

# **Certified Tester Foundation Level**

## **Gambling Industry Tester Specialist**

### **Accreditation Guidelines**

**Version 2019**

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International Software Testing Qualifications Board

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## Revision History

Version	Date	Remarks
1.0	September, 2017	Initial Version
2019	April, 2019	Final Version

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## Acknowledgements

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At the time, the Foundation Level Gambling Industry Tester Specialist Syllabus was completed, the Gambling Industry Tester Specialist Task Force had the following active membership:

Filipe Nuno Carlos, David Frei, Vipul Kocher, Jen Leger, Linda Lemieux (bmm testlabs), Alon Linetzki, Amanda Logue (bmm testlabs), Mitko Mitev, Gary Mogyorodi, Mario Suman, Szilard Szell, Paul Weymouth, and Francis Williams

The team thanks also the following persons, from the National Boards, who gave advice or participated in reviewing, and commenting on the Gambling Industry Tester Syllabus: Graham Bath, Tal Pe'er, Horst Pohlmann and Mike Smith.

## 1 Objectives

This document provides guidelines for the evaluation of ISTQB® Foundation Level Gambling Industry Tester Training by accreditation authorities (National Boards or ISTQB®-recognized Accreditation Boards). It provides guidance to training providers who want to create courses that will be successfully accredited.

Training is made up of two main parts: course material and trainer (also referred to as “tutor” or “instructor”).

## 2 Overall Rules

The following rules apply to the accreditation of Foundation Level Gambling Industry Tester course material.

### 2.1 Traceability and Completeness

The course material to be accredited must demonstrably cover all applicable learning objectives. Accreditation applications shall include a traceability matrix showing coverage of the learning objectives in terms of presentation and supporting materials.

### 2.2 Learning Objectives

All K2 learning objectives require lecture and exercises. All K1 learning objectives require lecture.

### 2.3 Timings

For each module, all chapters must be covered with at least as much time as required in the syllabus. Accreditation applications shall include a timing matrix showing the time allocated per chapter and section.

### 2.4 Content

The material discussed in each chapter and section of the Gambling Industry Tester syllabus must be presented. The presentation (a straight copy of just the syllabus to a presentation is not sufficient), course timetable, examples, exercises, exercise solutions, student notes or book, lecturer notes and other course materials must be consistent with the material in the Gambling Industry Tester syllabus. (Note: Course material may cover additional learning objectives, topics and/or terms. Accreditation authorities shall not consider these as part of the accreditation process unless these additional materials are contradictory with or derogatory towards the ISTQB® program, in which case accreditation shall be rejected.)

### 2.5 Glossary

For any Glossary term defined, the course material must be consistent with the definition of that term in the latest version of the ISTQB® Glossary.

### 2.6 Examples

All K2 and above learning objectives must contain at least one realistic gambling software or systems project example (see below Evaluation of Examples).

## 2.7 Commonality

There is no common material between the Foundation syllabus and the Gambling Industry Tester syllabus, except for Glossary terms that are shared across all ISTQB® syllabi. The Gambling Industry Tester syllabus is consistent with the other ISTQB® syllabi.

## 2.8 No Sampling

Accreditation authorities may not use sampling methods (i.e., evaluating some sections instead of the full course). All materials provided with the course must be evaluated.

## 3 Evaluation

### 3.1 Evaluation of Examples

Any K2 or above learning objective must be covered with at least one gambling industry example.

Examples must be appropriate for the material being taught and must be drawn upon realistic gambling industry software or system projects; i.e., trainers should not use toy projects or non-software-related projects. Ideally, examples should be substantial and be drawn from real life occurrences.

### 3.2 Evaluation of Training Materials

The Accreditation Guidelines describe the material that needs to be submitted by an organization to have that material successfully accredited.

### 3.3 Evaluation of Trainer

Trainers must hold the Foundation Level Certification and the Gambling Industry Tester Extension Certification in order to teach a course that covers this material.

### 3.4 Evaluation of Training Provider

The training provider must have a valid, active ISTQB® Foundation Level Accreditation for Foundation Level course materials. In other words, only currently accredited Foundation Level training providers may apply for the Gambling Industry Tester course accreditation.



## **4 Disclaimer of Legal Liability**

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