Custommedia Academy is a training outfit of Custommedia Sdn Bhd (210378-U))

Certified Tester Game Testing (CT-GaMe)

About the Course

The ISTQB® Gaming Testing certification focuses on the knowledge and abilities required to perform and manage testing at all levels in game projects. It explains the fundamentals of video and game testing, as well as how to identify risks and goals for gaming software. It entails conceptually creating, implementing, and executing game software tests, approaches to game testing (Game Testing Mechanics, Sound Testing, Graphics Testing, and Localization), and recognizing game testing tools.

Course Outline

Chapter 1: Specificity of Game Testing
- Game Testing Basics
- Typical Roles of the Game Development Team
- Testing Activities throughout the Game Software Development Lifecycle

Chapter 2: Testing Game Mechanics
- Game Mechanics
- Approaches to Testing Game Mechanics

Chapter 3: Graphics Testing
- Principles and Concepts of Game Graphics
- Approaches to Testing Graphics in Game Products
- Graphics Test Execution
- Tools Support for Graphics Testing

Chapter 4: Sound Testing
- Features of the Sound Content of the Game Product
- Types of Defects in Sound Content
- Approaches to Testing Sound Content in Game Products
- Sound Test Execution

Chapter 5: Game Level Testing
- Game Level Design Principles and Concepts
- Stages and Execution of Game Level Testing
- Tools Support for Game Level Testing

Chapter 6: Game Controllers Testing
- Principles and Concepts of Game Controllers
- Approaches to Testing Controllers in Game Products
- Tools Support for Game Controllers Testing

Chapter 7: Localization Testing
- Principles and Concepts of Localization Testing
- Types of Localization Defects and their Causes
- Localization Testing Approaches and Execution
- Tools Support for Localization Testing

By the end of the course, participants will be able to:
- 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

Who Should Attend

Testers, Test Analysts, Test Consultants, Test Managers, Acceptance (UAT) testers and professionals in other video game development roles.
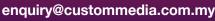
TRAINING PARTNER

MBOT
LEMBAGA TEKNOLOGIS MALAYSIA
MALAYSIA BOARD OF TECHNOLOGISTS

HRD CORP REGISTERED TRAINING PROVIDER

HRD CORP CLAIMABLE

DURATION	**2 DAYS**	MODE: ONLINE/F2F

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