



# 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 Testing Basics  
Typical Roles of the Game Development Team  
Testing Activities throughout the Game Software Development Lifecycle

### Testing Game Mechanics

Game Mechanics  
Approaches to Testing Game Mechanics

### Graphics Testing

Principles & Concepts of Game Graphics  
Approaches to Testing Graphics in Game Products  
Graphics Test Execution  
Tools Support for Graphics 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

### Game Level Testing

Game Level Design Principles & Concepts  
Approaches & Execution of Game Level Testing  
Tools Support for Game Level Testing

### Game Controllers Testing

Principles & Concepts of Game Controllers  
Approaches to Testing Controllers in Game Products  
Tools Support for Game Controllers Testing

### Localization Testing

Principles & Concepts of Localization Testing  
Types of Localization Defects & Their Causes  
Localization Testing Approaches & Execution  
Tools Support for Localization 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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