# 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
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| **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
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| **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
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| **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. |