



AiNS Computer Institute

"Play, Test, Repeat: Crafting
Quality Gaming
Experiences."

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ainscomputerinstitute.com

What is Game Testing?

Game testing, also known as quality assurance (QA) in the gaming industry, is the process of evaluating video games to identify bugs, glitches, and other issues that may affect gameplay, performance, or user experience. Testers systematically play through various aspects of the game, including gameplay mechanics, graphics, sound, and user interfaces, to ensure they function as intended and meet the developer's standards. Game testing helps ensure that the final product is polished, enjoyable, and free of major technical problems before it is released to the public.



Who are supposed to pursue Game Testing?

Individuals who are detail-oriented, passionate about gaming, possess strong analytical skills, and have a keen eye for identifying issues are well-suited to pursue game testing. This field attracts people who enjoy playing video games but also have an interest in understanding how they work and ensuring their quality. While formal education in game development or computer science can be beneficial, it's not always a requirement. Game testers come from diverse backgrounds and may enter the field through various paths, including self-taught skills, internships, or entry-level positions within game development companies or QA firms. Overall, anyone with a combination of gaming expertise, attention to detail, and a desire to ensure a smooth gaming experience can pursue a career in game testing.



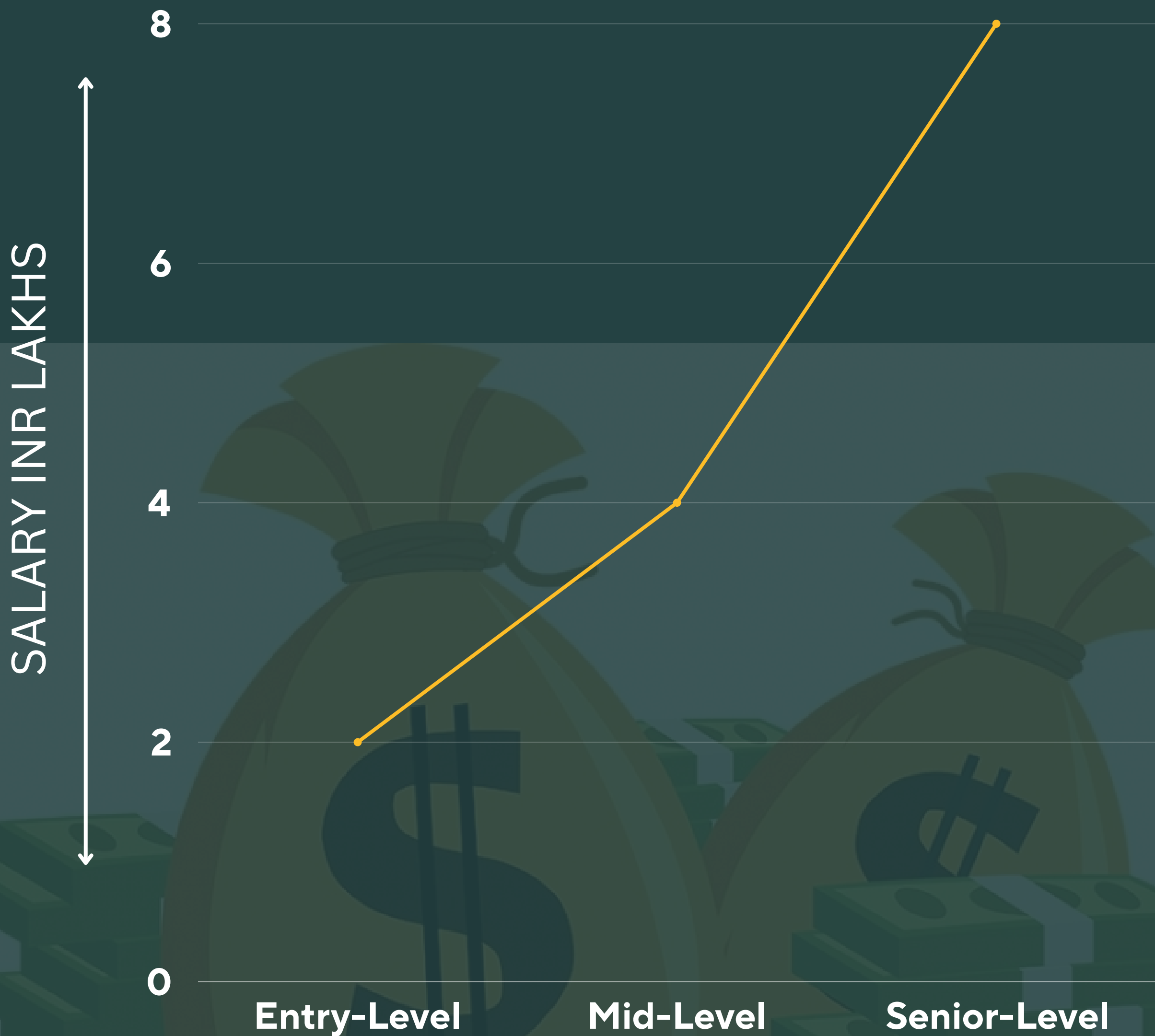
DEMAND?

- The demand for game testing worldwide is significant and continues to grow as the gaming industry expands. With the proliferation of gaming platforms, including consoles, PC, mobile devices, and virtual reality, there is a constant need for quality assurance to ensure that games are bug-free and provide an enjoyable experience for players.
- Several factors contribute to the demand for game testing:
 - **1. Increasing Complexity:** As games become more complex in terms of graphics, gameplay mechanics, and online features, the testing process becomes more critical to identify and address potential issues.
 - **2. Diverse Platforms:** Games are developed for various platforms, including consoles (PlayStation, Xbox, Nintendo), PC, mobile devices (iOS, Android), and emerging platforms like VR and AR. Each platform requires testing to ensure compatibility and performance.
 - **3. Competitive Market:** The gaming industry is highly competitive, with developers striving to release high-quality games to attract and retain players. Game testing plays a crucial role in maintaining a competitive edge by delivering polished, bug-free experiences.
 - **4. Continuous Updates:** Many games now follow a live service model, with regular updates, patches, and downloadable content (DLC). Game testing is needed not only during initial development but also throughout the lifecycle of a game to ensure ongoing quality.
 - **5. Globalization:** Games are developed for a global audience, requiring testing to account for different languages, cultural preferences, and regulatory requirements across regions.

Overall, the demand for game testing is expected to remain strong as the gaming industry continues to grow and evolve, creating opportunities for skilled testers worldwide.



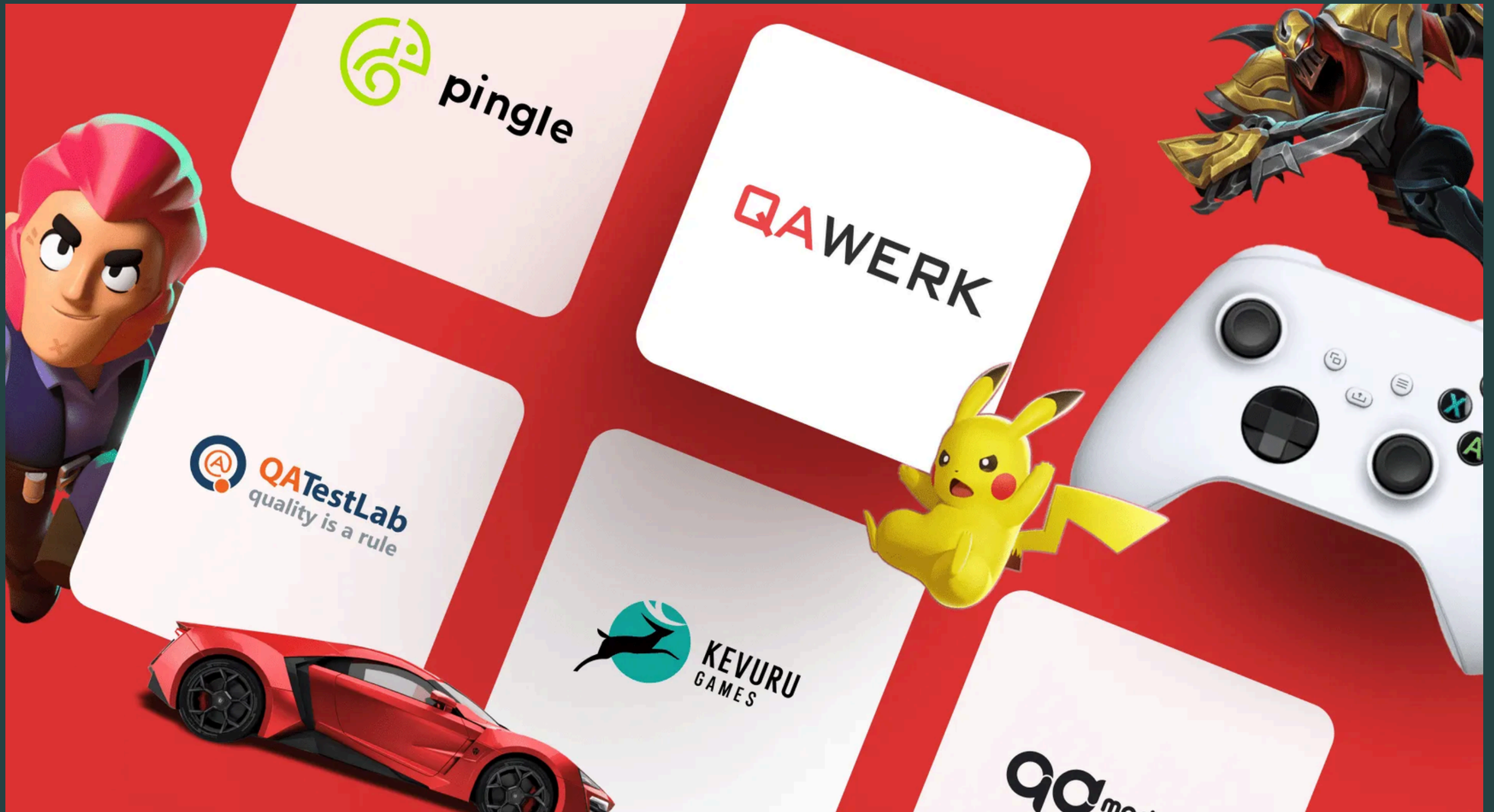
SALARY EXPECTATIONS



Globally (Approximate ranges in USD):

1. In the United States, entry-level game testers typically earn between **\$30,000 to \$50,000 USD per year**.
2. Mid-level game testers may earn salaries ranging from **\$50,000 to \$80,000 USD annually**.
3. Senior game testers or QA leads can earn salaries **exceeding \$80,000 USD per year**.
4. Salaries in other countries can vary but may be somewhat lower than those in the US, depending on the cost of living and local industry standards.

TOP COMPANIES HIRING



WHY AiNS?



"AiNS Computer Institute" stands out as the premier choice for game testing courses due to its exceptional curriculum and esteemed faculty. Offering a comprehensive program tailored specifically to the demands of the gaming industry, the institute ensures students receive hands-on training in the latest testing methodologies and tools. Led by experienced instructors with extensive backgrounds in both game development and quality assurance, students benefit from personalized guidance and mentorship throughout their learning journey. The faculty's deep industry insights and practical expertise equip students with the skills and knowledge needed to excel in the competitive field of game testing. With a commitment to excellence and a track record of producing skilled professionals, AiNS Computer Institute emerges as the top destination for individuals aspiring to pursue a successful career in game testing.

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5.0 ★★★★★

Software training institute in Pune, Maharashtra



BENEFITS at AiNS



- 1 **Expert Faculty**
- 2 **Industry-Relevant Curriculum**
- 3 **Career Guidance & Opportunities**
- 4 **Recognized ISO Certification**
- 5 **Real-World Data Analysis Projects**
- 6 **Access to Premium Tools and Datasets**
- 7 **Get Interview Ready & Resume Building**
- 8 **100% Job Assistance**



Certificate of Completion

This Certificate is presented to SAMPLE for successfully completing

his/her course in SAMPLE by securing 99%

We wish him/her success in life.

**(This percentage is based on student's Practical
& Written examination)**

Digitally signed by

Nasir Hassan Nasir Hassan Khan

Khan
Date: 2024.03.16
16:08:40 +05'30'

AUTHORISED SIGNATORY
DIRECTOR



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OUR CERTIFICATION:

ISO course certification offers several advantages:

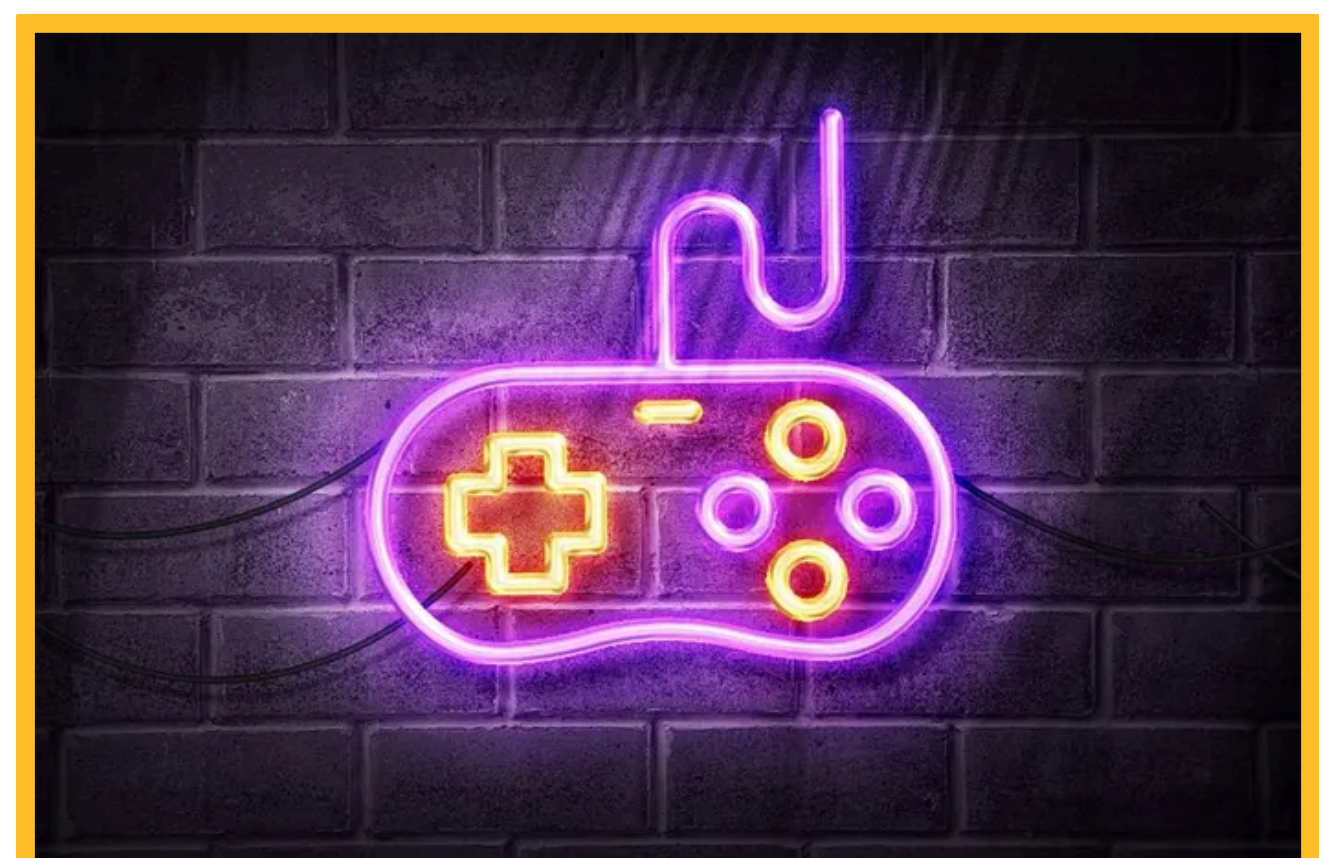
1. **International Recognition:** ISO certifications are globally recognized, demonstrating compliance with international standards and best practices.
2. **Enhanced Credibility:** Certification enhances the credibility and reputation of the organization, instilling confidence in customers, stakeholders, and partners.
3. **Improved Efficiency:** ISO standards often focus on improving processes, leading to increased efficiency, reduced waste, and cost savings.
4. **Market Access:** Certification can provide easier access to new markets, as many contracts and tenders require ISO certification as a prerequisite.
5. **Risk Management:** ISO standards help identify and mitigate risks, ensuring better management of potential threats to the organization.
6. **Customer Satisfaction:** Compliance with ISO standards often leads to higher customer satisfaction due to improved quality and consistency of products or services.
7. **Competitive Advantage:** Certification can give a competitive edge by demonstrating commitment to quality, safety, and environmental responsibility.
8. **Legal Compliance:** ISO standards often align with legal requirements, ensuring compliance and reducing the risk of penalties or legal issues.
9. **Continuous Improvement:** ISO certification encourages a culture of continuous improvement, leading to ongoing refinement of processes and performance.
10. **Employee Morale:** Employees often take pride in working for a certified organization, leading to increased morale and motivation.

value

adding

SYLLABUS CONTENT:

Specificity of Game Testing	
Game Testing Basics	<ul style="list-style-type: none"> - Recognize objectives and specifics of game testing - Give examples of product risks in game software - Give examples of specific defects related to game testing - Summarize how the risks of game testing can be mitigated - Compare the activities of game testing with those of playing
Typical Roles of the Game Development Team	<ul style="list-style-type: none"> - Recognize specific roles and tasks in the game development team
Testing Activities throughout the Game Software Development Lifecycle	<ul style="list-style-type: none"> - Recall testing activities throughout the game software development lifecycle
Testing Game Mechanics	
Game Mechanics	<ul style="list-style-type: none"> - Classify the types of game mechanics - Differentiate the testing of gameplay mechanics and non-gameplay mechanics - Differentiate the testing of core mechanics and meta mechanics - Differentiate the testing of client, server, and client-server mechanics - Give examples of defects in game mechanics
Approaches to Testing Game Mechanics	<ul style="list-style-type: none"> - Summarize main approaches and test objects at different stages of creating a game product - Distinguish the importance of testing game mechanics - Distinguish the importance of reviewing documentation describing game mechanics - Apply the fundamental approaches of testing game mechanics
Graphics Testing	
Principles and Concepts of Game Graphics	<ul style="list-style-type: none"> - Explain features of the graphic content of a game product - Classify the types of defects in graphic content
Approaches to Testing Graphics in Game Products	<ul style="list-style-type: none"> - Summarize the main approaches to artistic testing - Summarize the main approaches to technical testing - Summarize main approaches to gameplay testing
Graphics Test Execution	<ul style="list-style-type: none"> - Apply the fundamental approaches of graphics testing - Explain the importance of testing graphics for historical validity
Tools Support for Graphics Testing	<ul style="list-style-type: none"> - Summarize the usage of graphics testing tools



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

Tools Support for Sound Testing	- Summarize the usage of sound testing tools
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Game Level Testing

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

Game Controllers Testing

Principles and Concepts of Game Controllers	- Classify typical input devices and specialized ones - Give examples of different input devices in terms of their application - Recall different types of game controllers - Classify the defects in a game product related to the specifics of game controllers, and possible causes of their occurrence
Approaches to Testing Controllers in Game Products	- Give examples for test conditions to be covered when testing game controllers - Classify tasks for UX specialists, testers, and game designers during game testing
Tools Support for Game Controllers Testing	- Summarize the usage of tools for testing the behavior of game controllers

Localization Testing

Principles and Concepts of Localization Testing	- Recognize the localization test steps - Recall the main objectives of internationalization and localization - Compare internationalization and localization capabilities
Types of Localization Defects and their Causes	- Classify the localization defects and their causes
Localization Testing Approaches and Execution	- Recognize the full and partial localization testing - Classify localization testing types - Summarize testing tasks for a writer, editor, translator, and localization tester
Tools Support for Localization Testing	- Summarize the usage of tools for testing of game localization

Localization Testing	
Lecture: Testing Techniques - Combinatorial Testing	<ul style="list-style-type: none"> - Recognize the localization test steps - Recall the main objectives of internationalization and localization - Compare internationalization and localization capabilities
Lecture: Testing Techniques - Test Flow Diagrams	<ul style="list-style-type: none"> - Classify the localization defects and their causes
Lecture: Testing Techniques - Cleanroom Testing, Modeling Player Behavior.	<ul style="list-style-type: none"> - Recognize the full and partial localization testing - Classify localization testing types - Summarize testing tasks for a writer, editor, translator, and localization tester
Lecture: Playtesting and Ad-hoc Testing	<ul style="list-style-type: none"> - Summarize the usage of tools for testing of game localization
Other	
<ul style="list-style-type: none"> - Practicals - Special Handwritten Notes 	

