

Sample Exam – Answers

Sample Exam set A

Version 1.0.1

Certified Tester Game Testing (CT-GaMe) Syllabus

Compatible with Syllabus version 1.0.1

International Software Testing Qualifications Board



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

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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*

Answer Key

| Question Number (#) | Correct Answer | LO | K-Level | Points |
|---------------------|----------------|------------|---------|--------|
| 1 | c, d | GaMe-1.1.1 | K1 | 1 |
| 2 | b | GaMe-1.1.3 | K2 | 1 |
| 3 | a | GaMe-1.1.4 | K2 | 1 |
| 4 | a | GaMe-1.1.5 | K2 | 1 |
| 5 | d | GaMe-2.1.1 | K2 | 1 |
| 6 | d | GaMe-2.1.3 | K2 | 1 |
| 7 | c | GaMe-2.1.4 | K2 | 1 |
| 8 | c | GaMe-2.2.1 | K2 | 1 |
| 9 | a | GaMe-2.2.2 | K2 | 1 |
| 10 | a | GaMe-2.2.4 | K3 | 1 |
| 11 | b | GaMe-3.1.1 | K2 | 1 |
| 12 | d | GaMe-3.1.2 | K2 | 1 |
| 13 | d | GaMe-3.3.2 | K2 | 1 |
| 14 | c | GaMe-3.2.1 | K2 | 1 |
| 15 | c | GaMe-3.2.2 | K2 | 1 |
| 16 | a | GaMe-3.4.1 | K2 | 1 |
| 17 | d | GaMe-3.3.1 | K3 | 1 |
| 18 | b | GaMe-4.1.1 | K1 | 1 |
| 19 | d | GaMe-4.2.1 | K2 | 1 |
| 20 | a | GaMe-4.2.2 | K2 | 1 |

| Question Number (#) | Correct Answer | LO | K-Level | Points |
|---------------------|----------------|------------|---------|--------|
| 21 | c | GaMe-4.3.1 | K2 | 1 |
| 22 | b | GaMe-4.5.1 | K2 | 1 |
| 23 | c | GaMe-4.3.2 | K2 | 1 |
| 24 | c | GaMe-4.3.3 | K2 | 1 |
| 25 | c | GaMe-4.4.4 | K3 | 1 |
| 26 | b | GaMe-5.1.1 | K1 | 1 |
| 27 | c | GaMe-5.1.2 | K2 | 1 |
| 28 | a | GaMe-5.2.1 | K2 | 1 |
| 29 | d | GaMe-5.2.2 | K2 | 1 |
| 30 | a | GaMe-5.3.1 | K2 | 1 |
| 31 | c | GaMe-6.1.3 | K1 | 1 |
| 32 | c | GaMe-6.1.1 | K2 | 1 |
| 33 | d | GaMe-6.1.2 | K2 | 1 |
| 34 | a | GaMe-6.1.4 | K2 | 1 |
| 35 | c | GaMe-6.2.2 | K2 | 1 |
| 36 | c | GaMe-7.1.1 | K1 | 1 |
| 37 | d | GaMe-7.1.2 | K1 | 1 |
| 38 | d | GaMe-7.2.1 | K2 | 1 |
| 39 | c | GaMe-7.4.1 | K2 | 1 |
| 40 | a | GaMe-7.3.2 | K3 | 1 |

Answers

| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 1 | c, d | <p>a) Is not correct. Interestness is not a quality attribute and cannot be objectively evaluated. Evaluation on the market is not a testing goal.</p> <p>b) Is not correct. According to the second principle of testing, it is not possible to test all combinations, thus it cannot be a goal.</p> <p>c) Is correct. Like almost all types of testing, game testing pursues the goal to test the object against requirements.</p> <p>d) Is correct. Performance testing is one of the goals of game testing.</p> <p>e) Is not correct. It is not possible to find all defects at any stage of the software development lifecycle.</p> | GaMe-1.1.1 | K1 | 1 |
| 2 | b | <p>a) Is not correct. This is a common defect for any type of application.</p> <p>b) Is correct. Visual hovering is a specific behavior exactly in video games where the user interacts with video objects.</p> <p>c) Is not correct. This is a common defect for any application using a database. Video games very often don't use a database.</p> <p>a) Is not correct. This is a common defect for any application</p> | GaMe-1.1.3 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 3 | a | a) Is correct. Games are dependent on the user's opinion more than other software. b) Is not correct. Ad hoc testing not aims for multiplayer features of games, but covers a variety of interactions of game mechanics. c) Is not correct. This activity covers project risks. d) Is not correct. It mitigates only a risk of controllers variety, but not a performance risk. | GaMe-1.1.4 | K2 | 1 |
| 4 | a | a) Is correct. Indeed, the tester should verify the game against requirements. b) Is not correct. Verifying as many scenarios as possible may not lead to achievement of full requirements coverage. c) Is not correct. Passing the game to the end may not lead to achievement of full requirements coverage. d) Is not correct. Testers also may save game state while testing. There is also a type of game testing verifying game resuming after saving the state. | GaMe-1.1.5 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 5 | d | a) Is not correct. Gameplay mechanics are used in games. This is the name of a mechanic when the user consciously interacts with the gaming system. b) Is not correct. Non-gameplay mechanics are used in games. This is the name of a mechanic when the player cannot influence the state of the game environment. c) Is not correct. Client mechanics are used in games. This is the name of a mechanic when processing of the user's actions occurs exclusively on the user's device. d) Is correct. There is no such type of mechanics like "Player mechanics" in game testing. | GaMe-2.1.1 | K2 | 1 |
| 6 | d | a) Is not correct. This is recoverability testing. b) Is not correct. The ability to save the game at a certain point is a functionality, not core game mechanics. c) Is not correct. This is a meta game mechanics. d) Is correct. This is the core game mechanics, because jumping mechanics are a common feature of platform games. | GaMe-2.1.3 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 7 | c | <p>1 - Is false. Testing of the work of client mechanics is usually carried out black box testing.</p> <p>2 - Is true. Some client mechanics in multiplayer games don't affect other players. They are processed only on the client-side and verified by functional tests without server involvement.</p> <p>3 - Is true. If the player has deliberately made changes to the game client, this will only change his personal gameplay and will not affect the interests of other independent users.</p> <p>4 - Is true. Testing server mechanics includes for example functional testing, performance testing and security testing.</p> <p>5 - Is false. The tester generally does not need a user interface to test server mechanics. Testing takes place in server consoles or using special tools.</p> <p>Therefore</p> <p>a) Is not correct.</p> <p>b) Is not correct.</p> <p>c) Is correct.</p> <p>d) Is not correct.</p> | GaMe-2.1.4 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 8 | c | a) Is not correct. Compatibility testing relates to component interaction, not game mechanics. b) Is not correct. Performance testing aims for performance but not game mechanics interaction. c) Is correct. Ad hoc testing is effective where the number of ways of interaction between mechanics and various components of the game. d) Is not correct. Integration testing aims for interaction between components but not game mechanics interaction. | GaMe-2.2.1 | K2 | 1 |
| 9 | a | a) Is correct. The presence or absence of defects in the game does not affect its sales price. b) Is not correct. If, due to a malfunction of the game mechanics, the player cannot perform the required action, he will not be able to complete the game. c) Is not correct. A defect in the game mechanics can prevent the player from immersing himself in the game and will negatively affect the perception of the game. d) Is not correct. A defect in the game mechanics can directly affect the gameplay. | GaMe-2.2.2 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 10 | a | a) Is correct. All steps correspond to saving types. b) Is not correct. User does not initiate saving in the checkpoint type of saving. c) Is not correct. There are no autosave conditions in the stationary saving type. d) Is not correct. There are no autosave conditions in the stationary saving type | GaMe-2.2.4 | K3 | 1 |
| 11 | b | a) Is not correct. This is graphic content of the game product. b) Is correct. It is not the graphic content of the game product. Is a working tool. c) Is not correct. This is graphic content of the game product. d) Is not correct. This is graphic content of the game product. | GaMe-3.1.1 | K2 | 1 |
| 12 | d | a) Is not correct. Lack of texture is a graphic defect because it is part of the model. b) Is not correct. This is a graphical defect, because the object should be of high quality near the character, and low in the distance. c) Is not correct. The visibility of the collision grid is a graphical defect as the collision grid is used to define the boundaries of an object when it collides with another. It shouldn't be visible. d) Is correct. This is a non-graphics technical defect. | GaMe-3.1.2 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 13 | d | <p>a) Is not correct. It might be done due to localization needs or not to violate regional laws.</p> <p>b) Is not correct. This is an example of a historical validity defect.</p> <p>c) Is not correct. This is an example of a historical validity defect.</p> <p>d) Is correct. This is a part of an imaginary game story that does not pretend to be a true story. .</p> | GaMe-3.3.2 | K2 | 1 |
| 14 | c | <p>a) Is not correct..Artists perform artistic testing when reviewing game objects.</p> <p>b) Is not correct. Testers perform artistic testing after the final export of models to the engine</p> <p>c) Is correct. Testers perform artistic testing AFTER the final export of models to the engine but not BEFORE.</p> <p>d) Is not correct. Players perform artistic testing when participating in playtests</p> | GaMe-3.2.1 | K2 | 1 |
| 15 | c | <p>a) Is not correct. Developers do not participate in technical testing of graphics.</p> <p>b) Is not correct. Developers do not participate in technical testing of graphics. Technical writers are not concerned with technical testing of graphics.</p> <p>c) Is correct. Technical testing of graphics is done by testers and technical artists.</p> <p>d) Is not correct. Technical writers are not concerned with technical testing of graphics.</p> | GaMe-3.2.2 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 16 | a | <p>a) Is correct. The save editor is used to edit the state of the game, certain items of the character's equipment or equipment. Not used for testing graphics.</p> <p>b) Is not correct. In-game video capture tools used to test models, graphics.</p> <p>c) Is not correct. In-game content editors used to test models, graphics.</p> <p>d) Is not correct. Graphics tablet is a specialized input device used to control the cursor instead of the mouse.</p> | GaMe-3.4.1 | K2 | 1 |
| 17 | d | <p>a) Is not correct. Testing of objects for their "hanging" and deepening under the map (relief) takes place at a later stage. The "gray box" stage does not involve placing objects on the game map</p> <p>b) Is not correct. The stage of covering the model with textures does not involve testing for the correct size of its parts, this is carried out at earlier stages.</p> <p>c) Is not correct. The appearance of splashes as a result of a game item falling into water is not a test of the object collision model.</p> <p>d) Is correct.</p> | GaMe-3.3.1 | K3 | 1 |
| 18 | b | <p>a) Is not correct. This is a characteristic of the sound content of the game product.</p> <p>b) Is correct. It is not the sound content of the game product. Musical score is not distributed with the game even if it exists during creating the game..</p> <p>c) Is not correct. This is the sound content of the game product.</p> <p>d) Is not correct. This is the sound content of the game product.</p> | GaMe-4.1.1 | K1 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 19 | d | a) Is not correct. This is a sound defect. b) Is not correct. This is a sound defect. c) Is not correct. This is a sound defect. d) Is correct. Sound effects are binded to game actions while music plays in the background | GaMe-4.2.1 | K2 | 1 |
| 20 | a | a) Is correct. This is not a sound defect but a video game settings defect. b) Is not correct. This is a sound content defect. c) Is not correct. This is a sound content defect. d) Is not correct. This is a sound content defect. | GaMe-4.2.2 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 21 | c | <p>a) Is not correct. This is the essence of the content-auditory testing.</p> <p>b) Is not correct. A barely audible explosion of a dynamite stick or a fallen rock can disrupt the immersion in the virtual world, as well as an obvious stomp on the pavement, but when moving on the sand or the deafening cry of an NPC located at a considerable distance.</p> <p>c) Is correct. These are preparatory actions before testing.</p> <p>d) Is not correct. In a large office, one can hear the hum of system units, the hum of printers, the noise of air conditioners, the pressing of buttons on keyboards, and the conversations of workers. In the foundry, there will be almost no quiet sounds, but the rumble of metal parts, the clanking of the conveyor belt, various knocks and rattles will appear. The field of warfare must contain the shouts of the attackers, the shouts of the wounded, the sounds of gunfire and explosions, the roar of equipment engines and the whistle of passing shells.</p> | GaMe-4.3.1 | K2 | 1 |
| 22 | a | <p>a) Is correct. Map/location editor actually allows to test sound effects “zones” on the map.</p> <p>b) Is not correct. Sound card is not a test tool but a component of the computer system.</p> <p>c) Is not correct. Piano is not a software or hardware testing tool.</p> <p>d) Is not correct. Sound setting wizard is a functionality of the game but not a tool.</p> | GaMe-4.5.1 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 23 | c | a) Is not correct. This relates to compliance of sound with game scenes. b) Is not correct. This relates to testing of physical file location. c) Is correct. Even a high-quality and seemingly appropriate sound can cause confusion and irritation to the player if the final mixing is not done correctly. d) Is not correct. This is Content-auditory Testing. | GaMe-4.3.2 | K2 | 1 |
| 24 | c | a) Is not correct. Checking the combination of all sound components with each other is the main purpose of testing the mastered music. b) Is not correct. For example, the tester has to make sure that the sound of an explosion is louder than the sound of human speech. c) Is correct. This is an objective of the sound integration testing stage. d) Is not correct. If the sound does not correspond in time to what is happening on the screen, this affects the player's immersion in the game. | GaMe-4.3.3 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 25 | c | <p>a) Is not correct. The art director and technical artist are responsible for the graphics, while the tester needs to check the entire level, location, and video game. All aspects.</p> <p>b) Is not correct. Checks must be done regardless of the release.</p> <p>c) Is correct. For the final check of the sound design of the weapon added to the client, the tester performs a number of actions: adding a weapon if it is not initially available in the client, uploading new content to the test map and the entire list of actions required to check all sounds associated with the weapon as much as possible.</p> <p>d) Is not correct. A checklist must be passed in order for game console manufacturers to release the game to their store and allow it to be installed on their game consoles.</p> | GaMe-4.4.4 | K3 | 1 |
| 26 | b | <p>a) Is not correct. Structural geometry is part of the models and part of the video game level.</p> <p>b) Is 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.</p> <p>c) Is not correct. Soundtrack is an integral part of the video game level and is configured together with the rest of the content of the video game level.</p> <p>d) Is not correct. Correct placement of lighting objects on a level is one of the main tasks of a level designer.</p> | GaMe-5.1.1 | K1 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 27 | c | <p>a) Is not correct. Failure to save gameplay is a defect in the game state save system, but does not apply to the game level.</p> <p>b) Is not correct. Defective game settings that do not support a specific screen resolution.</p> <p>c) Is correct. Jamming in textures - a defect in violation of the collision mesh of an object located on the game level.</p> <p>d) Is not correct. Graphic artifacts can be not only a level defect, but also spread to the main menu, launcher and other game entities.</p> | GaMe-5.1.2 | K2 | 1 |
| 28 | a | <p>a) Is correct. Usually, at the stage of the prototype of the level, a playtest is performed.</p> <p>b) Is not correct. There is no point in conducting a playtest at the geometry prototype stage.</p> <p>c) Is not correct. The playtest must be carried out earlier than the final version of the level.</p> <p>d) Is not correct. There is no playtest of the entire level for the patch version, only the current fix.</p> | GaMe-5.2.1 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 29 | d | a) Is not correct. The artist or techie artist is responsible for the correctness of textures, lighting and other visual effects. b) Is not correct. A vague answer that does not answer specifically the question posed. c) Is not correct. This is an element of historical accuracy testing. d) Is correct. The level designer is responsible for the correct functioning of all models at the level, the correct execution of scripts and various effects. | GaMe-5.2.2 | K2 | 1 |
| 30 | a | a) Is correct. The save editor is a tool for testing a player's ability to save their current gameplay, regardless of game level. b) Is not correct. The level editor is a testing tool for game levels. c) Is not correct. With the help of the 3D editor, it is possible to check the correctness of the shapes of objects, collision mesh, texture mapping and other properties. It is a level testing tool. d) Is not correct. The game engine is used to test the logic of the interaction of level objects, the correctness of scripting and the behavior of the logic of objects. | GaMe-5.3.1 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 31 | c | a) Is not correct. Modern mouse devices can use a semiconductor laser as a sensor. b) Is not correct. Purpose can be very different depending on the application under test, but the basic principles are usually common. c) Is correct. In addition to traditional physical methods of inputting information, controllers can be equipped with various sensors. d) Is not correct. Sensor based controllers not only transmit various types of information but also determine it. | GaMe-6.1.3 | K1 | 1 |
| 32 | c | a) Is not correct. Microphone or headset is used as an ADDITIONAL input device. b) Is not correct. Steering wheel is used only for civilian flight simulators. c) Is correct. Touch screens are used in phones, PDAs, portable consoles and modern slot machines and considered as typical input devices. d) Is not correct. Joystick was originally a universal gaming device but since times joystick became a specialized device for games in the flight simulator genre. | GaMe-6.1.1 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 33 | d | a) Is not correct. Webcam is dedicated to capture and transmit video and cannot provide exact player's position. b) Is not correct. Dance platform doesn't provide player's positioning, it only reacts on button pressing. c) Is not correct. Sensor based controllers can be equipped with sensors that read the position of the controller in space, not the player. d) Is correct. Motion capture devices designed to transmit motion data to a computer, phone or other electronic equipment. | GaMe-6.1.2 | K2 | 1 |
| 34 | a | a) Is correct. This is a localization defect of software. b) Is not correct. This is a defect of drivers dedicated to game controllers. c) Is not correct. This is a defect of software that handles game controllers. d) Is not correct. This is a defect of manufacturing game controllers. | GaMe-6.1.4 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 35 | c | a) Is not correct. Testers need to make sure that the developers are using traditional layouts for popular controllers. b) Is not correct. Testers need to make sure that the use of any controller does not give the player a significant advantage over others. c) Is correct. Game designers are interested in this information to properly design game levels. d) Is not correct. UI/UX specialists develop an interface that will not only be pleasing to the eye and functionally convenient, but will also comply with generally accepted conventions, or standards of the genre. | GaMe-6.2.2 | K2 | 1 |
| 36 | c | a) Is not correct. The language and translation do not guarantee adaptation to the culture of a country. b) Is not correct. Translation by itself does not ensure localization and is only a part of it. c) Is correct. Adaptation to the culture of a country/region is the main objective of localization. d) Is not correct. The legal compliance is only a part of localization. | GaMe-7.1.1 | K1 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 37 | d | a) Is not correct. Internationalization creates an opportunity to translate a game to the target language after release. b) Is not correct. Internationalization ensures technical support to regional, linguistic or cultural references. c) Is not correct. These cannot be ensured by localization. d) Is correct. Localization stages are performed specifically to ensure adaptation of gaming software to the culture of a country. | GaMe-7.1.2 | K1 | 1 |
| 38 | d | a) Is not correct. Is an incomplete answer. b) Is not correct. Is an incomplete answer. c) Is not correct. Is an incomplete answer. d) Is correct. All the above can potentially cause a localization defect. | GaMe-7.2.1 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 39 | c | <p>a) Is not correct. TMS is one of the main tools used during the translation and localization testing.</p> <p>b) Is not correct. Visual string comparison is used to compare strings of reference and target localization.</p> <p>c) Is correct. Graphic editors are used for localization not for localization testing.</p> <p>d) Is not correct. Automatic string comparison is used to obtain data on the presence of defects of any kind in the checked localization.</p> | GaMe-7.4.1 | K2 | 1 |
| 40 | a | <p>a) Is correct. All actions correspond to localization testing types.</p> <p>b) Is not correct. Testing translation of menu items, buttons labels and help page is Interface localization testing type</p> <p>c) Is not correct. Testing translation of description and screenshots of the game in the store is "Box" localization testing type</p> <p>d) Is not correct. Testing translation of newspapers, shop signs, notes is graphic localization testing type</p> | GaMe-7.3.2 | K3 | 1 |

Appendix: Answers to Additional Questions

| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 1 | c | <p>a) Is not correct. Game testing includes specification review.</p> <p>b) Is not correct. A game tester develops a test model.</p> <p>c) Is correct. Game design documentation is created by a designer or technical writer.</p> <p>d) Is not correct. A game tester creates test data along with the test model.</p> | GaMe-1.2.1 | K1 | 1 |
| 2 | b | <p>a) Is not correct. Game prototype is not ready at this stage.</p> <p>b) Is correct. Exactly at this stage the game prototype appears and implements main gameplay which is to be tested.</p> <p>c) Is not correct. At this stage the game prototype may be reviewed but not for the first time and usually a working version of a game product is ready for testing.</p> <p>d) Is not correct. Post-production stage is the maintenance stage where the game product is already published.</p> | GaMe-1.3.1 | K1 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 3 | b | <p>a) Is not correct. This is a common risk for any type of application.</p> <p>b) Is correct. Unfair advantage over other users may lead to loss of interest to the game product from those.</p> <p>c) Is not correct. This is a common risk for any type of application.</p> <p>d) Is not correct. This is a common risk for any type of application.</p> | GaMe-1.1.2 | K2 | 1 |
| 4 | c | <p>a) Is not correct. This is non-gameplay mechanics.</p> <p>b) Is not correct. This is a defect, not a mechanics.</p> <p>c) Is correct. Gaining experience and leveling up in the game is part of the gameplay.</p> <p>d) Is not correct. This is non-gameplay mechanics.</p> | GaMe-2.1.2 | K2 | 1 |
| 5 | a | <p>a) Is correct. Changing weapons is the core game mechanics.</p> <p>b) Is not correct. This is a visual defect.</p> <p>c) Is not correct. This is a defect in system performance and compatibility.</p> <p>d) Is not correct. This is a localization defect.</p> | GaMe-2.1.5 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 6 | b | a) Is not correct. It is a problem related to player perception of game mechanics. b) Is correct. Understanding of compatibility of existing game mechanics and new ones is possible already at the review stage. c) Is not correct. This is a problem with the game mechanics or the game not with the game development process. d) Is not correct. This is not a problem with the game development process. | GaMe-2.2.3 | K2 | 1 |
| 7 | b | a) Is not correct. Setting up internal logic is not part of gameplay testing. b) Is correct. Checking the correctness of the reduction from the character's hits, the NPC health points, is part of the gameplay testing. c) Is not correct. Checking hardware resources is not part of gameplay testing. d) Is not correct. Verifying that the game state is correctly restored belongs to a different area of testing. | GaMe-3.2.3 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 8 | b | a) Is not correct. This is tested after integrating audio into the client. b) Is correct. This is tested before integrating audio into the client, because sound design can also affect overall system performance. c) Is not correct. It is more efficient to test documentation before development begins d) Is not correct. A tester cannot effectively check the compatibility of the reproduced sounds on different versions of the audio system before integrating the audio into the client. | GaMe-4.4.2 | K1 | 1 |
| 9 | a | a) Is correct. The sound engineer is in charge of all these things. b) Is not correct. Foliarist makes the sounds that exist in reality more vivid and rich and is responsible for creating sound effects that do not exist in reality. c) Is not correct. Voice actor plays the voice in order to breathe life into the character, which will have the player's audible lines in the game. d) Is not correct. Tester checks the finished sound picture and whether the new sound changes are correctly tucked into the client. | GaMe-4.4.3 | K1 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|---|-------------------------|---------|------------------|
| 10 | d | a) Is not correct. It can be tested during creation, for example with a sound engine. b) Is not correct. At the development stage, the sound samples are checked by the specialists (audio designers, foliarists, sound effects specialists) who create the final sounds for the game project. c) Is not correct. Audio content is usually tested both during creation and after integration into the client. d) Is correct. When a developer creates content for a game, the sound component is worked out at a later stage in the process. And only after that testing begins. | GaMe-4.4.1 | K2 | 1 |
| 11 | c | a) Is not correct. Screen recorder provides information about the reaction of the system under test but not the controller usage. b) Is not correct. Keylogger cannot provide any sensor data. c) Is correct. This site allows checking the controller input and deflection degree of gamepad sticks as well as controller vibration performance. d) Is not correct. Web browser itself provides no controller specific information. | GaMe-6.3.1 | K2 | 1 |

| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 12 | a | <p>a) Is correct. Partial localization is performed when text changes within localizations that were previously tested.</p> <p>b) Is not correct. Localization includes translation but is not limited to it.</p> <p>c) Is not correct. Any game targeted to different markets should go through the process of full localization.</p> <p>d) Is not correct. Localization is a process of cultural adaptation. There may be serious cultural, religious and legal differences in the regions speaking the same language.</p> | GaMe-7.3.1 | K1 | 1 |
| 13 | a | <p>a) Is correct. Localization can only be performed at later stages of game development.</p> <p>b) Is not correct. Localization involves a lot of additional knowledge in different areas.</p> <p>c) Is not correct. The internationalization's main objective is to create opportunities to support regional, linguistic or cultural references.</p> <p>d) Is not correct. Internationalization is performed to create opportunities to use elements that cannot be used prior to the localization process.</p> | GaMe-7.1.3 | K2 | 1 |



| Question Number (#) | Correct Answer | Explanation / Rationale | Learning Objective (LO) | K-Level | Number of Points |
|---------------------|----------------|--|-------------------------|---------|------------------|
| 14 | b | a) Is not correct. This is one of the responsibilities of an editor. b) Is correct. Testing the correctness of the translation is one of the tasks of a localization tester. c) Is not correct. This is a task of a writer or narrative designer. d) Is not correct. This is the main task of a translator. | GaMe-7.3.3 | K2 | 1 |