QA TESTER

Quality Assurance Technicians, or Testers(QC Quality Checker)

Job description

-Testing, tuning and debugging a game and suggesting refinements that ensure its quality and playability.
-Assuring quality in a game and finding all its flaws before it goes public.



Responsibilities

-Review and analyze system specifications

-Collaborate with QA Engineers to develop effective strategies and test plans
-Execute test cases (manual or automated) and analyze results
-Evaluate product code according to specifi cations
-Create logs to document testing phases and defects
-Report bugs and errors to development teams
-Help troubleshoot issues
-Conduct post-release/ post-implementation testing

They play-test the game in a systematic way, analysing the game's performance against the designer's intentions, identifying problems and suggesting improvements.They also act as the game's first audience, reporting on its playability and identifying any aspects which could be improved.QA Testers must know which issues are the most important and be able to prioritise them for fixing. They work to deadlines and must understand production and marketing schedules. They normally use a software quality management system to document findings.They must be diplomatic when communicating with other team members and accept that they can have only limited influence over the game design. They also need to be able to anticipate different ways the game will be played, and test accordingly.

https://www.youtube.com/watch?v=InluWRzuxl8

Will I need a qualification?

You won't need a specific qualification to be a QA Tester(some companies looking for BSc/BA in Computer Science, Engineering or a related field), although some programming knowledge or experience would stand you in good stead. A good standard of English (both written and verbal) is necessary in order to document your findings and communicate them to colleagues.

Above all, you must be an avid game player. You will need to be able to demonstrate a detailed knowledge of the games industry, including the different platforms and games styles and genres on the market.

You'll also need to be competent with IT, including the use of spreadsheets and database packages.

What's the best route in?

This is a popular entry-level role, particularly if you are not already qualified as a Game Artist or Game Programmer. It's an excellent way for you to find out about the business as a whole.

Competition for this job can be quite high, but a successful work experience placement can be an effective way in. You could also work in computer games retail, as this provides useful background knowledge and an awareness of audience needs.

Where might the role take me?

You could become a QA Team Leader or QA Manager, managing a team of testers and organising the test plan/schedule.

You can progress into other roles such as level design, production management or marketing. To move into more specialist areas of game development you will need an existing skill or aptitude, such as 3D modelling or programming.

Product Manager

Job description

Helping create and implement marketing campaigns to maximise the sales of games.

What does a Product/Brand Manager (Games) do?

The Product Manager's role is to help create and implement marketing campaigns to maximise the sales of the games they are working on.

Working in the marketing team, they support the senior marketing managers who organise international or global campaigns.

The Product Manager may also work with a Brand Manager, who is responsible for developing long-term plans for individual game franchises and providing a strategic overview of how a game brand should change over time.

Product Managers typically work for game publishers or independent marketing companies who work with publishers. They will have to manage the marketing budget in a responsible manner and demonstrate an effective return on investment. The tasks carried out by a Product Manager are varied and change as a game's release approaches.



One key task for the Product Manager is defining the market positioning of their games, especially in terms of showing how they are different to competing products. The most important part of the job occurs prior to release, when the game's launch plan is put into action.

Tasks typically range from the design, creation and distribution of packaging and marketing materials such as cover images, posters, websites and point-of-sale assets, to liaising with media buyers concerning the placement of adverts.

They also deal with intellectual property licensors and promotional partners, as well as sales distributors, and localisation and translation providers.

Will I need a qualification?

You won't need a specific qualification for this role, it's much more important to have experience. You will need to be able to demonstrate a track record gained across the whole life cycle of a marketing campaign.

You could come to this role with management experience gain in another industry, but it should be backed up by an enthusiasm for and knowledge of the games industry.

The degrees most suited to this role are in marketing and business studies.

What's the best route in?

This is not usually an entry-level position, although you could get a foot on the ladder by taking on small projects or working in a small company.

A more usual route in is via an assistant position or through experience of the games industry in a sales or public relations role before moving into a marketing role.

You could also move across to this role having gained experience of product management in other industries such as film or music.

You could apply to be a Games Trainee through Trainee Finder, which gives you hands-on experience in the industry and helps you build those all-important contacts that are essential when competing for a job.

Is this role right for me?

To do this role, you will need to:

-be able to work well as part of a multi-disciplinary team, both in terms of being managing relationships and communicating within a company
-have strong negotiation skills in dealing with external partners and suppliers
-have a good working knowledge of the games market, in terms of market breakdown, targeted audience and competing products
-be able to manage a marketing budget
-be able to predict product sales and analyse sell-through performance after a game is released
-have strong presentation and communication skills
-have good knowledge of games and the games industry
-have knowledge of the requirements of the relevant health and safety legislation and procedures

External Producer

Job description

Ensuring the successful delivery of a game, while working externally from the game development team
Making sure the publisher has all the relevant information required to make the game as commercially successful as possible

What does an External Producer do?

The External Producer is responsible for ensuring the successful delivery of a game, while working externally from the development team.

External Producers are almost always employed by a game publisher. Working out of the publisher's head office, they liaise between the publisher's sales and marketing departments and the game developer, which may be located hundreds of miles away.

The External Producer works closely with the game's internal producer, who is part of the on-site development team. While the internal producer focuses on the staff management tasks of getting a game finished on time and on budget, the External Producer is concerned with broader issues.

The External Producer is like a consultant, advising the game developer instead of dealing with day-to-day problems. Their responsibility is best described as ensuring the publisher has all the relevant information required to make the game as commercially successful as possible.

This can involve anything from co-ordinating the release of screenshots and demo disks with the game's marketing manager, to handling the outsourcing of audio, cut scenes or language localisation with the developer's internal producer, and running focus tests on early versions of the game.

In addition, the External Producer will act as the developer's go-between with the publisher with regard to interim payments or major changes to the game's design or appearance.

Will I need a qualification?

You don’t need a formal qualification to be an External Producer. That said, most External Producers are graduates, with common areas of study including visual and technical arts.

You must be able to demonstrate a track record gained by having been involved in every stage of a project. You will also need to have experience at a senior level of game development. You should have a good knowledge of project management software.

What's the best route in?

There is no set route for you to follow in becoming an External Producer, but it is not an entry-level role. You will usually need to have over five years' experience in games development, and will have worked on several commercially available titles.

One common progression route you could follow is through more junior positions in the production department such as Assistant Producer, Producer or Project Manager.

Alternatively, you could come from outside the games industry, having a number of years' production experience in industries such as TV, film, web development or publishing.

You could apply to be a Games Trainee through Trainee Finder, which gives you hands-on experience in the industry and helps you build those all important contacts that are essential when competing for a job:

Is this role right for me?

To do this role, you will need to:

-have a clear understanding of the role and requirements of a game publishing com pany and a game development company
-understand the development and publishing processes from a game's design phase through to its release
-have solid project management skills including scheduling, budget and risk manage ment
-have a passion for games
-be able to handle multiple projects at the same time
-have excellent communication and presentation skills
-be able to manage people, time and resources
-have good negotiation skills
-have knowledge of the requirements of the relevant health and safety legislation and procedures