ISTQB CT-GaMe

ISTQB CTFL - GAME TESTING CERTIFICATION QUESTIONS & ANSWERS

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CT-GAME

ISTQB Certified Tester Foundation Level - Game Testing (CT-GaMe)

40 Questions Exam – 26/40 Cut Score – Duration of 60 minutes

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Discover More about the CT-GaMe Certification

Are you interested in passing the ISTQB CT-GaMe exam? First discover, who benefits from the CT-GaMe certification. The CT-GaMe is suitable for a candidate if he wants to learn about Specialist. Passing the CT-GaMe exam earns you the ISTQB Certified Tester Foundation Level - Game Testing title.

While preparing for the CT-GaMe exam, many candidates struggle to get the necessary materials. But do not worry; your struggling days are over. The CT-GaMe PDF contains some of the most valuable preparation tips and the details and instant access to useful **CT-GaMe study materials just at one click**.

ISTQB CT-GaMe CTFL - Game Testing Certification Details:

Exam Name	ISTQB Certified Tester Game Testing
Exam Code	CT-GaMe
Exam Fee	USD $229
Exam Duration	60 Minutes
Number of Questions	40
Passing Score	26/40
Format	Multiple Choice Questions
Schedule Exam	**Pearson VUE**
Sample Questions	**ISTQB CTFL - Game Testing Exam Sample Questions and Answers**
Practice Exam	**ISTQB Certified Tester Foundation Level - Game Testing (CT-GaMe) Practice Test**

CT-GaMe Syllabus:

Topic	Details
Specificity of Game Testing - 75 minutes (K2)	
Game Testing Basics	- Recognize objectives and specifics of game testing - Give examples of product risks in game software - Give examples of specific defects related to game testing - Summarize how the risks of game testing can be mitigated - Compare the activities of game testing with those of playing
Typical Roles of the Game Development Team	- Recognize specific roles and tasks in the game development team
Testing Activities throughout the Game Software Development Lifecycle	- Recall testing activities throughout the game software development lifecycle
Testing Game Mechanics - 180 minutes (K3)	
Game Mechanics	- Classify the types of game mechanics - Differentiate the testing of gameplay mechanics and non-gameplay mechanics - Differentiate the testing of core mechanics and meta mechanics - Differentiate the testing of client, server, and client-server mechanics - Give examples of defects in game mechanics
Approaches to Testing Game Mechanics	- Summarize main approaches and test objects at different stages of creating a game product - Distinguish the importance of testing game mechanics - Distinguish the importance of reviewing documentation describing game mechanics - Apply the fundamental approaches of testing game mechanics
Graphics Testing - 165 minutes (K3)	
Principles and Concepts of Game Graphics	- Explain features of the graphic content of a game product - Classify the types of defects in graphic content
Approaches to Testing Graphics in Game Products	- Summarize the main approaches to artistic testing - Summarize the main approaches to technical testing - Summarize main approaches to gameplay testing

Topic	Details
Graphics Test Execution	- Apply the fundamental approaches of graphics testing - Explain the importance of testing graphics for historical validity
Tools Support for Graphics Testing	- Summarize the usage of graphics testing tools

Sound Testing - 190 minutes (K3)

Topic	Details
Features of the Sound Content of the Game Product	- Recall features of the sound content of a game product
Types of Defects in Sound Content	- Recall types of defects in sound content - Classify the defects in sound content
Approaches to Testing Sound Content in Game Products	- Summarize the main approaches to content-auditory testing - Summarize the main approaches for testing the mix of music and sounds - Summarize the main approaches for testing music composition
Sound Test Execution	- Explain the levels of testing audio-music content - Recall the features of integrating sounds into the client - Recall areas of responsibility of sound testing - Apply approaches to sound testing
Tools Support for Sound Testing	- Summarize the usage of sound testing tools

Game Level Testing - 65 minutes (K2)

Topic	Details
Game Level Design Principles and Concepts	- Recall the components of the game level - Classify the defects typical of game levels
Stages and Execution of Game Level Testing	- Summarize the tests carried out at various stages of the creation of game levels - Compare the areas of responsibility of specialists who take part in testing the game level
Tools Support for Game Level Testing	- Summarize the usage of tools for testing game levels

Game Controllers Testing - 95 minutes (K2)

Topic	Details
Principles and Concepts of Game Controllers	- Classify typical input devices and specialized ones - Give examples of different input devices in terms of their application - Recall different types of game controllers - Classify the defects in a game product related to the

Topic	Details
	specifics of game controllers, and possible causes of their occurrence
Approaches to Testing Controllers in Game Products	- Give examples for test conditions to be covered when testing game controllers - Classify tasks for UX specialists, testers, and game designers during game testing
Tools Support for Game Controllers Testing	- Summarize the usage of tools for testing the behavior of game controllers
Localization Testing - 155 minutes (K3)	
Principles and Concepts of Localization Testing	- Recognize the localization test steps - Recall the main objectives of internationalization and localization - Compare internationalization and localization capabilities
Types of Localization Defects and their Causes	- Classify the localization defects and their causes
Localization Testing Approaches and Execution	- Recognize the full and partial localization testing - Classify localization testing types - Summarize testing tasks for a writer, editor, translator, and localization tester
Tools Support for Localization Testing	- Summarize the usage of tools for testing of game localization

Broaden Your Knowledge with ISTQB CT-GaMe Sample Questions:

Question: 1

At which stage of software development lifecycle a game prototype is usually being reviewed by testing team?

- a) Concept stage
- b) Pre-production stage
- c) Production stage
- d) Post-production stage

Answer: b

Question: 2

When checking sound objects, the tester must carry out the procedures and actions necessary to obtain complete information about how correctly the sound is configured in a particular version of the game.

What does the tester's list of actions directly depend on?

a) The list of actions depends on the tasks assigned to the tester by the art director and technical artist
b) The list of actions depends on the number of objects in the current video game release
c) The list of actions directly depends on which objects you want to test
d) The list of actions depends on the checklist obtained from the game console manufacturer

Answer: c

Question: 3

What input device provides the most precise information for testing purposes about the player's position in space?

a) Webcam
b) Dance platform
c) Fishing rod controller
d) Motion capture device

Answer: d

Question: 4

Which of the following is NOT a defect in a game product related to the specifics of game controllers?

a) Incorrect localization of security requirements for the Nintendo Switch Joy Con controller imposed by the publisher
b) Sony DualShock 4 controller is regarded as a full-fledged sound output device due to an outdated version of drivers
c) Lack of replacement of a tooltip when switching controllers during the game
d) Factory defect that leads to drifting of gamepad sticks without user intervention

Answer: a

Question: 5

Which of the following statements about testing audio-music content is true?

a) Audio-music content cannot be tested without a game client
b) Audio-music content testing is done only by testers
c) Audio-music content is tested either only before, or only after adding it to the game client
d) Audio-music content testing can occur late in the game's content development

Answer: a

Question: 6

What is the profession of a specialist who possesses the utmost completeness of sound expertise and determines the final vision of the sound picture of each object, game scene and the entire video game as a whole?

a) Sound engineer
b) Foliarist
c) Voice actor
d) Tester

Answer: a

Question: 7

Who performs Technical Testing on Graphics?

a) Testers, developers, and technical artists
b) Testers, developers, technical writers, and technical artists
c) Testers as well as technical artists
d) Testers, technical writers, and technical artists

Answer: c

Question: 8

The localization testing steps are performed to ensure...

a) An opportunity to translate the game to the target language after release
b) Adaptation of a gaming software to the culture of a country
c) That no player will be offended by rude language and improper jokes
d) A technical support to regional, linguistic or cultural references

Answer: b

Question: 9

What are the main objectives of internationalization and localization?

a) To give the players an opportunity to choose a preferred language in the game language settings
b) To ensure that all the game content is translated properly to be used in target region
c) To support regional, linguistic or cultural references and adapt the game content to the culture of a country
d) To ensure that the game content comply with the regional laws

Answer: c

Question: 10

Which of the following is NOT a software to use during localization testing?

a) Translation memory software
b) Visual string comparison tools
c) Graphic editor
d) Automatic string comparison tools

Answer: c

Avail the Study Guide to Pass ISTQB CT-GaMe CTFL - Game Testing Exam:

- Find out about the CT-GaMe syllabus topics. Visiting the official site offers an idea about the exam structure and other important study resources. Going through the syllabus topics help to plan the exam in an organized manner.
- Once you are done exploring the **CT-GaMe syllabus**, it is time to plan for studying and covering the syllabus topics from the core. Chalk out the best plan for yourself to cover each part of the syllabus in a hassle-free manner.
- A study schedule helps you to stay calm throughout your exam preparation. It should contain your materials and thoughts like study hours, number of topics for daily studying mentioned on it. The best bet to clear the exam is to follow your schedule rigorously.
- The candidate should not miss out on the scope to learn from the CT-GaMe training. Joining the ISTQB provided training for CT-GaMe exam helps a candidate to strengthen his practical knowledge base from the certification.
- Learning about the probable questions and gaining knowledge regarding the exam structure helps a lot. Go through the **CT-GaMe sample questions** and boost your knowledge
- Make yourself a pro through online practicing the syllabus topics. CT-GaMe practice tests would guide you on your strengths and weaknesses regarding the syllabus topics. Through rigorous practicing, you can improve the weaker sections too. Learn well about time management during exam and become confident gradually with practice tests.

Career Benefits:

Passing the CT-GaMe exam, helps a candidate to prosper highly in his career. Having the certification on the resume adds to the candidate's benefit and helps to get the best opportunities.

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