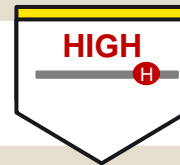# Quality Assurance Tester/ Lead Quality Assurance Tester

HIGH

IN 3-5 YEARS

AI Testing Bots can take on game testing tasks and pick up errors while analytics algorithms can suggest appropriate testing required for game functions. Job holders will focus more on qualitative checks and evaluating complex game functions.

KEY TRENDS

AI & Analytics

FUTURE TASK-LEVEL VIEW

- Analytics algorithms will provide preliminary insights by analysing past user data from similar games to suggest appropriate testing required for each game function, helping job holders to shift their focus to evaluating complex game functions

- AI Bots will take on game testing tasks by providing analyzing game performance, design and functions, as well as pick up errors to discern if each game passes the overall testing criteria

- While AI is able to perform quantitative compliance checks, job holders are still required to perform qualitative checks and recommend improvements for existing processes based on their technical expertise in games

POSSIBLE JOBS TO MOVE INTO

Quality Assurance Tester

- Junior Designer (Easy)
- Assistant Producer – Games (Moderate)
- Junior Programmer (Moderate)

Lead Quality Assurance Tester

- Junior Designer (Easy)
- Producer – Games (Moderate)
- UX Designer (Moderate)

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Possible job roles to move into for:
Quality Assurance Tester

POSSIBLE MOBILITY OPPORTUNITIES		
Junior Designer EASY	**Assistant Producer (Games)** MODERATE	**Junior Programmer*** MODERATE
RATIONALE		
▪ Job holders can use their experience in **gameplay design and concept** to transfer these skills into designing games. ▪ This move is also easier as a Quality Assurance Tester has tested the full game cycle and is aware of gameplay design requirements	▪ Job holders can use their knowledge of the **game development process and game quality standards** in this role as a game producer would need to be **familiar with the project cycle and understand customer behaviour and experience.**	▪ Job holders would have **basic programming language knowledge such as C++** to **test game codes**. They can transfer these skills to **write basic programming codes** as a Junior Programmer.
TOP SKILLS MATCH		
▪ Game Concept Design ▪ Gameplay Design	▪ Nil	▪ Nil
TOP SKILLS GAP		
▪ Lead Design ▪ Narrative Design	▪ Customer Experience Management ▪ Production Budget Management	▪ Game Artificial Intelligence Development ▪ Game Networking ▪ Game Porting ▪ Game Server Programming

*Note that this role is a role that is not within the Skills Framework for Media

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Possible job roles to move into for:
Lead Quality Assurance Tester

POSSIBLE MOBILITY OPPORTUNITIES		
Junior Designer (EASY)	**Producer (Games)** (MODERATE)	**UX Designer*** (MODERATE)

RATIONALE

▪ Job holders participate in the **game design and development stages and tests game designs**. They will have an understanding towards the **expectations of gameplay design and concept** to transfer these skills into designing games.	▪ Job holders can leverage their **knowledge of the game development process and game quality standards and** apply them in game production, which is also **less technical compared to game design and development roles.** ▪ This move would require the job holder to further develop competencies in **budgeting, negotiating licensing for game monetisation and game marketing**.	▪ Job holders would develop an understanding of **customer experience and behaviour through game QA testing**, and this skills would be transferrable to a UX Designer who is required to **understand user preferences in terms of usability and functionality, as well as resolving any user experience issues** faced. ▪ This move may require the job holder to build more experiences in website and application development of user journeys, in which their existing UI/UX experience through games will be useful as a starting point to move into this field.

TOP SKILLS MATCH

▪ Game Concept Design ▪ Gameplay Design	▪ Game Quality Assurance Testing ▪ Project Management	▪ Project Management

TOP SKILLS GAP

▪ Lead Design ▪ Narrative Design	▪ Customer Experience Management ▪ Production Budget Management ▪ Project Feasibility Assessment	▪ Design Thinking Practice ▪ User Experience Design ▪ User Interface Design ▪ User Testing and Usability Testing

*Note that this role is a role that is not within the Skills Framework for Media   Click here to find out more on the programmes and support available to close skills gaps