Postgraduate Certificate in XR Project Management

Quality Assurance and Testing

Acceptance Testing: also known as user acceptance testing (UAT), is a type of testing performed by the end-users or client to determine if the system meets their requirements and expectations. The goal is to validate the system's capability to satisfy the intended business objectives and provide the expected user experience.

Agile Methodology: an iterative and incremental approach to project management and software development that emphasizes flexibility, collaboration, and customer satisfaction. It involves continuous feedback, short development cycles, and the ability to adapt to changing requirements.

Alpha Testing: a type of testing performed by internal teams, typically in a controlled environment, to identify and fix any major issues or bugs before releasing the software to external users or clients.

Beta Testing: a type of testing performed by a limited group of external users in a real-world environment to identify and report any issues or bugs that were not discovered during alpha testing.

Black Box Testing: a testing technique that focuses on the input and output of a system without considering the internal workings. Its goal is to test the functionality and behavior of a system based on its specifications and requirements.

Cross-platform Testing: a type of testing that ensures the compatibility and functionality of a system across different platforms, devices, and operating systems.

Defect Tracking: the process of identifying, documenting, and tracking defects or bugs in a system, including their status, priority, and resolution.

Exploratory Testing: a type of testing that emphasizes creativity, learning, and discovery. It involves testing a system in an informal and flexible manner to identify any issues or bugs that may not be covered by formal test cases.

Functional Testing: a type of testing that focuses on the functionality and behavior of a system based on its specifications and requirements. It includes testing individual features and functions, as well as the overall system's performance and usability.

Gray Box Testing: a testing technique that combines elements of black box and white box testing. It involves testing a system's functionality and behavior based on its specifications and requirements, as well as its internal workings and code structure.

Integration Testing: a type of testing that verifies the interaction and communication between different

components or modules of a system. Its goal is to ensure that the system functions as a whole and that all its parts work together seamlessly.

Non-Functional Testing: a type of testing that evaluates the non-functional requirements of a system, such as performance, security, usability, and accessibility.

Regression Testing: a type of testing that ensures that any changes or modifications to a system have not introduced any new defects or issues. Its goal is to verify that the system still meets its requirements and specifications after any updates or modifications.

Smoke Testing: a type of testing performed after a build or release to ensure that the most critical features and functions of a system are working as expected. Its goal is to identify any major issues or bugs that would prevent further testing or deployment.

Test Automation: the use of software tools and scripts to automate the testing process, including test case execution, defect tracking, and reporting.

Test Case: a specific and detailed set of instructions and expected results used to test a feature or function of a system.

Test Design: the process of creating and documenting test cases, test plans, and test strategies based on the system's requirements and specifications.

Test Plan: a document that outlines the scope, approach, resources, and schedule of a testing project, including the test cases, test environment, and test data.

Test Strategy: a high-level document that outlines the overall approach and objectives of a testing project, including the testing techniques, tools, and methods to be used.

Unit Testing: a type of testing that focuses on testing individual components or units of a system in isolation. Its goal is to ensure that each unit functions correctly and meets its requirements and specifications.

Usability Testing: a type of testing that evaluates the user-friendliness and accessibility of a system, including its interface, navigation, and content.

Waterfall Model: a linear and sequential approach to project management and software development that involves distinct phases, such as requirements gathering, design, implementation, testing, and deployment.

White Box Testing: a testing technique that focuses on the internal workings and code structure of a system. Its goal is to test the logic, structure, and efficiency of a system based on its code and design.

XR Project Management: the management of projects that involve the development and deployment of extended reality (XR) technologies, such as virtual reality (VR), augmented reality (AR), and mixed reality

(MR). It includes the planning, coordination, and control of all aspects of the project, including requirements gathering, design, implementation, testing, and deployment.

XR Testing: the testing of extended reality (XR) technologies, such as virtual reality (VR), augmented reality (AR), and mixed reality (MR), to ensure their functionality, usability, and performance. It includes the use of various testing techniques and tools, such as unit testing, integration testing, and usability testing, to identify and fix any issues or bugs.