ISTQB - Foundation Level Usability Testing Accreditation Guidelines

Version 1.1

International Software Testing Qualifications Board

Revision History

Version	Date	Remarks
1.0	21.10. 2016	2016 Version (not approved by GA)
1.1	12.9.2018	2018 Version – Name changed to Usability Testing

Table of Contents

Accreditation Guidelines

Foundation Level Usability Testing

ISTQB®

International
Software Testing
Qualifications Board

1. Objectives

This document provides guidelines for the evaluation of ISTQB® Foundation Level Usability Testing Training by accreditation authorities (National Boards or ISTQB-recognized Accreditation Boards). It provides guidance to training providers who want to create courses that will be successfully accredited.

Training is made up of two main parts: course material and trainer (also referred to as "tutor" or "instructor").

2. Overall Rules

The following rules apply to the accreditation of Foundation Level Usability Testing course material:

- Traceability and Completeness:
  The course material to be accredited must demonstrably cover all applicable learning objectives. Accreditation applications shall include a traceability matrix showing coverage of the learning objectives in terms of presentation and supporting materials.
- Learning Objectives:
  All K3 and K4 learning objectives require lecture, examples, and exercises (see additional rules below). All K2 learning objectives require lecture and exercises. All K1 learning objectives require lecture.
- Timings:
  For each module, all chapters must be covered with at least as much time as required in the syllabus. Accreditation applications shall include a timing matrix showing the time allocated per chapter and section.
- Content:
  The material discussed in each chapter and section of the Foundation Level Usability Testing syllabus must be presented. The presentation, examples, exercises, exercise solutions, and other course materials must be consistent with the material in the Foundation Level Usability Testing syllabus. (Note: Course material may cover additional learning objectives, topics and/or additional terms. Accreditation authorities shall not consider these as part of the accreditation process unless these additional materials are contradictory with or derogatory towards the ISTQB program, in which case accreditation shall be rejected.)
- Glossary:
  For any Glossary term defined, the course material must be consistent with the definition of that term in the latest version of the ISTQB Glossary.
- Examples:
  All K2 and above learning objectives must contain at least one realistic software or systems project example (see below Evaluation of Examples).
- Exercises:
  All K3 and K4 learning objectives must have at least one practical, non-trivial exercise drawn from a realistic software or systems project (see below Evaluation of Exercises and Answers). For live classes, all exercises must be solved by the students in class (i.e., not as optional or required homework) and a solution reviewed in class by the instructor. For e-learning or correspondence classes, an exercise solution must be provided in the course material.
- No Sampling:
  Accreditation authorities may not use sampling methods (i.e., evaluating some sections instead of the full course). **All** materials provided with the course must be evaluated.

Accreditation Guidelines
Foundation Level Usability Testing

ISTQB

International
Software Testing
Qualifications Board

3. Evaluation of Examples

Any K2 or above learning objective must be covered with at least one example.

Examples must be appropriate for the material being taught and must be drawn upon realistic software or system projects; i.e., trainers should not use toy projects or non-computer-related projects. Ideally, examples should be substantial and be drawn from real life occurrences.

4. Evaluation of Exercises and Answers

Any K3 and K4 learning objective must be covered with at least one exercise.

Exercises must be appropriate for the material and K-level taught, and must be drawn upon realistic software or systems projects; i.e., trainers should not use toy projects or non-computer-related projects. Ideally, exercises should be substantial and be drawn from real life occurrences. Each exercise should also include solutions.

5. Evaluation of Trainer Notes

If the slides are not self-explanatory, or are a direct copy of the syllabus without supporting text, notes about what tutors are expecting to say on each section should be available. These trainer notes can be presenter notes in the slides or a separate document.

6. Evaluation of Trainer

Trainers must hold at least the certification that they are teaching. During the first six months of the first release of the syllabus (i.e., version 1.0), this requirement shall be waived to allow the trainer to obtain certification once the exams are available.

7. Evaluation of Training Provider

The training provider must have a valid, active ISTQB Foundation Level Accreditation for Foundation Level course materials. In other words, only currently accredited Foundation Level trainers may apply for Foundation Level Usability Testing course accreditation.

8. Disclaimer of Legal Liability

Accreditation of materials by an ISTQB accreditation authority involves only validation and verification activities specified in this document. Without limitation, ISTQB accreditation authorities are not responsible for verification of intellectual property rights, materials ownership, fair use, copyright, licensing arrangements, adherence to non-disclosure restrictions, third-party contractual arrangements, or other matters which may expose the training provider to legal liability. The ISTQB disclaims any legal liability for violations or infringements made by training providers.