**3.1**

**Games Tester in the Games Designer Industry**

**Qualifications Needed**

Your playing skills and knowledge of consoles and games are more important than qualifications. You could take a computer games qualification that includes a work placement.

**Skills Required:**

You'll need:

* excellent gaming skills
* excellent attention to detail and analytical skills
* communication skills
* database and spreadsheet skills

You'll work for a games publisher, a games developer, or a testing company.

Your day-to-day duties could include:

* testing different levels and versions of a game
* checking performance
* comparing the game against other games
* finding the cause of faults and recording them
* entering each 'bug report' into a quality management system
* checking a game's accessibility options
* checking for spelling mistakes and copyright issues like logos
* checking the text on packaging and in instruction manuals
* recommending improvements

**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.

**eg. Birmingham City University – Games Designer**

**Entry requirements**

Programming applicants must have: - Object-orientated programming skills - Experience working with Windows, Mac OS or Linux APIs - Must be able to present at interview a game demo or design document for a game - Degree in Computer Science, Mathematics, Physics or related discipline is desired.

Games Artist applicants: - Ability to draw (e.g. character design, environment design, concept boards) - 2D & ideally 3D design skills - Animation skills - Must be able to present at interview a game demo, portfolio, design document or application - Degree in art, design, graphic, visual communications, animation or related discipline is desired.

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