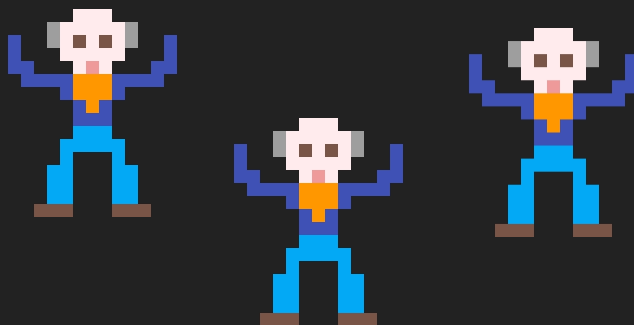# Be Ready to Present Your Progress!

Playtesting

Playtesting/Playtester

vs.

Video Game Tester

A video game tester finds bugs.

Game Tester
Rockstar San Diego

Apply Now   **♡ Save**

Job   Company   Rating   Salary   Reviews   Location   Benefits

Rockstar San Diego are looking for a creative and passionate QA Tester. The successful candidate will have excellent research, communication, and administrative skills, is a well-organized and priority driven individual who will thrive within a team based working environment.

RESPONSIBILITIES

- Test our games looking for problems and accurately report errors through our databases to ensure superior game quality before release.

- Log, track, regress, and close bugs in our tracking system.

- Communicate with Leads with status updates.

- Daily communication with development and cross-functional teams.

- Work with build and release to ensure stability and functionality.

- Take ownership of test plans used in build release process to ensure accuracy and alignment with current status of the game.

- Identify areas of improvement, track any changes and status updates for current builds.

Listing from glassdoor.com

DESIRED

- Passion for Rockstar Games.

- At least two years experience testing games (AAA game testing experience a plus as well as any Lead/Senior testing experience).

- Experience with Xbox LIVE, PSN+, Rockstar Social Club, and Steam Platforms.

- Experience logging bugs, writing test plans, and test cases.

- Excellent written and verbal communications skills.

- High proficiency with Microsoft Word and other MS Office packages.

- Able to prioritize and multi-task with strong problem solving skills.

- Must be accurate and effective in working toward deadlines.

- Ability to work with a team locally and abroad.

- Strong communication skills across different teams internally.

- Experience with Perforce would be a plus.

Playtesting finds problems with the design of your game.

Such as mechanics, is it fun? etc.
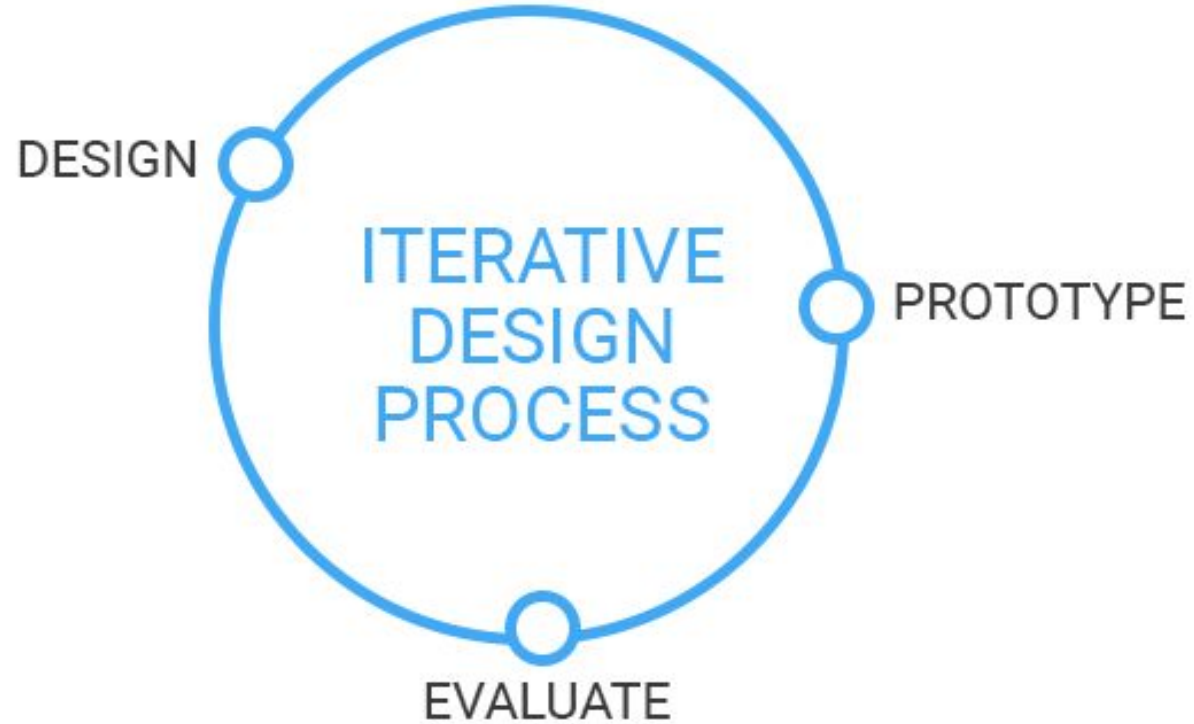
Playtesting means your game is being played by people not on your team!

Playtesting may enforce or crush the assumptions about your game.

Playtest early in the development cycle of your game.

Before it is too late to make major changes.

Playtesters should be able to play without you being too involved.

Before you have others playtest your game.

Test your test!

Finding Playtesters

Finding Playtesters

Family, Friends, Other students

Post a version to itch.io and have (**people you do not know**) from reddit, twitter, wherever play your game.

Be sure to have a follow up survey!

NYU Playtest Thursdays!
https://gamecenter.nyu.edu/events/playtest-thursdays/

You want **useful actionable** feedback!

Find multiple kinds of people from your target audience.

(some outside can be helpful too)

Let them know you are
testing the game
and not testing their
performance.

(one of you can get the player going while the other takes notes)

Do not explain how to play your game, tricks, strategies, etc.

Your playtesters may suggest features.

Be careful not to get into a discussion about the feature...

Discuss what frustration, or not fun mechanic, or design element they are trying to fix.

Quantitative vs. Qualitative

Quantitative

Make a spreadsheet to test measurable values in your game:

Time to complete the first level, reach a checkpoint, etc.

Time before the player makes a "mistake"

Number of kills, deaths, etc.

A/B testing: Number of lives, health, damage, etc.

Qualitative

Difficult to measure:

Does the player understand the mechanic.

Do they think they can play without any help/instructions.

How long do they think they were playing for?

Favorite part? Least favorite part? Where were they confused?

Questions to ask your playtesters

These are **examples**! Pick (just a few) which are relevant to your game or **make up your own**!

How long do you think the first level took you to complete?
Does this remind you of any games you've played before?
Is this the kind of game you normally play (or spend money on)?
Did you have a strategy?
Was there something you were expecting in this game or to happen in the game?
Do you feel you were in control?
Did you feel emotionally invested in the character?
Did you get bored?
Do you know why you won/lost?
What was your favorite (least favorite) thing that happened?
How would you describe this game to a friend?

Do you want me to let you know when I finish the game? (I'll give you a free copy)

Assignment:

The other section of the course will play your games!

You will present your findings **(good and bad)** in the next class!

Also, keep working on your game!

In-class Activity

Talk with your team:

Make survey in google forms.

Add links to shared google doc before end of class!

What do you want to measure this week?