COURSE INFORMATION

Welcome to the distance course in QA (Quality Assurance) in games, held at the Gotland University. This course will run full time for 18 weeks, and we rely on that all students will spend roughly 40 hours a week with the course, varying a bit depending on your previous experiences.

All the course information and materials will be given on the course portal, that can be found here: http://portal.hgo.se

PURPOSE OF THE COURSE

The goal of the course it to prepare the student for work as a Quality Assurance/Game Tester in the game industry. The course will cover the basics of game production, how game companies work and the Quality Assurance part of the production cycle. We will also cover some of the tools that you'll encounter during work as Quality Assurance. The course will feature guest lecturer from AAA game company, and provide the same tools as they use.

The student should obtain common knowledge of

- Structure behind games
- Level editors
- Game company hierarchy and production pipeline
- Video capturing from games
- Scrum

The student should obtain more refined knowledge of

- Finding common bugs and issues in games
- Bug reporting and regression
- Bug tracking software
- Working in a Quality Assurance team

When the student have completed the course he will have a basic portfolio for applying to a game company, and the knowledge to extend it.

COURSE LITERATURE AND REQUIREMENTS

The course will provide instructions and literature, except for the game software. The software needed for the course is Half-Life 2, Half-Life 2:Episode 1 and Half-Life 2:Episode 2 that you can buy directly from steam.

If you don't already own them, we recommend that you buy The Orange Box, which is a affordable collection with all of the games in it: http://store.steampowered.com/sub/469/

The course also requires that your computer can run Jurassic Park: Trespasser, Just Cause and S.T.A.L.K.E.R. Alpha build 1935. For those games, demos will suffice, and can be found here:

http://www.fileplanet.com/11067/10000/fileinfo/Trespasser

http://www.fileplanet.com/166834/160000/fileinfo/Just-Cause-Demo

http://gsc-game.com/index.php?t=community&s=forums&s_game_type=xr&thm_page=1&thm_id=17037&sec_id=16&offset=0

SCHEDULE

The course will start October 5th, and end January 15th.

Every week there will be new course material and assignment added to the portal, so be sure to check often for the latest updates. During the first ten weeks, the student can plan his own schedule and workflow as new material gets added weekly. At the start of week 10 (November 30th), the student will have to follow weekly deadlines.

EXAMINATION REQUIREMENTS AND TURN IN

The course have a total of eleven assignments. To get a passing grade "godkänt" in the course you must obtain a pass in the following parts of the course:

- Deliver a level from the assigned level editor
- Send in bug reports from 4 different games
- Do oppositions against 3 other student bug reports, and provide feedback
- Bug regression

Turn in
- When turning in files always use the Name convention studentnamen_assigemnet.pdf example: haakan_mattsson_assignment _1.zip

- When turning in multiply files always compress them to zip archive (http://www.7-zip.org/)

- Accepted file format are .zip .pdf .doc (not docx) (www.openoffice.org)

Late turn in
For students that have missed a deadline or failed an assignment, there will be two opportunities during the course to catch up, and it will also be possible once after the course has ended. If the student misses the last roundup he/she has to wait until the next time the course is scheduled.

QUESTIONS AND CONTACT

For questions regarding the course, contact Håkan Mattsson at hakanm@hgo.se

For help and advices on the subject of Quality Assurance, and for finding bugs in games, contact Tobias 'Dopefish' Lundmark at tobias.lundmark@hgo.se

Remember to always set the **subject** in the mail to "**QA Quality assurance in games**" when **mailing** us.