# 100% Pass 2026 CT-UT: ISTQB Certified Tester Usability Tester—Professional Exam Topic



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If you want to pass a high percentage of the ISTQB CT-UT Exam, you should consider studying for the actual exam. These practice tests are designed to help you prepare for the exam and ensure you know the syllabus content. It will also help you improve your time management skills, as these tests are designed like an actual exam. Moreover, they will help you learn to answer all questions in the time allowed.

# **ISTQB CT-UT Exam Syllabus Topics:**

Topic	Details
Topic 1	Selecting Appropriate Methods: This domain helps Test Managers make decisions on which usability evaluation methods to apply depending on project context, resources, and maturity. It discusses criteria for selecting usability, user experience, and accessibility evaluation methods suited to different stages of development and organizational needs, including agile development scenarios.
Topic 2	Usability Reviews: This domain evaluates the skills of Usability Testers in conducting reviews of software interfaces without user involvement. It differentiates informal reviews from expert reviews and introduces heuristic evaluation as a structured method. The section describes step-by-step approaches to preparing for and conducting reviews, emphasizing the importance of consensus and clear communication of findings.

Topic 3	<ul> <li>Basic Concepts: This section measures the skills of Usability Analysts and covers fundamental definitions and ideas related to usability, user experience, and accessibility. It explains what usability means in terms of effectiveness, efficiency, and satisfaction within software products. User experience concepts related to emotions, perceptions, and responses before, during, and after use are included. It also addresses accessibility, focusing on usage by people with diverse abilities.</li> </ul>
Topic 4	User Surveys: This part assesses the ability of Usability Test Analysts to design and use surveys to gather user feedback on software usability. It describes how to prepare user surveys, select appropriate questionnaires, and analyze survey responses to measure user satisfaction and other quality attributes from the user's perspective.
Topic 5	<ul> <li>Usability and Accessibility Standards: This part addresses the knowledge required by Compliance Officers regarding standards and guidelines that govern usability and accessibility. It introduces ISO standards like ISO 9241-110 and ISO 9241-171, manufacturer guidelines from major platforms, and web accessibility guidelines such as WCAG. It also touches on legislation relevant to accessibility requirements, such as the UK Equality Act and the Americans with Disabilities Act.</li> </ul>
Topic 6	Risks in Usability, User Experience and Accessibility: This domain assesses the ability of Risk Analysts to identify and analyze common risks that can affect usability, user experience, and accessibility. It differentiates between product risks—such as users being unable to use a product effectively—and project risks, including lack of expertise or insufficient usability evaluation processes. Understanding these risks helps in planning effective usability testing and evaluation.

# ISTQB Certified Tester Usability Tester Sample Questions (Q32-Q37):

#### **NEW OUESTION #32**

Which of the following is the highest WCAG conformance level, promising the most accessible content?

- A. Quadruple A (AAAA)
- B. Single A (A)
- C. Triple A (AAA)
- D. Double A (AA)

#### Answer: C

# Explanation:

The Web Content Accessibility Guidelines (WCAG) define three levels of conformance for web content accessibility: Level A (Single A) is the minimum level of compliance.

Level AA (Double A) is the standard recommended for most websites, balancing accessibility and design.

Level AAA (Triple A) is the highest and most comprehensive level of accessibility, covering the widest range of needs.

There is no such level as "Quadruple A (AAAA)," making option D invalid.

Thus, WCAG Triple A (AAA) promises the most accessible content, even though it may not always be practically achievable for all types of content.

#### References:

W3C: WCAG 2.1 Conformance Requirements

ISO/IEC 40500:2012 (WCAG 2.0) W3C: How to Meet WCAG

# **NEW QUESTION #33**

Why are positive usability findings of high importance? Which of the following statements is wrong?

- A. Positive usability findings should be used to communicate to the development team which features should not be modified
  or deleted.
- B. Positive usability findings allow a better view of the usability of the product.
- C. Positive findings are of high importance because they can be used in the report to justify the costs of the test.
- D. Positive usability findings make it easier to sell the need for correcting usability problems by giving a balanced view.

#### Answer: C

## Explanation:

Positive usability findings play a key role in reinforcing what is working well in the user interface. They help:

A: Build developer confidence and soften criticism when pointing out issues.

C: Provide a complete picture of usability strengths and weaknesses.

D: Inform developers what should remain unchanged during redesign.

However, B is incorrect because justifying usability test costs should not rely solely on positive findings. Cost justification should come from the overall impact of usability on user satisfaction, performance, and business outcomes-not just good results.

References:

Nielsen Norman Group: Communicating Usability Findings

Usability.gov: Best Practices for Usability Reporting

ISO 25062 - Usability Test Report Content

## **NEW QUESTION #34**

What is good accessibility?

- A. Good usability of a software product by people with limited knowledge of the software
- B. Good usability regardless of disturbances like bright sunlight, noise or wind
- C. Good usability of a software product by people with limited vision, hearing, dexterity, cognition or physical mobility
- D. Good usability of a software product on all devices (smart phone, computer, etc.)

#### Answer: C

# Explanation:

Accessibility refers to designing products so that people with disabilities or limitations (permanent or temporary) can use them effectively. According to the Web Content Accessibility Guidelines (WCAG) and ISO standards, accessibility focuses on ensuring that users with vision, hearing, cognitive, or mobility impairments can access digital interfaces. Option D captures this intent accurately. The other options relate to general usability or responsiveness (e.g., device adaptability or user experience in noisy environments) but do not address the inclusive nature of accessibility as defined by official guidelines.

References:

WCAG 2.1 Guidelines - W3C

ISO 9241-171:2008 - Guidance on software accessibility

Usability.gov: Accessibility Basics

## **NEW QUESTION #35**

A "usability test participant" ...

- A. ... is a person who observes a usability test.
- B. ... can be the organizer of a usability test.
- C. ... helps to set up the system used for the usability test.
- D. ... is a representative user who solves typical tasks in a usability test.

#### Answer: D

# Explanation:

A usability test participant is a person selected to represent the target user group and asked to perform specific tasks in a usability test. Their actions, reactions, and feedback help identify usability issues and evaluate the system's effectiveness, efficiency, and user satisfaction. This role is strictly observational and does not involve organizing, observing, or setting up the test. Options A, B, and C describe other roles (e.g., technical support, observers, or moderators). Only option D accurately reflects the definition of a usability test participant.

References:

ISO 9241-210:2019 - Human-Centered Design

Usability.gov: Roles in a Usability Test

Nielsen Norman Group: Recruiting Test Participants

## **NEW QUESTION #36**

You are asked to evaluate the usability of a software application for a law firm. Due to time and budget constraints, it is not possible to include users in the evaluation process.

Which of the following is a valid approach for evaluating the usability in this case?

- A. Usability Review
- B. Accessibility Evaluation
- C. User surveys
- D. Usability testing

#### Answer: A

#### Explanation:

When actual users cannot be included, a usability review (often an expert or heuristic evaluation) is the most practical method. Trained evaluators examine the interface against usability principles and standards to identify potential issues. Surveys require user input, and usability testing cannot proceed without users.

Accessibility evaluation targets inclusivity for users with impairments, which is related but not a substitute for overall usability evaluation. Therefore, option A is the only valid method under these constraints.

References:

Nielsen Norman Group: Heuristic Evaluation Usability.gov: Expert Reviews and Inspections ISO 9241-110 - Usability Principles

#### **NEW QUESTION #37**

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