

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

TSC Category	Game Programming and Quality Assurance					
TSC Title	Game Testing Automation					
TSC Description	Develop programs to automate game testing to improve the efficiency and effectiveness of the game quality assurance processes					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		MED-GDP-2014-1.1	MED-GDP-3014-1.1	MED-GDP-4014-1.1		
		Execute automation testing of game functionalities to identify and report issues in the game code	Create automated tests to test games without manual intervention and liaise with programming teams to provide solutions to improve game functionality	Develop the overarching frameworks for automated testing of games and oversee deployment of testing automation within the game development lifecycle		
Knowledge		<ul style="list-style-type: none"> General principles of testing and quality assurance for software development High-level programming languages Scripting languages and methods Automated test scripts Documentation of tests and errors as per established convention 	<ul style="list-style-type: none"> Gameplay testing automation principles and concepts Test automation patterns, practices and architectural styles and their applications Principles and concepts of testing driven development Techniques and approaches for implementation of testing automation using high-level programming and scripting languages Typical use cases for test automation in game development 	<ul style="list-style-type: none"> Trends in testing automation Typical use cases for test automation in game development Cost-benefit analysis to determine aspects of the development process that would benefit the most from testing automation Methods of integration of testing automation with typical development lifecycles 		
Abilities		<ul style="list-style-type: none"> Execute automated test scripts and programs to test the game features and functionality Create reports designed to highlight the outcome of test cases Record identified errors as per appropriate 	<ul style="list-style-type: none"> Ideate to identify high value opportunities for testing automation Analyse the technical brief to understand the aspects of the testing that should be automated 	<ul style="list-style-type: none"> Identify aspects of the game that would benefit the most from testing automation Identify tools to use for automation of game testing Incorporate testing automation in the game 		

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		<p>processes and conventions</p> <ul style="list-style-type: none"> • Provide feedback to the programming team based on test results • Maintain detailed documentation for developed automated tests and testing procedures 	<ul style="list-style-type: none"> • Analyse game code to identify test cases for automation testing • Create unit tests to test specific units of the game code • Create programs to automate gameplay testing • Develop test plans to optimise the benefits of testing automation • Liaise with the programming team to isolate repeat bugs and recommend appropriate actions 	<p>development roadmap and lifecycle</p> <ul style="list-style-type: none"> • Design and implement testing stacks to incorporate automation testing procedures • Scale test environments to enhance coverage of testing automation to more aspects of game development • Liaise between programming and quality assurance teams to align expectations and accountabilities from testing automation 		
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