

# Career of the Month: **Computer Games Tester**

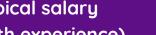




Minimum qualifications

5 GCSEs

Typical salary (with experience)



£15-25k



**Competition for** places

Medium



Demand for this role

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

A good problem solver

**Practical** 

Inquisitive

Happy working alone

### Things to consider

### Rewardina



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

## Irregular work/job insecuritu

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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