

Certified Tester Game Testing (CT-GaMe) Exam Structure and Rules

Version 1.0.1

International Software Testing Qualifications Board



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Revision History

Version	Date	Remarks
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0. General

0.1 Validity

This document pertains only to the Game Testing Syllabus version 1.0.1. All Game Testing Syllabus examinations run after 22.10.2022 (running in any language) shall comply with the structure and rules described in this document, regardless of language.

0.2 Purpose

This document contains structure and rules for the setup of examinations related to the Game Testing Syllabus version 1.0.1.

0.3 Scope

This document covers:

- The number of questions per examination;
- The length of the examination;
- The distribution of questions per topic (chapter); and,
- The distribution of questions per learning objective.

0.4 References

[QWRR_2.1]	ISTQB - Question Writing Rules & Recommendations – version 2.1, 2018
[WEQ_SSG_V2]	Writing Exam Questions - EWG Self-Study Course – version 2, 2018
[CT_GaMe_V1]	ISTQB Certified Tester – Game Testing – Syllabus – version 1.0.1

0.5 Document Responsibility

General responsibility for this document is under the ISTQB - Examination Working Group

0.6 Definitions

- CT-GaMe: Acronym for ISTQB Certified Tester – Game Tester.
- LO: A learning objective describes the gain on cognitive competence to be achieved in relation to given content.
- MC: Multiple-choice is a form of assessment in which respondents are asked to select the best possible answer (or answers) according to the relevant syllabus from the options in a list.

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- K1 to K6: Number of K level. K level stands for cognitive level and is based on Bloom's Taxonomy. Bloom identified six levels within the cognitive domain, from the simple recall or recognition of facts, as the lowest level, through increasingly more complex and abstract mental levels, to the highest order which is classified as evaluation.
Note: The CT-GaMe examination is only using questions according to cognitive levels K1 to K3.

1. Game Testing Exam Rules

1.1 The Game Testing Examinations

1. The Game Testing examinations shall be based on [CT_GaMe_V1]. Answers to examination questions may require the use of material from more than one section of the syllabus.
2. All learning objectives (on cognitive levels K1 to K3) in the syllabus are examinable.
3. All keywords in the syllabus are examinable for their definition (K1).

1.2 General Exam Structure

1. Each examination shall comprise a set of multiple-choice questions based on the Learning Objectives for that specific syllabus. The level of coverage and distribution of questions has been based on the Learning Objectives, their K-levels, and their level of importance as evaluated by the ISTQB®. Details on the structure for each examination module are provided in section 4 below.
2. In general, K1 and K2 questions are expected to take no more than 1 minute to read and answer, K3 questions are expected to take 3 minutes. The exam author should keep in mind that this is only a guideline for an average time, and that it is likely that some questions will take longer, and others will take less time for examinees to complete.
3. The exam shall comprise 40 multiple-choice questions. Each correct answer has a value of one point. The maximum possible score for each examination is 40 points.
4. The time allowed for each examination is exactly 60 minutes. If the candidate's native language is not the examination language, the candidate is allowed an additional 25% time.
5. A score of at least 65% (26 points or more) is required to pass:

Module	Number of Questions	Number of possible Points	Passing Score (65%)	Exam Length	Exam Length + 25%
Certified Tester – Game Testing	40	40	26	60 min	75 min

6. Overall question breakdown by K-Level is as follows:

K-Level	Number of Questions	Question Timing	Total Time by K-Level (Approximate)
K1	6	1 min	6 min
K2	30	1 min	30 min
K3	4	3 min	12 min
TOTALS	40		48 min

1.3 Specific Rules

1. For the rules and recommendations for writing multiple-choice questions see the ISTQB - Question Writing Rules & Recommendations [QWRR_2.1] and additional the Writing Exam Questions - EWG Self-Study Course [WEQ_SSG_V2].
2. All questions shall assess at least one Learning Objective from the Game Testing syllabus under examination or test for recall of Glossary terms. Questions may use terms and concepts that exist in K1 level sections as the candidates are expected to be familiar with these. Where questions address more than one LO, they should primarily address the highest K-Level LO.

1.4 Question Distribution

The exam structure for the Game Testing examination is provided in the following table. Each of the exams requires mandatory questions targeted to specific Learning Objectives as well as a specified number of questions based on “selectable” Learning Objectives.

2. Game Testing Exam Structure

Game Tester question distribution:

Chapter 1 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per Question	Number of Points per Chapter
GaMe-1.1.1 GaMe-1.2.1 GaMe-1.3.1	K1	Exactly ONE question based on this set of 3 LOs is required.	1	There is a total of 4 questions required for Chapter 1. K1 = 1 K2 = 3 K3 = 0 Number of points for this chapter = 4
GaMe-1.1.2 GaMe-1.1.3 GaMe-1.1.4 GaMe-1.1.5	K2	Exactly THREE questions based on this set of 4 LOs are required. Each question must cover a DIFFERENT LO.	1	
Chapter 2 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per Question	Number of Points per Chapter
GaMe-2.1.1 GaMe-2.1.2 GaMe-2.1.3 GaMe-2.1.4 GaMe-2.1.5 GaMe-2.2.1 GaMe-2.2.2 GaMe-2.2.3	K2	Exactly FIVE questions based on this set of 9 LOs are required. Each question must cover a DIFFERENT LO.	1	There is a total of 6 questions required for Chapter 2. K1 = 0 K2 = 5 K3 = 1 Number of points for this chapter = 6
GaMe-2.2.4	K3	Exactly ONE question based on this	1	

Chapter 3 Question Distribution	K-Level	LO is required. Number of Questions per LO	Suggested Points per Question	Number of Points per Chapter
GaMe-3.1.1 GaMe-3.1.2 GaMe-3.2.1 GaMe-3.2.2 GaMe-3.2.3 GaMe-3.3.2 GaMe-3.4.1	K2	Exactly SIX questions based on this set of 7 LOs are required. Each question must cover a DIFFERENT LO.	1	There is a total of 7 questions required for Chapter 3. K1 = 0 K2 = 6 K3 = 1 Number of points for this chapter = 7
GaMe-3.3.1	K3	Exactly ONE question based on this LO is required.	1	
Chapter 4 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per Question	Number of Points per Chapter
GaMe-4.1.1 GaMe-4.2.1 GaMe-4.4.2 GaMe-4.4.3	K1	Exactly ONE question based on this set of 4 LOs are required. Each question must cover a DIFFERENT LO.	1	There is a total of 8 questions required for Chapter 4. K1 = 1 K2 = 6 K3 = 1 Number of points for this chapter = 8
GaMe-4.2.2 GaMe-4.3.1 GaMe-4.3.2 GaMe-4.3.3 GaMe-4.4.1 GaMe-4.5.1	K2	Exactly SIX questions based on this set of 6 LOs are required. Each question	1	

		must cover a DIFFERENT LO.		
GaMe-4.4.4	K3	Exactly ONE question based on this LO is required.	1	
Chapter 5 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per Question	Number of Points per Chapter
GaMe-5.1.1	K1	Exactly ONE question based on this LO is required.	1	There is a total of 5 questions required for Chapter 5. K1 = 1 K2 = 4 K3 = 0 Number of points for this chapter = 5
GaMe-5.1.2 GaMe-5.2.1 GaMe-5.2.2 GaMe-5.3.1	K2	Exactly FOUR questions based on this set of 4 LOs are required. Each question must cover a DIFFERENT LO.	1	
Chapter 6 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per Question	Number of Points per Chapter
GaMe-6.1.3	K1	Exactly ONE question based on this LO is required.	1	There is a total of 5 questions required for Chapter 6. K1 = 1 K2 = 4 K3 = 0 Number of points for this chapter = 5
GaMe-6.1.1 GaMe-6.1.2 GaMe-6.1.4 GaMe-6.2.1 GaMe-6.2.2 GaMe-6.3.1	K2	Exactly FOUR questions based on this set of 6 LOs are required.	1	

Chapter 7 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per Question	Number of Points per Chapter
GaMe-7.1.1 GaMe-7.1.2 GaMe-7.3.1	K1	Exactly TWO questions based on this set of 3 LOs are required. Each question must cover a DIFFERENT LO.	1	There is a total of 5 questions required for Chapter 7. K1 = 2 K2 = 2 K3 = 1 Number of points for this chapter = 5
GaMe-7.1.3 GaMe-7.2.1 GaMe-7.3.3 GaMe-7.4.1	K2	Exactly TWO questions based on this set of 4 LOs are required. Each question must cover a DIFFERENT LO.	1	
GaMe-7.3.2	K3	Exactly ONE question based on this LO is required.	1	
Certified Tester TOTALS			40 questions TOTAL	40 points TOTAL