



### **What You'll Learn:**

- Test core and meta game mechanics
- Validate graphics, sound, levels, and UI
- Check controller responsiveness and integration
- Perform localization and compatibility testing
- Use tools to streamline game QA

### **Who Should Enroll:**

- Game testers, QA professionals, developers, and test leads working on or entering the gaming industry
- CTFL certification required

### **Exam Details:**

- 40 multiple-choice questions
- 60 minutes
- 65% to pass
- CT-GaMe certification awarded

**Register Now!**



SCAN CODE

## **Ready to Test What Players Experience?**

This course builds hands-on skills for evaluating everything from level design to localization in game software.

### **Why It Matters:**

- Games demand unique testing strategies
- QA must support user immersion and performance
- Certification shows you're ready for serious game testing

## **How to Register**

For schedules, registrations, and full course descriptions:

[www.ilabquality.com/training](http://www.ilabquality.com/training)  
[info.us@ilabqa.com](mailto:info.us@ilabqa.com) | 317-218-3258



Test Beyond the Screen.  
Master Game Mechanics.  
Certify with iLAB!



## **Why Train with iLAB?**

- ✓ Specialized in game QA
- ✓ Tools for real gameplay testing
- ✓ Globally recognized certification
- ✓ Practical, industry-relevant training



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