

Certified Tester Foundation Level
Gambling Industry Tester Specialist
Exam Structure and Rules

Version 2019

International Software Testing Qualifications Board



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1. General

1.1. Validity

This document pertains only to the Gambling Industry Tester Specialist Syllabus. All ISTQB® Gambling Industry Tester Specialist examinations run after [Date], 2019 (if running English exams) or [Date], 2019 (if exams run in a language other than English) shall comply with the structure and rules described in this document, regardless of language and media.

1.2. Purpose

This document contains structure and rules for the setup of examinations related to the ISTQB® Gambling Industry Tester Specialist.

1.3. Scope

This document covers:

- a) the number of questions per examination;
- b) the length of the examination;
- c) the distribution of questions per topic (chapter); and,
- d) the distribution of questions per learning objective.

1.4. References

[QWRR_2017] ISTQB® - Question Writing Rules & Recommendations Version 2017

[CTFL_GT] ISTQB® Gambling Industry Tester Specialist Syllabus

1.5. Document Responsibility

General responsibility for this document is under the ISTQB® Examination Working Group.

1.6. Revision History

Date	Version	Name	Comment
2018/04/06	1.0	Amanda Logue	Initial draft

2. Definitions

- CTFL_GT: Acronym for Certified Tester Foundation Level – Gambling Industry Tester Specialist.
- LEARNING OBJECTIVE (LO): Learning objectives describe the gain on cognitive competence to be achieved in relation to given content.
- MC: Multiple-Choice is a form of assessment in which respondents are asked to select the best possible answer (or answers) according to the relevant syllabus from the options in a list.

3. Gambling Industry Tester Syllabus Exam Rules

3.1 The Gambling Industry Tester Specialist Examinations

- 3.1.1. The Gambling Industry Tester Specialist examinations shall be based on the Gambling Industry Tester Specialist syllabus. Answers to examination questions may require the use of material from more than one section of the syllabus.
- 3.1.2. All learning objectives (on cognitive levels K1 to K2) in the syllabus are examinable.
- 3.1.3 All keywords in the syllabus are examinable for their definition (K1).

3.2 General Foundation Level Exam Structure

- 3.2.1. Each Gambling Industry Tester Specialist examination shall comprise a set of multiple-choice questions based on the Learning Objectives for that specific syllabus. The level of coverage and distribution of questions has been based on the Learning Objectives, their K-levels, and their level of importance as evaluated by the ISTQB®. Details on the structure for each examination module are provided in section 4 below.
- 3.2.2. In general, K1 questions are expected to take no more than 1 minute to read and answer. K2 questions are expected to take no more than 1 minute 30 seconds to read and answer. The exam author should keep in mind that this is only a guideline for an average time, and that it is likely that some questions will take longer and others will take less time for examinees to complete.
- 3.2.3. The exam shall comprise 40 multiple-choice questions. Each correct answer has a value of one point. The maximum possible score for each examination is 40 points.
- 3.2.4. The time allowed for each examination is exactly 60 minutes. If the candidate’s native language is not the examination language, the candidate is allowed an additional 25% time.
- 3.2.5. A score of at least 65% (26 points or more) is required to pass:

Module	Number of questions	Number of possible points	Passing score (65%)	Exam Length (in minutes)	Exam Length + 25% (in minutes)
Gambling Industry Tester Specialist	40	40	26	60	75

3.2.6. Overall question breakdown by K-Level is as follows:

K-Level	Number of Questions	Question Timing	Total Time by K Level (Approximate)
K1	5	1	5
K2	35	1.50	52.5
TOTALS	40		57.5

3.3 Specific Rules

- 3.3.1. For the rules and recommendations for writing multiple-choice questions see the ISTQB® - Question Writing Rules & Recommendations [QWRR_2017].
- 3.3.2. All questions shall assess at least one Learning Objective from the Gambling Industry Tester Specialist Syllabus under examination or test for recall of Glossary terms. Questions may use terms and concepts that exist in K1 level sections as the candidates are expected to be familiar with these. Where questions address more than one LO, they should primarily address the highest K-Level LO.

3.4 Question Distribution

- 3.4.1. The exam structure for the Gambling Industry Tester Specialist examination is provided in the following table. Each of the exams requires mandatory questions targeted to specific Learning Objectives as well as a specified number of questions based on “selectable” Learning Objectives.

4. Gambling Industry Tester Syllabus Exam Structure

Gambling Industry Tester Specialist question distribution

Chapter 1 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per question	
Keywords	K1	Exactly ONE question based on the definition of a keyword from Chapter 1	1	There is a total of 12 questions required for Chapter 1. Keywords = 1 K1 = 4 K2 = 7 Number of points for this chapter = 12
LO-1.1.1 LO-1.2.1 LO-1.6.2 LO-1.6.3	K1	Exactly FOUR question based on this set of 4 LOs is required.	1	
LO-1.1.2 LO-1.3.1 LO-1.3.2 LO-1.3.3 LO-1.3.4 LO-1.4.1 LO-1.4.2 LO-1.4.3 LO-1.4.4 LO-1.4.5 LO-1.5.1 LO-1.5.2 LO-1.6.1	K2	Exactly SEVEN questions based on this set of 13 LOs are required. Each question must cover a DIFFERENT LO.	1	
Chapter 2 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per question	
LO-2.1.1 LO-2.1.2 LO-2.2.1 LO-2.2.2 LO-2.2.3 LO-2.2.4	K2	Exactly FOUR questions based on this set of 6 LOs are required. Each question must cover a DIFFERENT LO.	1	There is a total of 4 questions required for Chapter 2. K1 = 0 K2 = 4 Number of points for this chapter = 4

Chapter 3 Question Distribution	K-Level	Number of Questions per LO	Suggested Points per question	
LO-3.1.1 LO-3.1.2 LO-3.1.3 LO-3.2.1 LO-3.3.1 LO-3.3.2 LO-3.3.3 LO-3.3.4 LO-3.4.1 LO-3.4.2 LO-3.4.3 LO-3.5.1 LO-3.5.2 LO-3.5.3 LO-3.5.4 LO-3.6.1 LO-3.6.2 LO-3.6.3 LO-3.6.4 LO-3.6.5 LO-3.6.6 LO-3.6.7 LO-3.7.1 LO-3.8.1 LO-3.9.1 LO-3.9.2 LO-3.10.1 LO-3.10.2 LO-3.10.3	K2	Exactly TWENTY-FOUR questions based on this set of 29 LOs are required. Each question must cover a DIFFERENT LO.	1	There is a total of 24 questions required for Chapter 3. K1 = 0 K2 = 24 Number of points for this chapter = 24

Gambling Industry Tester Specialist TOTALS	60 minutes	40 questions
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