

# SOFTWARE TEST DESIGN COMPETITION

Hunt the bug. Build the proof.  
**Present your case.**



**REGISTRATION**  
1 - 15 May 2026

**COMPETITION**  
Jun - Aug 2026

**PRIZE-GIVING**  
SOFTECAsia - 14 Sep

## Version 2.0

**Practice Requirements Engineering**  
A new dimension to the competition

**Adopt & Integrate Technologies**  
Implement & automate tests using real tools

**Define Organization & Processes**  
Team orientation, test management, DevOps and agile approaches

**Develop Hard & Soft Skills**  
Technical proficiencies, with relevant personal attributes: critical thinking and innovation.

**ON CAMPUS CHALLENGE** FULL EXECUTION  
JUN - AUG 2026

**PART 1: Strategize, Analyze & Design**

Teams tackle the full challenge on-campus: develop SQA strategy, test analysis & design, plan test implementation and select test tools.

**PART 2: Execute The Automation Test**

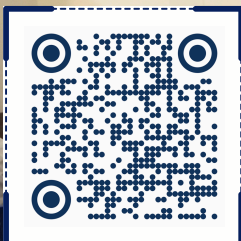
Teams implement and execute the test using tools selected.

**OVER-THE-WEEKEND CHALLENGE** PRESENT & LEARN  
22 - 23 AUG 2026

Teams present and defend their work products and test outcomes to a panel of industry practitioner judges, followed by a knowledge sharing session.

**Venue: Klang Valley (To be confirmed)**

SCAN TO JOIN:



STRATEGIC PARTNER:



MINISTRY OF HIGHER EDUCATION

The Test Design Competition (TDC) is MSTB's flagship university-level competition, running since 2014. TDC Version 2.0 (TDC 2.0) expands the challenge to include requirements engineering, test automation, and DevOps practices – reflecting current industry demands. Teams tackle a real-world “black box” IT system quality challenge, executing the full SQA lifecycle on campus before presenting their work to industry judges.

## TIMELINE

- 1 May**  
Registration opens
- 15 May**  
Registration closes
- 1 Jun**  
Fee payment of RM648/team (inclusive of SST) and reference document release
- 8 Jun**  
Briefing & Q&A for lecturers and teams
- 1 Jun – 21 Aug**  
Part 1: Assignments to be fully completed at campus
- 21 Aug**  
Deadline for online submission of Part 1 deliverables
- 22 – 23 Aug**  
Part 2: On-Site presentation & knowledge sharing
- 1 Sep**  
Top 3 groups announced
- 14 Sep**  
Prize-giving at SOFTECAsia 2026

## WHO CAN PARTICIPATE

- Teams from any university in Malaysia
- Each team: 1 lecturer + 4–5 undergraduate students
- Lecturer must be a Malaysian citizen
- Max 1 international student per team
- Multiple teams per university (subject to approval)

## WHAT YOU WILL GAIN

- **For Students:**  
Build knowledge, experience, resourcefulness, confidence, and professional character before entering the job market.
- **For Lecturers:**  
Enrich your knowledge and exposure to real industry challenges – directly benefiting current and future students.
- **For Industry:**  
Access a pool of fresh graduates with improved, industry-relevant SQA awareness and practical skills.

## THE CHALLENGE

**Test object:** Teams will be presented with a real-world, in-production IT System; a “Black-box” with poor or no Software Requirements Specifications.

**The challenge:** Apply SQA knowledge and practices to analyse & design, develop & implement the quality & test strategies. Use automation tool(s) to implement & execute the test. Compile & present the work products and test outcomes.

## IMPORTANT NOTES

- All IP of submitted work transfers to MSTB
- Judges' scoring and winner recognition is final

JOIN THE TDC WHATSAPP GROUP:

