Sample Exam – Questions

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



Copyright Notice

Copyright Notice © International Software Testing Qualifications Board (hereinafter called ISTQB®).

ISTQB® is a registered trademark of the International Software Testing Qualifications Board.

All rights reserved.

The authors hereby transfer the copyright to the ISTQB®. The authors (as current copyright holders) and ISTQB® (as the future copyright holder) have agreed to the following conditions of use:

Extracts, for non-commercial use, from this document may be copied if the source is acknowledged.

Any Accredited Training Provider may use this sample exam in their training course if the authors and the ISTQB® are acknowledged as the source and copyright owners of the sample exam and provided that any advertisement of such a training course is done only after official Accreditation of the training materials has been received from an ISTQB®-recognized Member Board.

Any individual or group of individuals may use this sample exam in articles and books, if the authors and the ISTQB® are acknowledged as the source and copyright owners of the sample exam.

Any other use of this sample exam is prohibited without first obtaining the approval in writing of the ISTQB®.

Any ISTQB®-recognized Member Board may translate this sample exam provided they reproduce the abovementioned Copyright Notice in the translated version of the sample exam.

Document Responsibility

The ISTQB® Examination Working Group is responsible for this document.

© International Software Testing Qualifications Board

Acknowledgements

This document was produced by a core team from ISTQB®: Andrey Konushin (chair), Alexander Alexandrov, Vadim Lukovaty, Alexander Torgovkin.

The core team thanks the Exam Working Group review team, the Syllabus Working Group and the National Boards for their suggestions and input. The following persons took part in the reviewing, commenting or balloting of this document or its predecessors:

Orosz Dénes	Ray Gillespie	Aneta Derkova
Kamila Kozakovičová	Gary Mogyorodi	Albert Laura
Andrea Horváth	Imre Meszaros	Michael Stahl
Mitko Mitev	Péter Sótér	Tal Pe'er
Klaus Skafte		

This document is maintained by a core team from ISTQB® consisting of the Syllabus Working Group and Exam Working Group.

© International Software Testing Qualifications Board

Revision History

Sample Exam – Questions Layout Template used:	Version 2.12	Date: November 27, 2024

Version	Date	Remarks
v1.0.1	October 21, 2022	GA Release
V2.0	October 30, 2026	GA Release

© International Software Testing Qualifications Board

Table of Contents

Copyright Notice 2
Revision History 4
Table of Contents 5
Introduction 7
Purpose of this document 7
Instructions 7
Questions 8
Question #1 (1 Point) 8
Question #2 (1 Point) 8
Question #3 (1 Point) 8
Question #4 (1 Point) 9
Question #5 (1 Point) 9
Question #6 (1 Point) 10
Question #7 (1 Point) 10
Question #8 (1 Point) 10
Question #9 (1 Point) 11
Question #10 (1 Point) 11
Question #11 (1 Point) 12
Question #12 (1 Point) 12
Question #13 (1 Point) 12
Question #14 (1 Point) 13
Question #15 (1 Point) 13
Question #16 (1 Point) 14
Question #17 (1 Point) 14
Question #18 (1 Point) 14
Question #19 (1 Point) 15
Question #20 (1 Point) 15
Question #21 (1 Point) 15
Question #22 (1 Point) 16
Question #23 (1 Point) 16
Question #24 (1 Point) 16
Question #25 (1 Point) 17
Question #26 (1 Point) 17
Question #27 (1 Point) 17
Question #28 (1 Point) 18
Question #29 (1 Point) 18
Question #30 (1 Point) 19
Question #31 (1 Point) 19
Question #32 (1 Point) 20
Question #33 (1 Point) 20
Question #34 (1 Point) 20
Question #35 (1 Point) 20
Question #36 (1 Point) 21
Question #37 (1 Point) 21
Question #38 (1 Point) 22
Question #39 (1 Point) 22
Question #40 (1 Point) 22
Appendix: Additional Questions 24
Question #1 (1 Point) 24

© International Software Testing Qualifications Board

Question #2 (1 Point) 24
Question #3 (1 Point) 24
Question #4 (1 Point) 25
Question #5 (1 Point) 25
Question #6 (1 Point) 25
Question #7 (1 Point) 26
Question #8 (1 Point) 26
Question #9 (1 Point) 26
Question #10 (1 Point) 27
Question #11 (1 Point) 27
Question #12 (1 Point) 27

© International Software Testing Qualifications Board

Introduction

Purpose of this document

The example questions and answers and associated justifications in this sample exam 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
- Providing training providers and exam candidates with examples of exam questions

These questions cannot be used as-is in any official examination.

Note, that real exams may include a wide variety of questions, and this sample exam is not intended to include examples of all possible question types, styles or lengths, also this sample exam may both be more difficult or less difficult than any official exam.

Instructions

In this document you may find:

- Questions[1], including for each question:
  - Any scenario needed by the question stem
  - Point value
  - Response (answer) option set
- Additional questions, including for each question [does not apply to all sample exams]:
  - Any scenario needed by the question stem
  - Point value
  - Response (answer) option set

Answers, including justification are contained in a separate document

[1] In this sample exam the questions are sorted by the LO they target; this cannot be expected of a live exam.

© International Software Testing Qualifications Board

Questions

Question #1 (1 Point)

Which of the following is a specific characteristic of video game testing?

a) The need to test both the functional suitability and the challenges that shape the user's actions
b) The need to test both functional and non-functional quality characteristics of a video game
c) The need to test a game's graphic or audio system for proper operation and integration
d) The need to test features such as support for multiple platforms and peripherals for compatibility

Select ONE option.

Question #2 (1 Point)

Which of the following is an example of a failure specific to video games?

a) Characters typed by the user via keyboard appear on screen with a noticeable delay
b) The "Start" button on the main screen does not play an animation when clicked
c) The sound volume does not increase as the player approaches the sound source
d) A user is able to log into the application using an incorrect password

Select ONE option.

Question #3 (1 Point)

Which of the following statements correctly explain the specific test objectives of video game testing?

i. Video game testing involves both analytical test techniques and the identification of emergent behavior caused by game mechanics, as well as the simulation of user behavior.

ii. The tester's interaction with the video game is essentially the same as that of the end user, with the same goals.

iii. As with any other type of software, functional suitability is more important than user engagement or entertainment value.

iv. The primary test objective of video game testing is to verify control using keyboard and mouse.

© International Software Testing Qualifications Board

v. To evaluate player immersion, testers focus significantly on evaluating visual fidelity of game models, animations, visual effects, and frame rate.

a) i, ii, and iii
b) ii, and iv
c) iii, iv, and v
d) i, and v.

Select ONE option.

Question #4 (1 Point)

Which of the following roles is primarily responsible for designing the game mechanics, rules, and progression systems?

a) Game Designer
b) System Designer
c) UX/UI Designer
d) Level Designer

Select ONE option.

Question #5 (1 Point)

Which of the following statements about testing gameplay mechanics and non-gameplay mechanics are true?

i. Testing the acquisition of experience points in role-playing games is a priority, as it is a gameplay mechanics that can affect character progression and player interaction with a game.

ii. Earning game achievements on the online platform is a gameplay mechanics, so it is tested to identify glitches that could distort game analytics.

iii. Variation of the discount size depending on the number of in-game purchases is a non-gameplay mechanics, so experience-based test techniques will be most effective when testing it.

iv. The mechanic of inflicting damage to an enemy in PvP combat is a gameplay mechanics, so its testing does not require specifications or developed test cases.

v. Unlocking a new game quest based on the successful completion of the previous quest is a gameplay mechanics, so it is important to test both its functional correctness and usability.

a) i, ii, and iv

© International Software Testing Qualifications Board

b) i, and v
c) ii, iii, and v
d) iii, and iv.

Select ONE option.

Question #6 (1 Point)

Given the division of game mechanics into core mechanics and meta mechanics, which of the following mechanics will have the highest priority for testing?

a) Resetting and reallocating skill points of a character in a role-playing game
b) Hiring workers in a real-time strategy game to gather resources
c) Upgrading a weapon's appearance in a first-person shooter game
d) Passing the ball to another player in a soccer simulator game
e) Collecting and reading notes to better understand the game story

Select TWO options.

Question #7 (1 Point)

Which of the following statements correctly differentiates between testing client-side, server-side, and client-server mechanics?

a) Testers perform both functional testing and non-functional testing when testing server-side mechanics in a video game
b) Testing client-side mechanics is more effectively accomplished using an approach based on the internal structure of a system
c) A tester needs a user interface to test server-side mechanics and verify their correct operation in a video game
d) Server-side mechanics are the most important testing area in single-player video games and require careful testing

Select ONE option.

Question #8 (1 Point)

Which of the following situations MOST represents a failure of game mechanics, compared to their expected behavior?

© International Software Testing Qualifications Board

a) The character on the game level passes through the object “Box” without encountering a collision
b) The text in the game interface does not change when switching the language in the settings
c) The character remains in place when pressing the forward movement key
d) Non-player characters ignore the presence of the player’s character.

Select ONE option

Question #9 (1 Point)

Which of the following statements are true regarding the fundamental approaches of game mechanics testing?

i. At the pre-production phase of game development, the main task of testers is to test the functional correctness and functional completeness of meta-mechanics.

ii. In large-scale multiplayer games, experience-based testing is more effective for testing the interaction between different mechanics and game components.

iii. Reviewing documentation describing game mechanics can occur not only at the concept phase but also at later phase.

iv. At the post-production phase of the game, testers’ tasks are limited to testing the operation of new mechanics if they are developed.

v. Testing of core mechanics begins at the production phase, after the creation of the graphic and audio subsystems

a) i, iii, and v
b) ii, and iv
c) ii and iii
d) iii, iv, and v

Select ONE option.

Question #10 (1 Point)

Which of the following is a component of a video game level?

a) Structural geometry
b) Main menu
c) NPCs' 3D models
d) Client-Server Mechanics

Select ONE option.

© International Software Testing Qualifications Board

Question #11 (1 Point)

Which of the following is MOST likely an example of a video game level failure?

a) The player can destroy any crate on the game level regardless of its color and size
b) The character cannot jump high enough to reach one of the platforms with a bonus on it
c) The character does not gain experience points for defeating opponents located in a certain part of the level
d) The amount of strength and health of enemies in the new location is higher than in the previous one

Select ONE option.

Question #12 (1 Point)

Which of the following level defects is EASIER to detect during playtesting?

a) The placement of cover on the level doesn't provide protection from spawning enemies
b) One of the rocks on the level has no collision model, allowing the character to pass through it
c) Doorways in houses on the level are shorter than the height of player characters
d) The character's new ability, acquired at the level, does not deal damage to enemies

Select ONE option.

Question #13 (1 Point)

Match the examples of video game level tests with the software development lifecycle phases at which they are primarily conducted:

1. Testing the accuracy of enemy models' hitbox placement
2. Measuring the frame rate (FPS) at different points of the video game level
3. Testing to find defects related to the placement and size of temporary game object models on the video game level
4. Checking that the size of a hole in the wall allows the character to crawl through it only by crouching

A. Testing the prototype of a video game level B. Prototype geometry testing C. Final version testing
D. Not related to video game level testing

Options:

© International Software Testing Qualifications Board

a) 1A, 2B, 3C, 4D
b) 1B, 2C, 3D, 4A
c) 1C, 2D, 3A, 4B
d) 1D, 2C, 3B, 4A

Select ONE option.

Question #14 (1 Point)

Which of the following is a part of the main character graphic model?

a) Character shadow cast by a light source
b) Set of clothes that the character finds in a loot-box and can put on
c) Textures applied to the character 3D model
d) Screen “reddening” visual effect when character takes damage

Select ONE option.

Question #15 (1 Point)

Match the examples of graphical failures in a game with the corresponding type of failure:

1. The character does not deal damage to the enemy with a sword strike, although the player clearly sees that the weapon hit the target
2. The character, while moving through a corridor, bumps into an invisible obstacle and cannot proceed further
3. The tree trunk texture appears only a few seconds after the character approaches it closely
4. The lightning flash glow lasts too long

A. Visual effects
B. Hitboxes
C. Levels of detail (LoD)
D. Collisions

Options:

a) 1B, 2D, 3C, 4A
b) 1A, 2C, 3B, 4D
c) 1C, 2D, 3A, 4B
d) 1B, 2C, 3D, 4A

© International Software Testing Qualifications Board

Select ONE option.

Question #16 (1 Point)

Which of the following is an example of artistic testing?

a) Testing the size of collision models
b) Testing switching between destruction models
c) Testing synchronization of model's animation and game event
d) Testing model's animation

Select ONE option

Question #17 (1 Point)

Which of the following is an example of video game graphics technical testing?

a) Testing compliance of graphics with the game’s artistic style
b) Testing the display of objects at different camera rotation angles
c) Testing compliance of polygon count with game engine requirements
d) Testing the consistency of textures, models, and visual effects with a consistent style

Select ONE option

Question #18 (1 Point)

Match the examples of video game graphics tests with the test types during which they are primarily conducted:

1. Validating that textures, lighting, and models are displayed correctly under different gameplay conditions
2. Validating if there are no excessive graphical components that distract from the gameplay.
3. Verifying that all graphic components comply with hardware requirements.
4. Verifying that the game does not contain inappropriate graphics.

A. Video game artistic testing
B. Video game technical graphics testing
C. Video game graphics playtesting

© International Software Testing Qualifications Board

D. Video game localization testing

Options:

a) 1B, 2D, 3C, 4A
b) 1A, 2C, 3B, 4D
c) 1C, 2D, 3A, 4B
d) 1B, 2C, 3D, 4A

Select ONE option.

Question #19 (1 Point)

Which of the following is a list of game audio types?

a) Ambient sounds, graphical UI sounds, character voiceover
b) Background music, signal, notifications
c) Binaural sound, sound zone, sound looping
d) Car sound, weapon reload sound, alarm sound

Select ONE option.

Question #20 (1 Point)

Which of the following is a type of video game audio technique?

a) Specific sounds that reflect the characteristics of a certain location
b) Specific areas of the environment where the sounds differ from the surrounding areas
c) Specific sounds that inform about insufficient hardware resources
d) Sounds that confirm that an action has been registered and processed by the game system

Select ONE option.

Question #21 (1 Point)

Which of the following failures is THE BEST example of incorrect playback of the correct sound?

a) The thunder sound occurs 2 seconds after the lightning flash
b) Character's footsteps drown out the car engine sound in the background
c) Character's voice line is cut off mid-sentence
d) Chest opening sound starts later than the chest opening animation

© International Software Testing Qualifications Board

Select ONE option.

Question #22 (1 Point)

Which of the following are primarily done during content-audio testing?

a) Validating that the sound zones are configured properly
b) Validating that volume levels can be adjusted via UI
c) Verifying relevance of sounds to the object and game scenario
d) Verifying that all audio files have consistent naming conventions
e) Verifying that sounds play correctly on various audio systems

Select TWO options.

Question #23 (1 Point)

Which two of the following are examples of video game audio technical testing?

a) It validates that sound files have the correct format
b) It is performed mainly to test whether the music fits the mood of the game and whether the voice acting sounds emotional enough
c) It is performed to test whether background music and voiceovers fit the artistic style of the game and whether players enjoy the audio experience
d) It validates that all sound files are located in the right folders and no file is missing
e) It validates that all audio drivers are present in the system and sound hardware configured properly

Select TWO options.

Question #24 (1 Point)

Which of the following statements about testing audio in video games are true?

a) Character movement audio testing typically begins after the character model is created, but before animations are created, as the animations must be synchronized with the sound

b) Testing the impact of audio on game performance includes checking the FPS level in scenes with intensive sound impact, the correct playback of sounds, the settings of sound zones, and the absence of memory leaks

© International Software Testing Qualifications Board

c) Video games audio testing includes not only verifying the presence and accuracy of sounds in various gameplay situations, but also the volume level and overall sound balance

d) Testing the game's audio components is not the responsibility of testers; it is the responsibility of sound designers (sound engineers, sound effects designers)

e) Various audio testing approaches are used to verify the correct setup and use of audio components to create a believable game world.

Select TWO options.

Question #25 (1 Point)

Which of the following is an example of video game AI?

a) Increased NPC enemy detection range after leveling up a character's "Perception" stat
b) NPC enemies attempt to retreat and take cover when the player throws a grenade
c) NPC enemies appear with a new set of actions after moving to the next game location
d) Unlocking a secret ending to the game depending on the player's decisions during the game

Select ONE option.

Question #26 (1 Point)

Which of the following is an example of movement and pathfinding failures?

a) Characters can run extremely fast
b) Characters notice the player and begin moving toward him from too great a distance
c) Character moving straight ahead changes its trajectory, avoiding a non-existent obstacle
d) Character responds to player’s actions in an unexpected way

Select ONE option.

Question #27 (1 Point)

After destroying the door, the character is still unable to pass through the doorway. What type of failure is this?

a) Incorrect response to collisions and explosions
b) Lack of damage after collisions

© International Software Testing Qualifications Board

c) Unnatural post-destruction behavior
d) Collision defects with destroyed objects

Select ONE option.

Question #28 (1 Point)

The following examples of failures discovered during AI testing are given:

i. When a player sends a unit into an unexplored part of the map in a real-time strategy game, it fails to find the correct route.
ii. Any animals encountered in the forest flee upon the player's arrival.
iii. Enemy stats and behavior do not change as the game difficulty increases.
iv. One NPC ally grants the player permanent invulnerability in combat.
v. An NPC ally continues to move without hiding when the player uses stealth mode.

And various AI testing areas are:

1. Functional correctness
2. Behavioral diversity
3. Balance

Which of the following distributions of failures across AI testing areas is MOST correct?

a) i, iii – failures of functional correctness; ii, iv – failures of behavioral diversity; v – failures of balance
b) ii, iv, v– failures of functional correctness; i – failures of behavioral diversity; iii – failures of balance
c) i, v – failures of functional correctness; ii – failures of behavioral diversity; iii, iv – failures of balance
d) ii – failures of functional correctness; iii, v – failures of behavioral diversity; i, iv – failures of balance

Select ONE option.

Question #29 (1 Point)

Which of the following statements about physics testing in video games are true?

i. Physics testing evaluates that in-game objects interact according to defined physical rules, such as gravity and collision.

© International Software Testing Qualifications Board

ii. Physics engines in games must be tested for both functional correctness and performance efficiency, since complex calculations can affect frame rate.

iii. Physics testing is only relevant for multiplayer games, as a single-player one does not require physical accuracy.

iv. The genre and plot of the game largely determine the specifics of physics testing..

v. Automated physics testing is usually sufficient, and manual playtesting is rarely needed.

a) i, ii, and iv
b) i, iii, and iv
c) c. I, and ii
d) ii, iii, and v

Select ONE option.

Question #30 (1 Point)

Which of the following belongs to the video game localization process?

a) Simplifying the use of game mechanics after player feedback
b) Dubbing of audio files
c) Reducing risks of adapting the game for other regions
d) Use of a specific character encoding standard that includes symbols of various world languages

Select ONE option.

Question #31 (1 Point)

Which of the following is a type of video game localization?

a) Adaptation of video game user interface (UI) layout
b) Adaptation of video game language difficulty level
c) Adaptation of monetization mechanics to match regional laws
d) Adaptation of input device settings for different regions

Select ONE option.

© International Software Testing Qualifications Board

Question #32 (1 Point)

What kind of localization of storefront signs translation belong to?

a) Text Localization
b) Cultural Adaptation
c) Graphic Localization
d) "Box" Localization

Select ONE option.

Question #33 (1 Point)

Which of the following examples of localization failures are true?

i. Proverbs were replaced with equivalents in translation
ii. Different font was used by default in the game text
iii. Brand names in the game are translated literally
iv. A few phrases from the dialogue were omitted to fit the time limit
v. Different measurement units were used

a) i, ii
b) i, iii, and iv
c) ii, iv, and v
d) iii, iv

Select ONE option.

Question #34 (1 Point)

Which of the following is an area of localization linguistic testing and adaptation testing?

a) Punctuation rules
b) System notifications
c) UI alignment
d) Humor
e) Error messaging formats

Select TWO options.

Question #35 (1 Point)

© International Software Testing Qualifications Board

The following examples of localization failures in a video game are given:

A. Incorrect proper name of the main character
B. Inappropriate jokes
C. Audio sequence desynchronization
D. Missing text
E. Inconsistencies in established terminology

And the test types of localization testing:

1. Linguistic testing and adaptation testing
2. Localization technical testing

Which failures will be detected during the execution of the specified types of testing?

a) A, B, E – Linguistic testing and adaptation testing; C, D – Localization technical testing
b) A, B – Linguistic testing and adaptation testing; B, C, D – Localization technical testing
c) B, D – Linguistic testing and adaptation testing; A, C, E – Localization technical testing
d) C, D – Linguistic testing and adaptation testing; A, B, E – Localization technical testing

Select ONE option.

Question #36 (1 Point)

What is one of the main functions of video game controllers?

a) To provide a real-life driving experience
b) To give advantages to professional cyber athletes
c) To increase video game immersion and realism
d) To execute the core physics of the game engine

Select ONE option.

Question #37 (1 Point)

Which of the following video game controller failures is the most severity?

a) Driver Incompatibility
b) Gyroscope failure
c) Vibration failure
d) Accelerometer failure

Select ONE option.

© International Software Testing Qualifications Board

Question #38 (1 Point)

What is the test objective of video controller interoperability testing?

a) Evaluating how effectively and comfortably players can interact with the game using the controller
b) Measuring the responsiveness and reliability of input signals under various conditions
c) Assessing the timing sensitivity of combos, the customizability of control schemes, and whether key remapping options are provided for accessibility
d) Verifying that all software functions, interface interactions, and gameplay mechanics must correctly interact with the connected device

Select ONE option.

Question #39 (1 Point)

What are the key aspects of video controller performance testing?

a) The ability to customize control schemes and the availability of key remapping options
b) Using traditional layouts for popular video game controllers, ensuring user familiarity and input consistency across genres
c) Matching control components to the intended character actions
d) The time between a player moving a joystick and the corresponding response on the screen.

Select ONE option.

Question #40 (1 Point)

What type of video controller testing is conducted to assess whether a controller provides a responsive and inclusive experience for different types of players?

a) Performance testing
b) Usability testing
c) Ergonomic testing
d) Compliance testing

Select ONE option.

© International Software Testing Qualifications Board

© International Software Testing Qualifications Board

Appendix: Additional Questions

Question #1 (1 Point)

Which of the following is a significant product risk in a video game?

a) Video game release date delayed by more than a year from the originally planned
b) Release of a new part of a well-known video game of the same genre during development
c) Ambiguous technical requirements for the video game's target platform and its capabilities
d) Vulnerabilities in a multiplayer game that give some players unfair advantages over others.

Select ONE option.

Question #2 (1 Point)

Which two of the following test strategies best mitigate product risks in video game development?

a) Conducting performance testing to detect defects during early phases of the game development lifecycle
b) Using focus group feedback from players to evaluate whether the gameplay meets their expectations
c) Conducting playtesting to evaluate game balance and assess players' impressions of the gameplay
d) Evaluating if all defects are identified and fixed before the video game is formally released
e) Involving test team early in development to improve feature testability and support quality considerations.

Select TWO options.

Question #3 (1 Point)

Which of the following statements about test activities during the video game software development lifecycle is correct?

a) During the pre-production phase, game testers validate the video game prototype to identify defects at an early phase
b) During the concept phase, checklists, test conditions, and test suites are created for all planned video game content
c) Testing of video game software during the post-production phase is typically performed by players rather than testers

© International Software Testing Qualifications Board

d) Test ware created during the production phase include draft test plan, high-level test effort estimates, and defect reports.

Select ONE option.

Question #4 (1 Point)

Which of the following statements about video game level geometry are true?

a) During the gray box phase, the video game level's schematic structure is created and tested, while during the block-out phase, special attention is paid to video game level's visual details.
b) In the final version of a video game level, geometry testing includes checking the sizes, proportions, and texturing fidelity of game objects.
c) Geometry testing involves finding gaps between the video game level's "floor" and other objects.
d) One of the goals of level geometry testing is to ensure that the placement of objects within the level supports different gameplay styles while maintaining a level playing field for all players.
e) Geometry testing is primarily performed in the early phase of video game level creation.

e)

Select TWO options

Question #5 (1 Point)

Which of the following can be video game graphics failures detected mainly during playtesting?

a) Annoying or overly intrusive visual effects
a) Wrong distance settings for model switching
b) Wrong texture on the main character body
c) Excessive graphical components that distract from the gameplay
d) Game menu item names extend beyond the interface components

Select TWO options

Question #6 (1 Point)

© International Software Testing Qualifications Board

Which of the following are functions of audio in video games?

a) Communicating events that are not visually displayed on the screen
b) Creating an opportunity to use various audio systems
c) Informing about insufficient hardware resources
d) Informing about an in-game event that has occurred
e) Creating an opportunity for communication between players

Select TWO options.

Question #7 (1 Point)

Which of the following is an example of game physics?

a) Dents and scratches appearing on a car after an accident in a racing simulator
b) A character's movement speed decreasing after equipping heavy armor
c) A character taking no damage after jumping from a great height in a platformer
d) A first aid kit model disappearing after being picked up in an FPS level

Select ONE option.

Question #8 (1 Point)

Which of the following is the localization defect caused by lack of internationalization support?

a) Translation that does not comply with platform manufacturer requirements
b) Some of the text is unreadable due to garbled characters
c) The text used violates copyright in a specific region
d) Incorrect addresses and phone numbers

Select ONE option.

Question #9 (1 Point)

Which of the following is an area of technical testing of localization?

© International Software Testing Qualifications Board

a) The correct text direction
b) Error messaging formats
c) Punctuation rules
d) Save/load prompts
e) Grammar and spelling

Select TWO options.

Question #10 (1 Point)

Which of the following is tested during video controller ergonomics testing?

a) Each controller button has a specific, single function in the game
b) The game correctly handles rapid, repeated presses of the controller buttons
c) The player can press multiple controller button combinations without discomfort
d) The game uses a default controller layout that is traditional for games of the same genre

Select ONE option.

Question #11 (1 Point)

What type of video controller testing is conducted to verifying that in a new game, players who have long been familiar with this genre will not need to get used to new non-standard control schemes?

a) Usability testing
b) Ergonomic testing
c) Compliance testing
d) Interoperability testing

Select ONE option.

Question #12 (1 Point)

Which of the following is the best describes the objective of accessibility testing?

© International Software Testing Qualifications Board

a) Verifying that accessibility features work correctly, and reduce barriers for players without compromising the gameplay experience
b) Verifying that accessibility features comply with national healthcare standards and relevant accessibility regulations
c) Verifying the presence of accessibility features, but without verifying support for individual user configuration
d) Verifying that any game supports assistive hardware and that such hardware works correctly to support players with disabilities

Select ONE option.

© International Software Testing Qualifications Board