

MEDIA RELEASE

Brussels, 30 July, 2019

ISTQB® releases Foundation Level Gambling Industry Tester Specialist Syllabus (CTFL-GT)

The ISTQB® General Assembly has approved the 2019 version of the ISTQB® Gambling Industry Tester Specialist (GT) Syllabus for general release. The GT Syllabus provides essential understanding and knowledge to anyone involved in testing in the gambling industry. The syllabus reflects the current best practices and procedures for testing in the gambling industry.

The release consists of the ISTQB® GT 2019 Syllabus, an Overview document, Accreditation guidelines, Glossary testing term definitions, Gambling Industry domain-specific term definitions within the Syllabus, Exam Structure and Rules, and one set of Sample Examinations.

Training providers and certifiers are now able to offer accredited training courses and certification exams for CTFL-GT on a global basis.

The ISTQB® provides the new GT Syllabus as follows:

1. To the ISTQB® Member Boards, to translate into their local language and to accredit training providers. Member boards may adapt the syllabus to their particular language needs and modify the references to adapt to their local glossary terms.
2. To the certification bodies, to derive examination questions in their local language adapted to the learning objectives for this syllabus
3. To the training providers, to produce courseware and determine appropriate teaching methods
4. To the certification candidates, to prepare for the certification exam (either as part of a training course or independently)
5. To the international software and systems engineering community, to advance the profession of software testing, and as a basis for books and articles

ISTQB® President, **Olivier Denoo**, stated – “the focus of ISTQB® is towards addressing its customers main needs. The Gambling Industry Tester certification, will address a growing market of Gaming of all kinds, including Gambling games, which has a great potential for those developing and testing those games. We have shown with this certification we are not looking only for huge markets, but also on unique trends and customers who needs certifications in today’s growing IT market”.

Alon Linetzki, ISTQB® Marketing working group chair added: “as ISTQB® is trying to address evolving and new areas of testing and target Software Testers, came out this unique syllabus. It addresses the needs of a growing industry – Gaming and Gambling Testing – which this is the first syllabus in that domain”.

Further Information is available from the ISTQB® website: www.istqb.org .



Media Contact:

Alon Linetzki, ISTQB® Chair of Marketing Working Group, alon.linetzki@istqb.org

About ISTQB®

The International Software Testing Qualifications Board (ISTQB®) was founded in November 2002 and is a non-profit organization, headquartered in Brussels, Belgium, whose mission is to advance the software testing profession. ISTQB® has defined the "ISTQB® Certified Tester" scheme that has become the world-wide leader in the certification of competences in software testing. It is supported in its mission by 59 member boards. ISTQB® has today a world-wide coverage and has administered, with the help of its Global partners, as of December 2018 over 875,000 exams, issuing over 641,000 certificates.

ISTQB® is an organization based on volunteer work by hundreds of software testing experts around the world.

To find out more about ISTQB visit: www.istqb.org