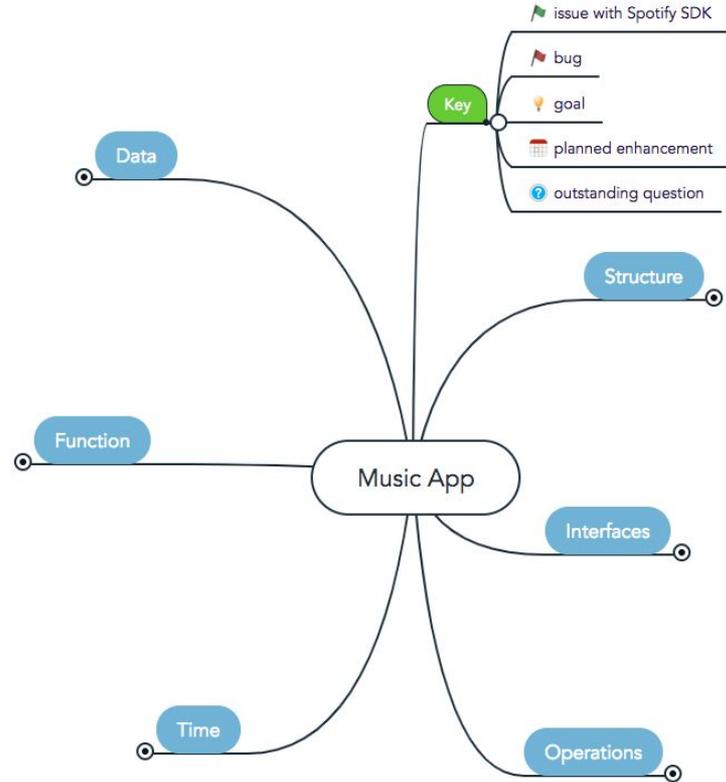
“I see a lot of green here. That looks good.”

~ team lead from another team



Handing off projects

Music app example





Product Coverage Outline

James Bach's Heuristic Test Strategy Model:

<http://www.satisfice.com/tools/htsm.pdf>

[Overwhelming e-commerce example](#)

**Ask your team members what you
might be missing.**

The point is to uncover risk.



Taking notes > how you take notes

- You won't capture everything. Capture enough to ask more questions.
- If mind maps aren't your cup of tea, try something else.
- Write stuff down somehow, somewhere.



Tools: first few free

- Mindmeister
- MindMaple
- xMind
- Mindmup
- Lucidchart



Tools: free forever but ugly

- Freemind
- TreeSheets
- Google Draw
- Workflowy



Thanks.

<http://bit.ly/ezmindmaps>

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