

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - QUALITY ASSURANCE TESTER				
Sector	Media			
Sub-sector	Games			
Track	Quality Assurance			
Occupation	Game Quality Assurance Professional			
Job Role	Quality Assurance Tester			
Job Role Description	<p>The Quality Assurance Tester participates in the development process for games to ensure design quality and adherence to the standards. He/She is involved in tasks that include game design, source code development, review and control, configuration management and integration of different game elements. Prior to the release of games, he is involved in analysis of game playtesting to ensure that games meet or exceed specified standards and end user requirements.</p> <p>He spends most of his time in playtesting and evaluating games for various projects. He also spends a significant amount of time in aligning internal stakeholders on the quality assurance aspects of the game.</p> <p>He should have an eye for detail to spot and identify errors and discrepancies. He is systematic and highly organised, with the ability to work on his own and function as part of a team. He should also be able to think creatively to solve problems.</p>			
Critical Work Functions and Key Tasks	Critical Work Functions	Plan game quality assurance testing	Key Tasks	
			Evaluate requirements and objectives of the game software	
			Deconstruct game development process into attainable goals such as verifications, activities, measurements, abilities and commitments	
	Execute game quality assurance testing	Execute game quality assurance testing	Check game design, development and other elements against desired quality measures	
			Participate in user acceptance testing, alpha, beta and final testing	
			Play-test the game in a systematic way to analyse the game's performance against the designer's intentions	
			Identify potential problems that users might encounter and recommend solutions	
			Execute test cases to identify potential problems that users might encounter	
			Use existing procedures to solve reported game performance issues	
	Optimise quality assurance process	Optimise quality assurance process	Develop test outcome reports	
Identify opportunities to decrease time and cost spent on system quality assurance				
Recommend improvements in the existing processes				
Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
	Game Concept Design	Level 2	Teamwork	Advanced
	Game Quality Assurance Testing	Level 2, Level 3	Problem Solving	Intermediate
	Game Testing Automation	Level 2	Service Orientation	Intermediate
	Gameplay Design	Level 2	Interpersonal Skills	Intermediate
Programme Listing	For a list of Training Programmes available for the Media sector, please visit: www.skillsfuture.sg/skills-framework/Media			

The information contained in this document serves as a guide.