

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Game Programming and Quality Assurance					
TSC Title	Game Quality Assurance Testing					
TSC Description	Plan and execute effective game quality assurance testing processes to ensure the identification and rectification of issues with game performance and to deliver an engaging gameplay experience					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		MED-QUA-2041-1.1	MED-QUA-3041-1.1	MED-QUA-4041-1.1	MED-QUA-5041-1.1	
		Perform play-testing of games to identify issues in game performance	Execute quality assurance testing for specific aspects of the game to identify issues in game performance and provide feedback to the programming teams	Lead the planning and execution of quality assurance testing to ensure the achievement of the creative and technical goals of game development	Drive excellence in game quality assurance testing by establishing the standards of product quality and identifying the approach to be adopted to achieve product quality	
Knowledge		<ul style="list-style-type: none"> Significance of quality assurance in game development Methods of game quality assurance testing Gameplay testing methods and techniques Observation techniques for identifying game performance issues User experience and gameplay objectives Common standards and guidelines for bug tracking 	<ul style="list-style-type: none"> Principles of quality assurance testing Methods of game quality assurance testing and use cases Tools used in game quality assurance testing Tools used in bug tracking Approaches for execution of test plans Gameplay testing methods and techniques Types of usability testing Parameters in testing various aspects of game performance Typical game performance issues Detailed understanding of standards and guidelines for bug tracking 	<ul style="list-style-type: none"> Creative and technical objectives of the game Aspects and processes of game development Interpretation of game design Target platform hardware architecture Tools used in game quality assurance testing Test planning for game quality assurance Typical challenges in game performance Interpretation of the standards and guidelines for bug tracking 	<ul style="list-style-type: none"> Creative vision and purpose of the game Tools, techniques and technologies for game quality assurance testing Capabilities and limitations of existing in-house quality assurance tools and techniques Game performance parameters Approaches for interpretation of game analytics 	
Abilities		<ul style="list-style-type: none"> Observe issues in game performance to record instances of 	<ul style="list-style-type: none"> Interpret technical briefs to understand the quality assurance 	<ul style="list-style-type: none"> Analyse game design documentation and high level game development 	<ul style="list-style-type: none"> Define quality standards for game development across the organisation 	

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		<p>performance loss or glitches</p> <ul style="list-style-type: none"> Isolate aspects of game code or assets that may issues in game performance Perform confirmatory tests using quality testing tools to identify memory leaks, buffer overflows, crashes, security issues or optimisation issues Identify patterns in game performance issues to report for rectification Create play-testing reports to provide feedback to programming teams 	<p>testing requirements for assigned aspects of the game</p> <ul style="list-style-type: none"> Select appropriate tools to test various aspects of the game Execute quality assurance testing of various aspects of the game based on the testing plans Develop test cases for various aspects of the game Oversee the play-testing of the game to identify bugs in game performance Document identified bugs and issues in game performance as per established guidelines Review play-testing feedback to observe patterns in game performance issues to identify the root cause of the issues Provide feedback to programming teams regarding game performance issues, causes and possible solutions 	<p>blueprints to understand the quality assurance testing requirements for the game</p> <ul style="list-style-type: none"> Define quality assurance standards and guidelines for the project to achieve the established quality standards for game development Define the quality assurance testing objectives for the game Develop testing plans for various aspects of the game based on the quality assurance objectives of the game Determine the tools, techniques and technologies to be deployed for quality assurance testing of the game Oversee the set-up and configuration of testing environment Provide requirements for the development of new test scripts and modifications of existing test scripts to the programming team Review game performance through the quality assurance testing results Liaise with the programming, design and visual graphics teams to provide feedback from quality assurance testing of the game 	<ul style="list-style-type: none"> Define the game quality assurance strategy to address all phases of game development Guide the development of standards and guidelines for quality assurance processes to achieve the game vision and quality standards Review post-launch game performance to analyse performance of quality assurance testing processes 	
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				<ul style="list-style-type: none"> Identify areas to increase the scope of quality assurance testing to improve the effectiveness of game quality assurance 		
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