



Australian Government

Assessment Requirements for ICTGAM538 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 6.0.

Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- manage testing of a game or interactive media product according to quality requirements on at least one occasion.

In the course of the above, the candidate must:

- develop a quality requirements statement according to industry and organisational requirements
- define quality requirements and test plan
- identify bugs and issues and amend accordingly
- maintain ongoing management of testing process
- report on process to required personnel
- document work performed according to organisational procedures.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- client requirements for platforms, hardware and software
- client system requirements, both functional and non-functional
- procedures for bug or issue management and identification
- legislative and organisational requirements, standards and procedures applicable to games and interactive media testing
- industry and organisational criteria for limited product release and complete product release
- phases of software development life cycles
- different development methodologies applicable to creating games and interactive media
- elements of a quality requirements statement and processes of development

- test reporting requirements applicable to game and interactive media testing
- test plan creation procedures applicable to game and interactive media development
- testing techniques, methods, test types, test cases, test cycles and system dissection applicable to game and interactive media development
- features and functions of industry standard test-support software
- completeness testing techniques
- installation and configuration processes for test-support software, including:
 - bug tracking processes and defining bug description fields
 - test case management software
 - test cycle management and reporting software
 - automated test tools
- bug resolution methods in game and interactive media products
- documentation techniques and processes used in product testing management.

Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- product undergoing development with specifications
- client requirements for product quality requirements
- testing support software
- test environment
- hardware required in product testing processes
- organisational procedures applicable to games and interactive media testing.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>