

# MBG660 : Mobile Game Testing

The Mobile Game Testing Course focuses on the testing of students' mobile game. Students will address issues of quality assurance and attend to detected program errors, bug fixes, and overall game improvement. Students will work collaboratively as game testers to provide game play feedback on each other's games. Students will also learn to write analytical reports based on the comprehensive testing strategies and tools utilized during this course. Testing types and tools include functionality testing, environmental testing, performance testing, OTA testing, simulators, and mobile emulators.

**Credits** 3