



Remote/Presential Exam



English, German &amp; French



258,30€



Associate Price

246€

The amounts mentioned include VAT at the normal rate in force.

# ISTQB® Certified Tester Game Testing

The Certified Tester Game Testing certification is aimed at professionals who have achieved in-depth testing experience and who would like to acquire specific competence for testing game software.

It may also be appropriate for anyone who wants a deeper understanding of software testing in the video gaming world, such as project managers, quality managers, software development managers, business analysts, IT directors, and management consultants. Those involved in the development and production of high-performance hardware such as PCs, mobile and gaming consoles will also benefit from this certification.

To gain this certification, candidates must hold the Certified Tester Foundation Level certificate and have sufficient practical experience.

## CONTENTS

Specificity of Game Testing	Game Level Testing
Game Testing Basics	Game Level Design Principles & Concepts
Typical Roles of the Game Development Team	Approaches & Execution of Game Level Testing
Testing Activities throughout the Game Software Development Lifecycle	Tools Support for Game Level Testing
Testing Game Mechanics	Game Controllers Testing
Game Mechanics	Principles & Concepts of Game Controllers
Approaches to Testing Game Mechanics	Approaches to Testing Controllers in Game Products
	Tools Support for Game Controllers Testing
Graphics Testing	Localization Testing
Principles & Concepts of Game Graphics	Principles & Concepts of Localization Testing
Approaches to Testing Graphics in Game Products	Types of Localization Defects & Their Causes
Graphics Test Execution	Localization Testing Approaches & Execution
Tools Support for Graphics Testing	Tools Support for Localization Testing
Sound Testing	
Features of the Sound Content of Game Product	
Types of Defects in Sound Content	
Approaches to Testing Sound Content in Game Products	
Sound Test Execution	
Tool Support for Sound Testing	

## EXAM STRUCTURE

- \* 26 points or more;
- \*\* Only for participants taking the exam in a language other than their mother tongue;
- \*\*\* Each correct answer equals 1 point.



## BUSINESS OUTCOMES

- Describe basic concepts of video games and game software testing;
- Determine risks, goals and game software requirements under the needs and expectations of stakeholders;
- Conceptually design, implement and execute basic game software tests;
- Know the approaches to game software testing and their purpose;
- Recognize the tools supporting game testing;
- Determine how testing activities align with the software development lifecycle and reduce the cost of developing and publishing video games;

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