

Sample Exam – Answers

Sample Exam set A
Version 1.0.1

ISTQB® Gambling Industry Tester Syllabus Specialist

Compatible with Syllabus version 2019

International Software Testing Qualifications Board



Copyright Notice

Copyright Notice © International Software Testing Qualifications Board (hereinafter called ISTQB®).

ISTQB® is a registered trademark of the International Software Testing Qualifications Board.

All rights reserved.

The authors hereby transfer the copyright to the ISTQB®. The authors (as current copyright holders) and ISTQB® (as the future copyright holder) have agreed to the following conditions of use:

Extracts, for non-commercial use, from this document may be copied if the source is acknowledged.

Any Accredited Training Provider may use this sample exam in their training course if the authors and the ISTQB® are acknowledged as the source and copyright owners of the sample exam and provided that any advertisement of such a training course is done only after official Accreditation of the training materials has been received from an ISTQB®-recognized Member Board.

Any individual or group of individuals may use this sample exam in articles and books, if the authors and the ISTQB® are acknowledged as the source and copyright owners of the sample exam.

Any other use of this sample exam is prohibited without first obtaining the approval in writing of the ISTQB®.

Any ISTQB®-recognized Member Board may translate this sample exam provided they reproduce the abovementioned Copyright Notice in the translated version of the sample exam.

Document Responsibility

The ISTQB® Examination Working Group is responsible for this document.

Acknowledgements

This document was produced by a core team from the ISTQB®: Gambling Industry Tester Task Force

The core team thanks the Exam Working Group review team, the Syllabus Working Group and the National Boards for their suggestions and input.

This document is maintained by a core team from ISTQB® consisting of the Syllabus Working Group and Exam Working Group.

Revision History

Sample Exam – Answers Layout Template used: Version 2.5 Date: Maj 21, 2021

Version	Date	Remarks
1.0.1	June 4, 2021	Update of Copyright Notice
1.0	September 28, 2018	Initial Revision

Table of Contents

Copyright Notice	2
Document Responsibility	2
Acknowledgements	2
Revision History	3
Table of Contents	4
Introduction	5
Purpose of this document	5
Instructions	5
Answer Key	6
Answers	7
1	7
2	7
3	7
4	8
5	8
6	8
7	9
8	10
9	10
10	11
11	11
12	11
13	12
14	12
15	12
16	13
17	13
18	13
19	14
20	14
21	14
22	15
23	15
24	15
25	16
26	16
27	16
28	16
29	17
30	17
31	17
32	17
33	18
34	18
35	18
36	18
37	18
38	19
39	19
40	19

Introduction

Purpose of this document

The sample questions and answers and associated justifications in this sample exam set have been created by a team of Subject Matter Experts and experienced question writers with the aim of assisting ISTQB® Member Boards and Exam Boards in their question writing activities.

These questions cannot be used as-is in any official examination, but they should serve as guidance for question writers. Given the wide variety of formats and subjects, these sample questions should offer many ideas for the individual Member Boards on how to create good questions and appropriate answer sets for their examinations.

Instructions

In this document you may find:

- Answer Key table, including for each correct answer:
 - K-level, Learning Objective, and Point value
- Answer sets, including for all questions:
 - Correct answer
 - Justification for each response (answer) option
 - K-level, Learning Objective, and Point value
- Additional answer sets, including for all questions [does not apply to all sample exams]:
 - Correct answer
 - Justification for each response (answer) option
 - K-level, Learning Objective, and Point value

- *Questions are contained in a separate document*

Answer Key

Question Number (#)	Correct Answer	LO	K-Level	Points
1	b	GT-1.x	K1	1
2	b	GT-1.1.1	K1	1
3	a	GT-1.2.1	K1	1
4	b	GT-1.6.2	K1	1
5	d	GT-1.6.3	K1	1
6	b	GT-1.3.1	K2	1
7	c	GT-1.3.4	K2	1
8	c	GT-1.4.2	K2	1
9	c	GT-1.4.4	K2	1
10	b	GT-1.5.1	K2	1
11	c	GT-1.4.1	K2	1
12	b	GT-1.6.1	K2	1
13	c	GT-2.1.2	K2	1
14	d	GT-2.2.1	K2	1
15	a	GT-2.2.2	K2	1
16	b	GT-2.2.3	K2	1
17	d	GT-3.1.1	K2	1
18	c	GT-3.1.2	K2	1
19	b	GT-3.1.3	K2	1
20	b	GT-3.2.1	K2	1

Question Number (#)	Correct Answer	LO	K-Level	Points
21	d	GT-3.3.1	K2	1
22	c	GT-3.3.2	K2	1
23	a	GT-3.3.3	K2	1
24	d	GT-3.3.4	K2	1
25	d	GT-3.4.1	K2	1
26	a	GT-3.4.2	K2	1
27	b	GT-3.4.3	K2	1
28	a	GT-3.5.1	K2	1
29	c	GT-3.5.2	K2	1
30	d	GT-3.5.3	K2	1
31	a	GT-3.5.4	K2	1
32	a	GT-3.6.2	K2	1
33	b	GT-3.6.4	K2	1
34	a	GT-3.6.5	K2	1
35	d	GT-3.6.6	K2	1
36	b	GT-3.7.1	K2	1
37	d	GT-3.8.1	K2	1
38	d	GT-3.9.2	K2	1
39	b	GT-3.10.1	K2	1
40	b	GT-3.10.3	K2	1

Answers

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
1	b	a) Is not correct. Audio testing does not include interacting with the system platform b) Is correct. As per the glossary c) Is not correct. Audio testing does not include load testing d) Is not correct. Audio testing does not include compliance testing	GT-1.x	K1	1
2	b	a) Is not correct. Whilst Gambling industry compliance testing is listed as a skill for Gambling testing, certification to industry standards is common across many industry types – covered in core Foundation under Acceptance testing b) Is correct. Per Syllabus 'Math testing. Testing the multitude of pay tables, permutations, Random Number Generator (RNG) results and return to player (RTP) computations' c) Is not correct. Whilst listed in this section it does say 'Interoperability Testing is common in all software that communicates with other software, systems and/or sub-systems' – covered in core Foundation d) Is not correct. White-box-structural testing of code applies to all application types – covered in core Foundation	GT-1.1.1	K1	1
3	a	a) Is correct. The outcome of each game is unknown and based upon the outcome random result of the RNG b) Is not correct. As the outcome of each event in the game is NOT known c) Is not correct. Gambling requires a wager d) Is not correct. The intent is to win additional money not just a return on investment	GT-1.2.1	K1	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
4	b	<p>a) Is not correct. It is the game manufacturer who must send their finalized jurisdictional product for testing so that the games can be played in casinos or online - not the regulatory commission</p> <p>b) Is correct. It is the game manufacturer who must send their finalized jurisdictional product for testing so that the games can be played in casinos or online</p> <p>c) Is not correct. Independent test labs certify the gaming manufactures products they do not assist in finalizing the game design</p> <p>d) Is not correct. Independent test labs certify the gaming manufactures products versus specific certification criteria. They do not perform functional testing to ensure that the game is true to the specifications</p>	GT-1.6.2	K1	1
5	d	<p>a) Is not correct. This is a minor field issue that will not involve the regulatory commissions</p> <p>b) Is not correct. This is a minor field issue that will not involve the regulatory commissions</p> <p>c) Is not correct. The regulatory commission will only revoke the game</p> <p>d) Is correct. It is the regulatory commission duty to revoke or the game from casinos until the game is fixed because incorrect payouts are major field issues</p>	GT-1.6.3	K1	1
6	b	<p>a) Is not correct. As per syllabus simulated racing is an example of random number ticket game</p> <p>b) Is correct. As per syllabus typically table games are not testable, see syllabus section 1.3.1</p> <p>c) Is not correct. As per syllabus 'The main difference between a VLT and a slot machine is that VLTs are gambling machines that are operated by government lotteries while slot machines are gambling machines operated by private organizations such as casinos'</p> <p>d) Is not correct. As per syllabus EGM testing includes operating system and the platform they are based on</p>	GT-1.3.1	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
7	c	<p>The True statements are:</p> <ul style="list-style-type: none"> A. As per syllabus: “Online gambling includes all areas of gambling offered via Internet, mobile, wireless in-venue, and interactive-TV channels” D. As per syllabus: “This [transferring money to and from the online casino] can be accomplished by an electronic wallet (also known as a digital wallet)” E. As per syllabus: “Individuals looking to circumvent restricting online gambling to specific locations, use technical measures such as proxy servers to try to circumvent restrictions imposed by geolocation software. Some online gambling sites are capable of detecting the use of proxies and anonymizers and block their access to the online gambling systems” <p>The Incorrect Statements are:</p> <ul style="list-style-type: none"> B. Is not True because the platform with which an online player accesses the gambling service does not change the geolocation restrictions of his jurisdiction C. Is not True because in-venue mobile gambling allows players to access the Casino’s online offering which is available via a mobile browser or a mobile application only when connected to the Casino’s Wi-Fi or within their Bluetooth range <p>Thus:</p> <ul style="list-style-type: none"> a) Is not correct b) Is not correct c) Is correct d) Is not correct 	GT-1.3.4	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
8	c	<p>a) Is not correct. This statement is correct as per syllabus: “The Random Number Generator is a computational or physical device”</p> <p>b) Is not correct. This statement is correct as per syllabus: “[...] hardware generators are generally preferred over pseudo-random algorithms”</p> <p>c) Is correct. Any series of numbers produced solely by a computer can never be truly random, and online products are not an exception</p> <p>d) Is not correct. This statement is correct as per syllabus: “The Random Number Generator is certified by either an independent test lab (ITL) or by the jurisdiction’s regulatory board”</p>	GT-1.4.2	K2	1
9	c	<p>a) Is not correct. This is a statement that we would find in the test suite. As per syllabus: “Some responsible gambling and player loyalty programs require knowing where the player is located”</p> <p>b) Is not correct. This is a statement that we would find in the test suite. As per syllabus: “Some responsible gambling and player loyalty programs require knowing where the player is located”</p> <p>c) Is correct. The RNG is not assigned to players</p> <p>d) Is not correct. This is a statement that we would find in the test suite. As per syllabus: “Testing this function consists of ensuring the geolocation functions accurately restricts play based on the rules mandated by the location from which the player is playing”</p>	GT-1.4.4	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
10	b	<p>a) Is not correct. This statement is correct as per syllabus: “If the product does not receive a first-time pass, there are extra costs for additional development, QA and product certification”</p> <p>b) Is correct. This is a false statement</p> <p>c) Is not correct. This statement is correct as per syllabus: “[...] a product that does not receive a first pass is delayed from entering the market until it is certified, therefore negatively impacting its time-to-market”</p> <p>d) Is not correct. This statement is correct as per syllabus: “If the product does not receive a first-time pass, there are extra costs for additional development, QA and product certification”</p>	GT-1.5.1	K2	1
11	c	<p>a) Is not correct. Local area linked progressive is one of the 3 types of progressive jackpots</p> <p>b) Is not correct. As stated in the syllabus a small percentage of each wager contributes to the jackpot</p> <p>c) Is correct. This is NOT true, progressive jackpot server is used to manage multiple jackpot controllers</p> <p>d) Is not correct. The progressive jackpot is associated with the highest winning combination</p>	GT-1.4.1	K2	1
12	b	<p>a) Is not correct. Game designers, sound designers, game developers and jurisdictional experts are involved in this phase</p> <p>b) Is correct. This is correct</p> <p>c) Is not correct. This is not a test phase in the gambling software lifecycle</p> <p>d) Is not correct. This is for the ITL to complete</p>	GT-1.6.1	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
13	c	<p>a) Is not correct. Although this testing is part of compliance testing, the fact that it is being performed by the equipment manufacturer makes it pre-compliance testing</p> <p>b) Is not correct. Although this testing is part of compliance testing, the fact that it is being performed by the equipment manufacturer makes it pre-compliance testing</p> <p>c) Is correct. This is what compliance testing is</p> <p>d) Is not correct. because compliance testing does not involve game design documents or other functional requirements</p>	GT-2.1.2	K2	1
14	d	<p>a) Is not correct. As per syllabus: A new version of the game needs to be recertified by the ITL and approved by the regulatory commissions</p> <p>b) Is not correct. As per syllabus: “Machine Manufacturers – who make and sell the hardware, platforms, operating systems and games (developed in house or sub-contracted)”</p> <p>c) Is not correct. As per syllabus: “Independent test labs – test and certify that the game software, hardware, firmware, platform and operating system follow all the jurisdictional rules for each location where the game will be played”</p> <p>d) Is correct. As per syllabus: the regulatory commissions approve every game played in their jurisdiction see syllabus section 2.2.1</p>	GT-2.2.1	K2	1
15	a	<p>a) Is correct. This answer explains the VLT ecosystem</p> <p>b) Is not correct. This answer is a SLOT ecosystem</p> <p>c) Is not correct. This answer is wrong as there is no bingo server in this ecosystem</p> <p>d) Is not correct. This answer is wrong because the outcome is based on the RNG, not a mechanical device</p>	GT-2.2.2	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
16	b	a) Is not correct. This answer explains the VLT ecosystem b) Is correct. This answer is a SLOT ecosystem c) Is not correct. This answer is wrong as there is no bingo server in this ecosystem d) Is not correct. This answer is wrong because the outcome is based on the RNG, not a mechanical device	GT-2.2.3	K2	1
17	d	a) Is not correct. This would not be Exploratory Testing b) Is not correct. This is Non-functional rather than Functional Testing c) Is not correct. The tester would need to know what comprises Bonus games and how they should perform d) Is correct. It is difficult to design a Checklist that quantifies the level of Fun in a game as it is so subjective. Syllabus 3.1.1 – “There is also a “fun factor or a player perspective testing”. Testers are asked to play the game, to do exploratory testing and provide feedback on whether a game is fun to play or not”	GT-3.1.1	K2	1
18	c	a) Is not correct. Syllabus 3.1.2 states “pays and pay tables” are one of the specific areas to test b) Is not correct. Syllabus 3.1.2 states “Game of Player History” are one of the specific areas to test c) Is correct. Although this is important it is potentially true of any software and is a non-functional test activity d) Is not correct. Syllabus 3.1.2 states “Help Files” are one of the specific areas to test	GT-3.1.2	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
19	b	<p>a) Is not correct. This is not specific to casino games (see 3.1.1)</p> <p>b) Is correct. As described in the Syllabus 3.1.3 – “Many areas of the compliance testing will be the same as those performed in functional testing, but testing is against the jurisdictional specifications and not game specifications”</p> <p>c) Is not correct. This is not specific to casino games (see 3.1.1)</p> <p>d) Is not correct. This is not specific to casino games (see 3.1.1)</p>	GT-3.1.3	K2	1
20	b	<p>a) Is not correct. Syllabus Section 3.2.1 first paragraph states Math Testing includes “return to player computations”</p> <p>b) Is correct. This is Casino Testing rather than Math testing</p> <p>c) Is not correct. Syllabus Section 3.2.1 first paragraph states Math Testing includes “random number generation results”</p> <p>d) Is not correct. Syllabus Section 3.2.1 first paragraph states Math Testing includes “multitude of different pay tables” which may well relate to different stakes</p>	GT-3.2.1	K2	1
21	d	<p>a) Is not correct. This would be part of the platform security features as defined in the syllabus section 3.3.1</p> <p>b) Is not correct. This would be part of Convenience features, such as payment processing as defined in the syllabus section 3.3.1</p> <p>c) Is not correct. This would be part of business-to-business platform as defined in the syllabus section 3.3.1</p> <p>d) Is correct. This is part of Math Testing not Platform Functional Testing</p>	GT-3.3.1	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
22	c	a) Is not correct. It is unlikely that logging gameplay information will cause Pots to reset b) Is not correct. Possible but unlikely as this event seems to be Time rather than Event driven c) Is correct. The scenario indicates that the Pots may be being reset if the machine is switched off (say) overnight d) Is not correct. Unless explicitly specified then Pots should be reset on an Event rather than by a value in the Setup	GT-3.3.2	K2	1
23	a	a) Is correct. As per Syllabus 3.3.3 – “The end objective of platform compliance testing is to determine that every platform abstraction level meets all the jurisdictional specifications including technical integrity, safety and security” b) Is not correct. Jurisdiction means all abstractions should not be available in all countries c) Is not correct. This is Game Compliance Testing d) Is not correct. This is Functional not Compliance Testing	GT-3.3.3	K2	1
24	d	a) Is not correct. Those are the right areas to test, but we do not test them versus functional requirements b) Is not correct. QA platform plans, and checklists are not used, compliance checklists are used c) Is not correct. Those are the right areas to test, but we do not test them versus game design docs d) Is correct. Right areas and versus jurisdictional requirements	GT-3.3.4	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
25	d	a) Is not correct. As per syllabus this is a part of hardware testing b) Is not correct. As per syllabus this is a part of casino system compliance testing c) Is not correct. As per syllabus this is a part of gambling and wager functional testing d) Is correct. As per question, this is a part of casino system functional test, see syllabus 3.4.1	GT-3.4.1	K2	1
26	a	a) Is correct. That is what we do in casino system compliance testing, see syllabus section 3.4.2 b) Is not correct. It is wrong because casino system compliance testing is based on jurisdictional requirements, not game design requirements c) Is not correct. It is wrong because casino system compliance testing is based on jurisdictional requirements, not technical requirements d) Is not correct. It is wrong because casino system compliance testing is based on jurisdictional requirements, not math design specs	GT-3.4.2	K2	1
27	b	a) Is not correct. This is an area covered by platform compliance testing b) Is correct. This is an area covered by casino compliance testing, see syllabus 3.4.3 c) Incorrect peripheral integration is done during functional testing d) Is not correct. This is an area covered by casino game compliance testing	GT-3.4.3	K2	1
28	a	a) Is correct. As per syllabus this is a part of protocol functional testing b) Is not correct. As per syllabus this is a part of casino functional testing c) Is not correct. As per syllabus this is a part of casino functional testing d) Is not correct. As per syllabus this is a part of game functional testing	GT-3.5.1	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
29	c	a) Is not correct. Jurisdictional specs are not considered during casino protocol functional testing, See Syllabus 3.5.3 b) Is not correct. Jurisdictional specs are not considered during casino protocol functional testing, See Syllabus 3.5.3 c) Is correct. This is what we test when we do protocol testing d) Is not correct. Security specs are not considered during casino protocol functional testing, See Syllabus 3.8.1	GT-3.5.2	K2	1
30	d	a) Is not correct. Protocol compliance testing is for networked EGMs b) Is not correct. Protocol compliance is for connected slot machines c) Is not correct. This is what we test when we do platform testing d) Is correct. This is the correct answer, see section 3.5.3 in the syllabus	GT-3.5.3	K2	1
31	a	a) Is correct. As stated in section 3.5.4 b) Is not correct. Test basis for protocol compliance testing is not the network design specification it is the jurisdictional specifications c) Is not correct. Test basis for protocol compliance testing is not the protocol design specification it is the jurisdictional specifications d) Is not correct. We do not test the casino system during protocol compliance testing	GT-3.5.4	K2	1
32	a	a) Is correct. As per syllabus this is an area where a tester will find defects during hardware testing b) Is not correct. As per syllabus this testing takes place during protocol compliance testing c) Is not correct. As per syllabus this testing takes place during platform functional testing d) Is not correct. As per syllabus this testing takes place during math testing	GT-3.6.2	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
33	b	<p>a) Is not correct. Per syllabus, this is included in hardware functional testing</p> <p>b) Is correct. Per syllabus, this is included in hardware compliance testing</p> <p>c) Is not correct. Per syllabus, this is included in casino functional testing</p> <p>d) Is not correct. Per syllabus, this is included in hardware functional testing</p>	GT-3.6.4	K2	1
34	a	<p>a) Is correct. This is the correct answer, see syllabus 3.6.5</p> <p>b) Is not correct. Hardware integration testing is limited only to hardware and the operating systems & runtime libraries are software, see syllabus 3.6.5</p> <p>c) Is not correct. Hardware integration testing tests hardware only, not protocols, platforms, nor casino systems, see syllabus 3.6.5</p> <p>d) Is not correct. This is incorrect as we are not limited to testing the integration of these two components, see syllabus 3.6.5</p>	GT-3.6.5	K2	1
35	d	<p>a) Is not correct. Non-volatile RAM clears, rebooting, volume control is all part of protocol testing, see syllabus 3.5.2</p> <p>b) Is not correct. Cashless wagering, redemption, and end to end testing are all part of casino system testing, see syllabus 3.4.1</p> <p>c) Is not correct. setup and configuration, operator mode is all part of platform testing, see syllabus 3.3.2</p> <p>d) Is correct. This is the correct answer, see syllabus 3.6.6</p>	GT-3.6.6	K2	1
36	b	<p>a) Is not correct. This is online gambling</p> <p>b) Is correct. This is the correct answer, see syllabus 3.7.1</p> <p>c) Is not correct. This is online gambling</p> <p>d) Is not correct. This is in venue mobile gambling</p>	GT-3.7.1	K2	1
37	d	<p>a) Is not correct. This is done during System and Network security testing</p> <p>b) Is not correct. This is done during System and Network security testing</p> <p>c) Is not correct. This is done during System and Network security testing</p> <p>d) Is correct. This is done during platform functional testing</p>	GT-3.8.1	K2	1

Question Number (#)	Correct Answer	Explanation / Rationale	Learning Objective (LO)	K-Level	Number of Points
38	d	a) Is not correct. This is an example of a jackpot controller defect per syllabus 3.9.2 b) Is not correct. This is an example of a jackpot controller defect per syllabus 3.9.2 c) Is not correct. This is an example of a jackpot controller defect per syllabus 3.9.2 d) Is correct. This is an example of remote gambling system testing per syllabus	GT-3.9.2	K2	1
39	b	a) Is not correct. Sports Betting is also offered in brick-and-mortar venues b) Is correct. As per syllabus, “The internet allows us to access these games of chance through online websites, downloadable applications, and online platforms such as Valve’s Steam. See syllabus 3.10.1” c) Is not correct. Users have high expectations when playing games on the casino floor too d) Is not correct. In-venue gambling must also comply with all relevant legislation	GT-3.10.1	K2	1
40	b	a) Is not correct. This is a valid testing type for an online gambling tester b) Is correct. The G2S is the protocol that connects the slot machine (EGM – Electronic Gaming Device) to the host systems, and therefore not applicable to online gambling c) Is not correct. This is a valid testing type for an online gambling tester d) Is not correct. This is a valid testing type for an online gambling tester	GT-3.10.3	K2	1