

Careers Information

Job title: **Computer games tester**

College

You could take a college course to help you to get a job as a junior tester.

Courses include:

- A level in Computing
- Level 3 Diploma in Creative Media
- T Level in Digital Production, Design and Development

Entry requirements

You may need:

- 4 or 5 GCSEs at grades 9 to 4 (A* to C), or equivalent, including English, maths and a creative subject
- 4 or 5 GCSEs at grades 9 to 4 (A* to C), or equivalent, including English and maths for a T level

Apprenticeship

You could complete a Software Tester Level 4 Higher Apprenticeship.

This usually takes around 2 years to complete as a mix of learning on the job and study.

Career tips

Some game companies release test versions of games for the public to try.

You could also go to gaming events to:

- hear about opportunities
- make contacts in the industry
- find work

Further information

You can find more advice about working in gaming from [ScreenSkills](#) and [Into Games](#).

You can also find out more about working in creative careers from [Discover Creative Careers](#).

Skills and knowledge

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

As a computer games tester you could:

- test different levels and versions of a game
- enter 'bugs' on a computer system, find the cause of faults and recommend improvements
- compare the game against other games on the market
- report copyright issues and check for spelling mistakes in the game, manuals and packaging
- check a game's accessibility options
- work under pressure and to deadlines

Working environment

With experience or further training, you could:

- become a [quality assurance manager](#)
- move into marketing games
- become a games designer, [animator](#) or [developer](#)

You could work in a creative studio or in an office.