Sample Exam – Answers

Sample Exam set A
Version 2.0

Certified Tester
Game Testing (CT-GaMe) Syllabus

Compatible with Syllabus version 2.0

International Software Testing Qualifications Board



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Introduction

Purpose of this document

The sample questions and answers and associated justifications in this sample exam set have been created by a team of Subject Matter Experts and experienced question writers with the aim of assisting ISTQB® Member Boards and Exam Boards in their question writing activities.

These questions cannot be used as-is in any official examination, but they should serve as guidance for question writers. Given the wide variety of formats and subjects, these sample questions should offer many ideas for the individual Member Boards on how to create good questions and appropriate answer sets for their examinations.

Instructions

In this document you may find:

- Answer Key table, including for each correct answer:
  - K-level, Learning Objective, and Point value
- Answer sets, including for all questions:
  - Correct answer
  - Justification for each response (answer) option
  - K-level, Learning Objective, and Point value
- Additional answer sets, including for all questions [does not apply to all sample exams]:
  - Correct answer
  - Justification for each response (answer) option
  - K-level, Learning Objective, and Point value

- *Questions are contained in a separate document*

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Answer Key

Question Number (#)	Correct Answer	LO	K-Level	Points
1	a	GaMe-1.1.1	K1	1
2	c	GaMe-1.1.4	K2	1
3	d	GaMe-1.1.5	K2	1
4	a	GaMe-1.2.1	K1	1
5	b	GaMe-2.1.1	K2	1
6	b, d	GaMe-2.1.2	K2	1
7	a	GaMe-2.1.3	K2	1
8	c	GaMe-2.1.4	K2	1
9	c	GaMe-2.2.1	K3	1
10	a	GaMe-3.1.1	K2	1
11	b	GaMe-3.1.2	K2	1
12	a	GaMe-3.2.2	K2	1
13	d	GaMe-3.3.1	K3	1
14	c	GaMe-4.1.1	K1	1
15	a	GaMe-4.1.2	K2	1
16	d	GaMe-4.2.1	K1	1
17	c	GaMe-4.2.2	K1	1
18	b	GaMe-4.3.1	K3	1
19	a	GaMe-5.1.2	K1	1
20	b	GaMe-5.1.3	K1	1

Question Number (#)	Correct Answer	LO	K-Level	Points
21	d	GaMe-5.1.4	K2	1
22	a, c	GaMe-5.2.1	K2	1
23	a, d	GaMe-5.2.2	K2	1
24	c, e	GaMe-5.3.1	K3	1
25	b	GaMe-6.1.1	K2	1
26	c	GaMe-6.1.2	K2	1
27	d	GaMe-6.1.4	K2	1
28	c	GaMe-6.2.1	K3	1
29	a	GaMe-6.2.2	K3	1
30	b	GaMe-7.1.1	K1	1
31	a	GaMe-7.1.2	K2	1
32	a	GaMe-7.1.3	K2	1
33	d	GaMe-7.1.5	K2	1
34	a, d	GaMe-7.2.1	K2	1
35	a	GaMe-7.3.1	K3	1
36	c	GaMe-8.1.1	K2	1
37	a	GaMe-8.1.2	K2	1
38	d	GaMe-8.2.1	K1	1
39	d	GaMe-8.2.2	K1	1
40	b	GaMe-8.2.5	K1	1

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Answers

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
1	a	a) Is correct. This describes quality characteristics or challenges that are specific to video games. b) Is not correct. Functional testing and non-functional testing are essential activities for any software and are not unique to video game testing. c) Is not correct. The presence of an audio system is not unique to games. d) Is not correct. The multiplatform and peripherals support are not unique to games.	GaMe-1.1.1	K1	1
2	c	a) Is not correct. This failure is applicable to other types ofsoftware and is not unique to games. b) Is not correct. This failure is applicable to other types ofsoftware and is not unique to games. c) Is correct. This failure is specific to video games because it relates to immersive audio and environmental feedback, which are core aspects of game experiences. d) Is not correct. This failure is applicable to other types ofsoftware and is not unique to games	GaMe-1.1.4	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
3	d	i – Is true. ii – Is false. The goals of game interaction differ for testers and end users. The average user starts the game to pass it, beat opponents or have a good time, whereas the tester verify compliance with requirements, often replaying the same scenario multiple times to validate different aspects of the game. iii – Is false. Players may tolerate minor functional failures, but they will abandon a game if it feels boring, repetitive, or visually outdated. iv – Is false. Game controls can be used not only with the keyboard and mouse, but also with other types of controllers. v – Is true. Therefore a) Is not correct. b) Is not correct. c) Is not correct. d) Is correct.	GaMe-1.1.5	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
4	a	a) Is correct. A Game Designer is responsible for these aspects of the game. b) Is not correct. A System Designer is not responsible for these aspects of the game. c) Is not correct. A UX/UI Designer is not responsible for these aspects of the game. d) Is not correct. A Level Designer is not responsible for these aspects of the game.	GaMe-1.2.1	K1	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
5	b	i – Is true. ii – Is false. Earning game achievements on the online platform is not a gameplay mechanics. These achievements do not affect gameplay and does not change anything in the game itself. iii – Is false. Changing the discount amount is not actually a gameplay mechanic, but testing it requires specifications or test cases that specify the discount amounts and the rules for applying them. iv – Is false. The mechanics of dealing damage to an enemy in PvP combat are indeed a gameplay mechanics, but without specifications and developed test cases, a tester will not be able to determine the correct damage values. v – Is true. Therefore a) Is not correct b) Is correct c) Is not correct d) Is not correct.	GaMe-2.1.1	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
6	b, d	a) Is not correct. This is a meta mechanic; it is not related to critical functionality, so its testing will likely occur after the core mechanics have been tested. b) Is correct. Hiring workers in a real-time strategy game directly affects resource gathering and progression, making it a core mechanic, so its testing is a high priority. c) Is not correct. This is meta-mechanics; it does not affect the core gameplay, so its testing will likely occur after the core mechanics. d) Is correct. This is a core mechanic of a soccer simulator game, so its testing is a high priority. e) Is not correct. This is meta-mechanics; it does not affect the core gameplay, so its testing will likely occur after the core mechanics	GaMe-2.1.2	K2	1
7	a	a) Is correct. When testing server-side mechanics, both functional tests (such as data saving, synchronization, matchmaking) and non-functional tests, such as performance efficiency, scalability, and reliability are performed. b) Is not correct. When testing client-side mechanics, black-box testing and experience-based testing are typically used. c) Is not correct. Server-side mechanics are tested using server consoles and database queries rather than user interface (UI) interactions. d) Is not correct. Many single-player games do not require a server at all to run.	GaMe-2.1.3	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
8	c	a) Is not correct. This is an example of a collision failure. b) Is not correct. This is an example of a localization failure. c) Is correct. This is an example of a game mechanics failure. d) Is not correct. This example is more about the failure of AI.	GaMe-2.1.4	K2	1

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9	c	i – Is false. Meta-mechanics are implemented later than the pre-production phase of game development. ii – Is true. In large-scale multiplayer games, the number of interactions between mechanics and various game components becomes too vast to be entirely captured in predefined test conditions. iii – Is true. Game mechanics can be conceived and documented not only at the concept phase but also at later phases of development iv – Is false. In addition to testing new mechanics, during the game's post-production phase, testers are responsible for identifying and verifying defects in mechanics reported by players. v – Is false. Core mechanics define the foundation of gameplay, so testing them can begin during the pre-production phase. Therefore a) Is not correct b) Is not correct c) Is correct d) Is not correct	GaMe-2.2.1	K3	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
10	a	a) Is correct. Structural geometry is part of the models and part of the videogame level. b) Is not correct. The main menu refers to the game as a whole and is the starting point for the player, but does not refer to the video game level. c) Is not correct. NPCs' 3D models are not a level component. d) Is not correct. Client-Server Mechanics is a type of game mechanics, not a level component.	GaMe-3.1.1	K2	1
11	b	a) Is not correct. This is not a game level failure, it may be part of the intended gameplay. b) Is correct. It is an example of a failure of the structural geometry of the level. c) Is not correct. This is not a game level failure, it is a game mechanics failure. d) Is not correct. This is not a game level failure, it may be part of the intended gameplay.	GaMe-3.1.2	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
12	a	a) Is correct. This is a level balance defect that is easier to detect during playtesting. b) Is not correct. This is a defect typically detected through geometry testing or collision testing, not playtesting. c) Is not correct. This is a defect in the proportions of game objects, which is easier to detect during geometry testing. d) Is not correct. This is not a game level defect.	GaMe-3.2.2	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
13	d	1. This test related to graphics testing, not video game level testing (D). 2. This test conducted during final version testing (C) 3. This test conducted during prototype geometry testing (B) 4. This test conducted duringtesting the prototype of a video game level (A) Therefore: a) Is not correct. b) Is not correct. c) Is not correct. d) Is correct.	GaMe-3.3.1	K3	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
14	c	a) Is not correct. Shadows are separate graphic components but not part of the core character model itself. b) Is not correct. Clothing found as loot are separate graphic components but not part of the core character model itself. c) Is correct. The main character's graphic model consists of its 3D geometry and the textures mapped onto it. d) Is not correct. Visual effects are separate graphical components but not part of the core character model itself.	GaMe-4.1.1	K1	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
15	a	1. A missed hit despite visible contact indicates a hitbox failure (B) 2. An invisible barrier is a collision failure (D) 3. Delayed texture appearance is a Level of detail failure (C) 4. An overly long lightning glow is a visual effects failure (A) Therefore a) Is correct. b) Is not correct. c) Is not correct. d) Is not correct.	GaMe-4.1.2	K2	1
16	d	a) Is not correct. This is an example of technical testing. b) Is not correct. This is an example of technical testing. c) Is not correct. This is an example of playtesting. d) Is correct. Artistic testing focuses on verifying the visual quality and consistency of game components, such as textures, models, animation, lighting, and effects.	GaMe-4.2.1	K1	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
17	c	a) Is not correct. This is artistic testing. b) Is not correct. This is graphics playtesting. c) Is correct. This is graphics technical testing. d) Is not correct. This is artistic testing.	GaMe-4.2.2	K1	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
18	b	1A - Artistic testing includes verification of textures, models, lighting, and effects across different scenarios 2C - Graphics playtesting emphasizes the visual presentation and stability of the game, 3B - During technical testing the graphic components compliance with hardware requirements should be verified, 4D - Localization testing should validate that the video game contains no inappropriate graphic components. Therefore a) Is not correct. b) Is correct. c) Is not correct. d) Is not correct.	GaME-4.3.1	K3	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
19	a	a) Is correct. The main types of game sounds include ambient sounds, graphical user interface sounds, and character sounds. b) Is not correct. Signal and notifications are functions of sound design, not game audio types. c) Is not correct. Binaural sound and sound zone are sound techniques and sound looping is failure. d) Is not correct. It is a list of individual sound examples instead of categories.	GaMe-5.1.2	K1	1
20	b	a) Is not correct. It is an ambient sound. b) Is correct. It refers to a type of video game audio technique. c) Is not correct. It refers to system sounds. d) Is not correct. It refers to system sounds.	GaMe-5.1.3	K2	1
21	d	a) Is not correct. It can be natural situation. b) Is not correct. It is an example of sound zone settings. c) Is not correct. It may be a peculiarity of a dialogue, or a certain in-game situation. d) Is correct. This is an example of an animation-sound desynchronization.	GaMe-5.1.4	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
22	a, c	a) Is correct. Sound zone configuration that evaluates spatial accuracy and immersion is a subject of content-audio testing. b) Is not correct. It confirms that users can reliably change audio volume through the game and is a part of technical audio testing. c) Is correct. It evaluates that all in-game sounds are contextually appropriate and correctly matched to the corresponding object and is one of the main objective of content-audio testing. d) Is not correct. It confirms that files are easy to identify, maintain, and integrate into the build without confusion and is a part of technical audio testing. e) Is not correct. It prevents imbalance and evaluates usability across different playback environments. It is tested during technical audio testing.	GaMe-5.2.1	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
23	a, d	a) Is correct. Technical testing of audio content evaluates if all sound components meet the technical requirements. b) Is not correct. It refers to artistic testing that focuses on mood. c) Is not correct. It refers to artistic testing that focuses on style. d) Is correct. It addresses the testing of file management which is a technical aspect. e) Is not correct. It refers to compatibility testing that validates platform-specific behavior.	GaMe-5.2.2	K2	1
24	c, e	a) Is not correct. Character animation is created and tested before character audio. b) Is not correct. Testing the correctness of sound playback and sound zone settings is not related to performance testing. c) Is correct. d) Is not correct. Sound engineers and sound effects designers test individual sounds before integrating them into the client, but testers are responsible for full audiotesting. e) Is correct.	GaMe-5.3.1	K3	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
25	b	a) Is not correct. This is the gameplay mechanics, not AI. b) Is correct. This is an example of the Behavior Tree algorithm : bots receive information, analyze it, and respond in a specific way. c) Is not correct. A new game location may have new enemy types with new abilities; this is not an example of AI. d) Is not correct. This is the gameplay mechanics, not AI.	GaMe-6.1.1	K1	1
26	c	a) Is not correct. It can be a part of gameplay. b) Is not correct. It is an example of violation of realism and game design balance. c) Is correct. It is an example of pathfinding failures. d) Is not correct. It represent a case a character does not necessarily have to respond at all.	GaMe-6.1.2	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
27	d	a) Is not correct. In this case, an object is not destroyed after having been hit or exploded. b) Is not correct. In this case, an object is not damaged after having been hit or exploded. c) Is not correct. In this case, an object behaves as if it does not follow the laws of physics. d) Is correct. It is an example of a collision defects. Although the object had been destroyed, the collision model remained at the same place preventing the character from passing through.	GaMe-6.1.4	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
28	c	i - This is a failure of functional correctness. Pathfinding and obstacle avoidance are related to functional correctness. ii – This is a failure of behavioral diversity. Animals in the game should exhibit varied and realistic behavior; for example, hares should run away from the player, and wolves should attack. iii – This is a failure of balance. Enemies should be intelligent enough to pose a challenge. iv – This is a failure of balance. NPCs should provide useful opportunities for the player without being overly "perfect" and overpower. v – This is a failure of functional correctness. AI should respond correctly to triggers. Therefore a) Is not correct. b) Is not correct. c) Is correct. d) Is not correct.	GaMe-6.2.1	K3	1

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29	a	i is True – Core purpose of physics testing is to confirm realistic object interactions. ii is True – Performance of physics simulations is critical to avoid FPS drops. iii is False – Physics applies to both single- and multiplayer games. iv is True – The game world may be governed by alternative physical laws that do not match the laws of the real world. For example, if the game takes place in a magical world, levitating a heavy object or being able to walk through a wall may not be considered a defect.. v is False – Manual playtesting is crucial; automated tests can't cover player creativity or unexpected scenarios. Therefore a) Is correct. b) Is not correct. c) Is not correct. d) Is not correct.	GaMe-6.2.2	K3	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
30	b	a) Is not correct. Simplifying the use of game mechanics is not related to the game localization process. b) Is correct. Localization refers to adapting the game's content for a specific language and culture. This includes tasks like text translation, audio dubbing, and voiceover recording. c) Is not correct. Risk reduction is part of project management. d) Is not correct. Encoding standards relate to internationalization and technical preparation, not to the localization process itself.	GaMe-7.1.1	K1	1
31	a	a) Is correct. Localization includes translation and adaptation of user interface (UI). b) Is not correct. Adaptation of game difficulty level refers to game settings not localization. c) Is not correct. Localization does not include adaptation of monetization mechanics. d) Is not correct. Localization does not include adaptation of input device settings.	GaMe-7.1.2	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
32	a	a) Is correct. It is an example of text localization. b) Is not correct. Cultural adaptation refers to a case when the original game is completely reworked during the localization. c) Is not correct. Text on storefront signs is not necessarily represented as an image. d) Is not correct. This type of localization refers to a case when only the packaging text must be localized.	GaMe-7.1.3	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
33	d	i is False – This is not a localization failure. ii is False – This is not a localization failure. iii is True – This is an example of localization failures. Brand names are not translated when the game is localized. iv is True – This is an example of localization failures. Changing dialogue phrases can affect the player's perception of the game's plot or understanding of the purpose of a game task. v is False – This is not a localization failure. Therefore a) Is not correct. b) Is not correct. c) Is not correct. d) Is correct.	GaMe-7.1.5	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
34	a, d	a) Is correct. One of the objectives of linguistic testing and adaptation testing is verification that punctuation rules are correctly followed. b) Is not correct. This example is covered by localization technical testing. c) Is not correct. UI alignment is one of the main areas of localization technical testing. d) Is correct. Humor adaptation is one of the test objectives of linguistic testing and adaptation testing. e) Is not correct. This example is covered by localization technical testing.	GaMe-7.2.1	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
35	a	Linguistic and adaptation localization testing focuses on the correctness and cultural suitability of language, evaluating if names (A), jokes (B), and terminology (E) are accurate and appropriate. While inappropriate jokes (B) might arise from misplaced strings technically, they are primarily a cultural/linguistic issue. Localization technical testing verifies that content is correctly implemented and displayed in the game; missing text (D) and audio sequence desynchronization (C) are typical technical failures. Therefore a) Is correct. b) Is not correct. c) Is not correct. d) Is not correct.	GaMe-7.3.1	K3	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
36	c	a) Is not correct. This is just one objective specific to a certain type of controller. b) Is not correct. No controller or any video game component must give advantages to any gamers. c) Is correct. Increasing video game immersion and realism is one of the main functions of a video game controller. d) Controllers do not provide additional resources for rendering or calculations.	GaMe-8.1.1	K2	1
37	a	a) Is correct. Driver incompatibility is a common failure of video game controller. This may manifest as failure to recognize the device, incorrect operation of control elements, or input lag during gameplay. b) Is not correct. Gyroscope is an additional feature and is not part of every controller. Therefore, its failure cannot be a common failure of a video game controller. c) Is not correct. Vibration is an additional feature and is not part of every controller and is not used in every game. Therefore, its failure cannot be too severity as a rule. d) Is not correct. Accelerometer is an additional feature and is not part of every controller and is not used in every game. Therefore, its failure cannot be too severity as a rule.	GaMe-8.1.2	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
38	d	a) Is not correct. This is an example of video controller usability testing. b) Is not correct. This is an example of video controller performance testing. c) Is not correct. This is an example of video controller ergonomics testing. d) Is correct. This is an example of video controller interoperability testing.	GaMe-8.2.1	K1	1
39	d	a) Is not correct. This is key aspect of video controller ergonomics testing. b) Is not correct. This is a key aspect of video controller compliance testing. c) Is not correct. This is a key aspect of video controller interoperability testing. d) Is correct. This is a key aspect of video controller performance testing.	GaMe-8.2.2	K1	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
40	b	a) Is not correct. Video controller performance testing is performed for other purposes. b) Is correct. One of the goals of video controller usability testing is to evaluate that the video controller provides a responsive, inclusive, and seamless experience for a variety of player profiles and game scenarios. c) Is not correct. Video controller ergonomic testing is performed for other purposes. d) Is not correct. Video controller compliance testing is performed for other purposes.	GaMe-8.2.5	K1	1

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Appendix: Answers to Additional Questions

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
1	d	a) Is not correct. This is a project risk affecting the schedule, not a significant product risk. b) Is not correct. The appearance of a competing game is a risk for the project, not the product. c) Is not correct. This may be a project risk rather than a product risk. d) Is correct. Video games are subject to specific product risks, including defects that can facilitate player cheating and unfair advantages.	GaMe-1.1.2	K2	1
2	c, e	a) Is not correct. Performance testing at early phases of the software development lifecycle cannot guarantee that there will be no defects at other phases and thus is not effective. b) Is not correct. Player's focus group feedback is helpful but is not reliable enough in terms of the product risks mitigation. c) Is correct. Playtesting help mitigate risks related to subjective player perception, balance, and overall gameplay experience. d) Is not correct. This contradicts one of the testing principles. e) Is correct. When testers participate in the design and prototyping phases, they can identify potential risk areas before code is even written.	GaMe-1.1.3	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
3	a	a) Is correct. During the pre-production phase, game testers and other members of the development team examine the prototype to evaluate gameplay mechanics and identify early-phase technical challenges. b) Is not correct. Such detailed test design activities occur later, rather than during the concept phase. c) Is not correct. During post-production phase, updates and patches are testedtesting and regression testing is also conducted. d) Is not correct. A draft test plan and high-level test effort estimate are typically created during the concept phase, not production phase.	GaMe-1.3.1	K1	1
4	b, c	a) Is not correct. The gray box phase and the block-out phase are synonymous. Visual details in a video game level are in later phases.. b) Is correct. c) Is correct. d) Is not correct. This is usually tested during playtesting. e) Is not correct. Level geometry testing is performed at all phases of video game level creation, from prototype to final version.	GaMe-3.2.1	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
5	a, d	a) Is correct. This can be detected mainly during playtesting. b) Is correct. This can be detected during technical testing. c) Is not correct. This can be detected during artistic testing. d) Is correct. This can be detected mainly during playtesting. e) Is not correct. This can be detected during localization testing.	GaMe-4.2.3	K1	1
6	a, d	a) Is correct. Audio in video games serves functions such as conveying off-screen events, reinforcing mood, and informing players about in-game occurrences. b) Is not correct. Testing sounds play correctly on various audio systems is included in game audio testing, but it is not a function of audio in video games. c) Is not correct. Audio is not normally used by game applications to inform about insufficient hardware resources (it may be used this way by the operating system). d) Is correct. Audio can be used to inform about in-game events, e.g., notification sounds indicate received messages, completed objectives, or item pickups. e) Is not correct. Audio does not create any means of communication between players.	GaMe-5.1.1	K1	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
7	b	a) Is not correct. This is an example of switching between destruction models, so it belongs to game graphics rather than game physics. b) Is correct. This is related to the aspect of game physics known as inertia. c) Is not correct. Character damage is not related to game physics. d) Is not correct. This is a game convention that has nothing to do with game physics.	GaMe-6.1.3	K2	1
8	b	a) Is not correct. This is an example of translation failure. b) Is correct. This is an example of a lack of internationalization support.. c) Is not correct. This is an example of convergence failure. d) Is not correct. This is an example of translation failure.	GaMe-7.1.4	K1	1
9	b, d	a) Is not correct. The correct text direction is a prime area of linguistic testing and adaptation testing. b) Is correct. This is an example of the area for technical testing of localization. c) Is not correct. One of the objectives of linguistic testing and adaptation testing is verification that punctuation rules are correctly followed. d) Is correct. This is an example of the area for technical testing of localization. e) Is not correct. This is an example of the area for linguistic testing and adaptation localization.	GaMe-7.2.2	K2	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
10	c	a) Is not correct. If a game has few mechanics, some controller buttons may not be used during gameplay. Conversely, if a game has many mechanics, the same button may be responsible for different game functions. b) Is not correct. This is tested during video controller performance testing. c) Is correct. During video controller ergonomic testing the tester must pay attention to whether button combinations anatomically comfortable for different groups of players. d) Is correct. This is tested during video controller compliance testing.	GaMe-8.2.3	K1	1
11.	c	a) Is not correct. Video controller usability testing is performed for other purposes. b) Is not correct. Video controller ergonomic testing is performed for other purposes. c) Is correct. When video controller compliance testing the tester must validate that the developer uses traditional layouts for popular video game controllers. This is particularly important for players who rely on muscle memory when using game controllers. d) Is not correct. Video controller interoperability testing is performed for other purposes.	GaMe-8.2.4	K1	1

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Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
12.	a	a) Is correct. Accessibility testing focuses on effective use by diverse users, including discoverability and configurability, while also reflecting the game context (keeping the core gameplay intact). b) Is not correct. Accessibility testing is not primarily about national healthcare standards. c) Is not correct. Verifying the presence of accessibility features without verifying their configurability and usability does not demonstrate accessibility. d) Is not correct. Support for alternative input devices can be part of accessibility testing, but it represents only one aspect of accessibility rather than its overall objective.	GaMe-8.2.6	K1	1

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