

## Certified Tester Game Testing Course

**Course Duration: 24 Hrs.**

**Course Code: CT-GT**

### Course Overview

The **Certified Tester Game Testing** course is designed for software testing professionals who want to specialize in testing video games across platforms such as PC, console, mobile, and VR. This course focuses on the unique challenges of game testing, including gameplay mechanics, graphics, performance, usability, and player experience. Participants will learn industry-standard testing techniques used in game development studios and QA labs while preparing for certification in game testing.

### What You'll Learn?

By completing this course, you will be able to:

- Understand the game development life cycle (GDLC)
- Test gameplay mechanics, rules, and logic
- Perform functional, usability, and compatibility testing
- Test graphics, audio, and animation quality
- Conduct performance, load, and stress testing for games
- Identify and report game-specific defects effectively
- Apply best practices for game testing projects

### Target Audience

This course is ideal for:

- Software Testers and QA Engineers
- Aspiring Game Testers and Game QA Analysts

- Game Developers interested in testing
- Fresh graduates seeking a career in game testing
- Professionals transitioning into the gaming industry

## Pre-Requisites

Participants should have:

- Basic knowledge of software testing concepts
- Familiarity with gaming platforms and genres
- Passion for video games and attention to detail
- ISTQB Foundation Level certification is beneficial but not mandatory

## Course Content

### Module 1: Introduction to Game Testing

- Game industry overview
- Game development life cycle (GDLC)
- Role of a game tester

### Module 2: Gameplay and Functional Testing

- Game mechanics and rules testing
- Level and mission testing
- Save, load, and checkpoint testing

### Module 3: Graphics, Audio, and UX Testing

- Graphics rendering and visual defects
- Audio, music, and voice testing

- User experience and accessibility

#### **Module 4: Compatibility and Platform Testing**

- Device, console, and OS compatibility
- Network and multiplayer testing
- Localization and globalization testing

#### **Module 5: Performance and Security Testing**

- Frame rate, load time, and memory testing
- Stress and endurance testing
- Cheat prevention and security considerations

#### **Module 6: Defect Management and Best Practices**

- Game-specific defect reporting
- Test documentation and metrics
- Best practices and career guidance in game testing