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Career of the Month: Computer Games Tester

Minimum qualifications	Typical salary (with experience)	Competition for places	Demand for this role
5 GCSEs	£15-25k	Medium	Medium

Computer games testing is a form of quality assurance (QA) work. As a computer games tester you will undergo intensive playtesting of computer, console and mobile games in order to ensure that gameplay runs smoothly and to discover any programming faults and inconsistencies in the software before it goes into distribution.

Related interests:

Media & Internet	Computers & Computer Games

Useful skills and qualities:

Highly motivated	Inquisitive
A good problem solver	Happy working alone
Practical	

Things to consider

Rewarding
There can be great job satisfaction in seeing the release of a computer game that you have worked on.

Irregular work/job insecurity
Job security may be missing in the early stages of a career in computer games testing.

Monotonous
You will often be given a single section of a game in order to thoroughly test it and look for bugs. This could mean hours of repetitive gameplay with the specific aim of trying to 'break' the section.

Good progression
Clear lines for career development have been established and computer games testers may undertake work with a view to advancing a career in software QA, moving into testing lead roles then on to testing department management or direction. Alternatively, testers may look for progression into computer games design or development.

Long hours/overtime
You will have to work unsocial hours, and overtime may be required when a game is due to be released.

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