



Australian Government

**Assessment Requirements for ICTGAM511
Manage testing of games and interactive
media**

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- define quality requirements and an associated test plan for software
- install and configure testing support software
- manage the testing process
- identify bugs or issues, accurately and concisely
- finalise the software testing process to enable the product release.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- provide a detailed summary of client requirements for platforms, hardware and software
- provide a detailed explanation of client system requirements, both functional and non-functional
- outline the procedures for bug or issue management and identification
- summarise test reporting requirements
- explain testing techniques, methods, test types and system dissection.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- a system undergoing development with the associated specifications
- client requirements (verbal or written) for system quality requirements
- testing support software

- a test environment.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet - <https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>