# See the source image**Job title: Computer Games Tester**

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| **Job title: Computer Games Tester**  Games tester,  quality assurance tester,  video games tester | Computer games testers play computer games to check they work, and find and record problems or ‘bugs’. |
| **Entry requirements:** | **University:**  You could do a foundation degree, higher national diploma or degree course in:   * computing * games design * programming   You'll usually need:   * 1 or 2 A levels for a foundation degree or higher national diploma * 2 to 3 A levels for a degree   **College:**  You could take A levels in computing or a Level 3 Diploma in Creative Media at college, which may help you to get a junior tester job.  You'll usually need:   * 5 GCSEs at grades 9 to 4 (A\* to C) including English, maths and a creative subject for a level 3 course   **Apprenticeships:**  You could complete a software tester higher apprenticeship.  You'll usually need:   * 4 or 5 GCSEs at grades 9 to 4 (A\* to C) and A levels, or equivalent, for a higher or degree apprenticeship   **Direct Application:**  You could contact games companies about part-time or short-term work experience opportunities.  You'll need good technical skills and an in-depth understanding of different game platforms and quality assurance processes. |
| **Skills required:** | You'll need:   * maths knowledge for understanding programming * to be thorough and pay attention to detail for finding faults and 'bugs' * analytical thinking skills for software testing * the ability to use your initiative * the ability to come up with new ways of doing things * excellent verbal communication skills * a good memory * complex problem-solving skills for fixing 'bugs' * to be able to use a computer and the main software packages confidently |
| **What you'll do:** | In this role you could be:   * testing different levels and versions of a game * finding the cause of faults and recommending improvements * entering each 'bug report' on a quality management system * comparing the game against other games on the market * checking for spelling mistakes in the game and in instruction manuals and packaging * reporting copyright issues like the use of logos * checking a game's accessibility options * working under pressure and to deadlines |
| **What you’ll earn:** | £15,000 Starter to £40,000 Experienced |
| **Working hours, patterns and environment:** | * 37-39 hours per week * You could work evenings/weekends/bank holidays as customers demand |
| **Career path and progression:** | With experience, you could become a quality assurance manager or move into games marketing.  With further training, you could become a games designer, animator or developer. |