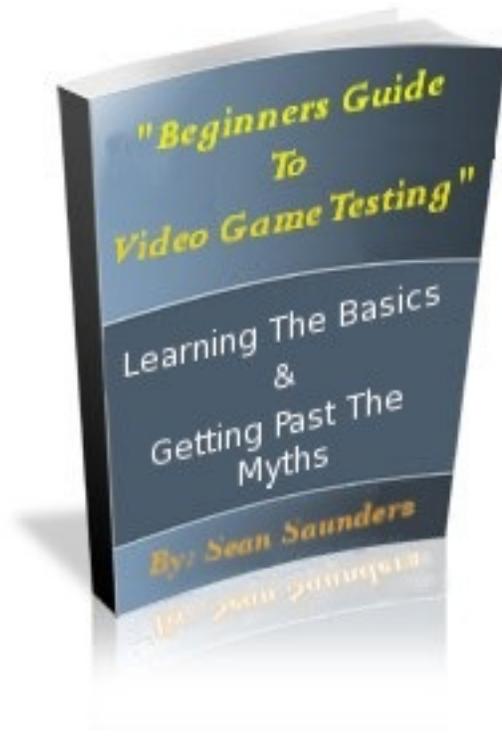


“Beginners Guide To Video Game Testing”

Learning The Basics of Professional Video Game Testing

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Getting Up To Speed & Into Next-Gen!

I'm not going to lie to you. You can't be a game tester if you haven't upgraded yourself to next-gen consoles. It just isn't realistic. Very few developers are still creating games for the PS2, not to mention that the original XBOX has stopped being produced entirely. The developers and game creators have moved on to next-gen systems, so that means you should too. Having said that, your only real option is to pick up a PS3, a Wii, and/or an Xbox 360. Otherwise, not many developers will want to hire you for testing jobs. And if no one wants to hire you, how will you ever become a professional video game tester?

So, The big question is: what next generation console are you going to get? The *Super Powerful Playstation 3*, the *Ultra Popular and Very Powerful XBOX 360*, or the *New & Innovative Nintendo Wii*.

Obviously, the best case scenario is owning them all. If you were to own each next-gen console, your options as a game tester would open dramatically and you probably wouldn't have much trouble finding a testing job. But from a realistic point of view, you can't get them all on a normal budget; at least not until your testing career gets started. Therefore, it will be your job to narrow down your choices and determine which console system will open up the most testing jobs possible. Luckily, you won't have to figure that out alone. Why? Because I'm going to help you.

First, let's take a look at the Playstation 3. Great gaming system & extremely powerful, but it's a bit pricey compared to the other two. Aside from that fact, many developers have not made any significant movements toward the PS3. This isn't due to it's lack of power or ingenuity; it's because it is still pretty young and has yet to make a serious foothold against the XBOX 360, which happens to be the seasoned veteran of this current next-gen war.

The PS3, supposedly, is going to stand the test of time against the XBOX 360. According to many experts (most from Sony), it was built for the long haul and will out perform the 360 in a few years. Whether that is actually true or not remains to be unseen, but considering that you want to become a game tester now and not later, you should probably pass on the PS3 for the time being. And since you'll be passing on the Playstation 3 for now, that leaves only 2 options: the Wii and the 360.

This will most likely be a tough choice. The Wii has some strong presence in the gaming community and is proving to be more than just a gimmick. On the other had, the XBOX 360 is getting more and more exclusives by the month, and that means more developers and companies are turning their heads toward it. And the more developers & big name companies that are focused on a specific console, the better your chances are for getting a testing job. But then again, those same developers and companies are also glancing at the Wii and coming up with new ideas for video games. As I said, it's a tough decision to make and should not be made too hastily.

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Personally, I believe that the XBOX 360 is a better console to start with for a game testing career. The 360 just seems to have more developers keeping a close eye on it at the moment, which is most likely due to its overwhelmingly large consumer base and already outstanding game selection.

You have to remember that it's all a big numbers game in the minds of gaming companies and game developers. Since the Xbox 360 is winning that game, that's the next-gen console most developers are going to bet their money on. After all, they are trying to make as much profit as possible from their video game; and the only way to do that is to attach the game to a system that will do the most good, which is currently the Xbox 360.

If you own a PS3 or Wii and not an XBOX 360, don't be discouraged about finding a game testing job. There are plenty of developers and companies that are focused squarely on those two consoles and want nothing to do with the XBOX 360. So, don't let my recommendation get you down.

If you don't own a Wii, a Playstation 3, or an XBOX 360, I suggest you get one immediately. Not only will you be unable to get a testing job without one of those consoles, but you are missing out on some extraordinary next-gen games.

[The Nintendo Wii](#)



[Xbox 360](#)



[Xbox 360 Elite](#)



[Playstation 3](#)



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Getting The Right T.V. Set

If you want to be a professional video game tester, then you have to be a professional gamer. You can't expect to be taken seriously as a gamer if you are playing Halo 3, BioShock, Turok, Guitar Hero 3, or any other high-def game if you're playing on a standard CRT TV (cathode-ray tube: the big bulky TV's with typically poor color and even poorer resolution).

I'm not saying you won't enjoy your games while playing on that type of a TV; it's just that your "Game Tester" resume will suffer because of it. Yeah, you could lie and write down that you have a 50" inch LCD TV, but that could come back to bite you later on; trust me on that.

So, am I saying that you have to go out and buy a 40-50" LCD screen in order to become a professional video game tester? No, not at all. You don't have to drop \$2,000 on a big screen TV to get started, but you will have to ditch that old, crappy TV of yours and upgrade to something with High-Def Capability. Not only will that make you a better candidate for game testing, but it will also make the gaming experience so much more enjoyable.

For the ultimate gaming experience, you should obviously get a 50 incher. However, that may be a bit out of reach at the moment; therefore, I suggest you wait until you have completed a couple of testing jobs and have received some checks. Having said that, something in the 24-32" department should do nicely. For a quality 24-32" LCD set, you can expect to pay anywhere from \$300-\$1000.

Shop around at your local stores and you should be able to find something that meets your needs. Most retail stores have excellent deals on TVs, so don't be afraid to ask an employee or the electronics representative/manager. However, if you can't find any good deals or discounts in your city OR if you would just rather do everything from the comfort of your home, you can buy a TV online and have it shipped to your door for free (usually).

To help you with your decision, I have included a few links to some of my all-time favorite LCD TV's. You may notice that most of my recommendations are for Samsung LCD televisions. What can I say, I'm Hooked on them; they have yet to disappoint me.

19 Inch LCD TV- The Novice Tester

Black Finish- Samsung LNT1953H 19" LCD HDTV Price= \$404.67 3.5 out of 5 Stars
[Click Here To Take a Look](#)

White Finish- Samsung LNT1954H 19" LCD HDTV Price= \$384.98 3 out of 5 Stars
[Click Here To Take a Look](#)

Smaller LCD televisions, such as theses 19 inch ones, can be a bit problematic. Maybe not "technically", but visually. When it comes to dark shadows and adjusting brightness, you may be a bit disappointed. Read The Reviews To Find Out More on this Issue. My advice, if you can afford it, skip the 19 inchers and go for the 23+. If you can't do that, well, a 19 inch LCD TV will have to do.

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23 Inch LCD TV- The Average Tester

Black Finish- Samsung LNT2353H 23" LCD HDTV Price= \$589.81 4.5 out of 5 Stars
[Click Here To Take a Look](#)

White Finish- Samsung LNT2354H 23" LCD HDTV Price= \$566.83 4.5 out of 5 Stars
[Click Here To Take a Look](#)

No complaint for these TVs. They are truly a beauty for any aspiring game tester. If you want to have a good start for your game testing career, this is the type of TV to start with. Read the reviews to see what I am talking about.

32 Inch LCD TV- The Seasoned Tester

Black Finish- Samsung LNT3253H 32" LCD HDTV Price= \$858.08 4.5 out of 5 Stars
[Click Here To Take a Look](#)

After awhile, playing on a 23 inch LCD TV cheapens the gaming experience; for some gamers that is. It isn't long before you realize that your next-gen games are too good for a small 23 inch TV. Well, when that day comes, this TV is your next logical step. For many gamers, this is the final step in the TV selection adventure, as anything higher would just be too expensive. But considering how great this TV is, that isn't at all a bad thing. Read the Reviews To Find Out More.

52 Inch LCD TV- The Almighty Tester!

Black Finish- Samsung LNT5265F 52" 1080p LCD HDTV Price= \$2,999.98 4.5 out of 5 Stars
[Click Here To Take a Look](#)

What can be said about this monster. Gigantic gorgeous exterior, beautiful picture, awesome sound quality, and enough user features to make you drool. How do I know it's so great? I own one! I do all my playing and testing strictly on this behemoth and no place else. The price can be intimidating at first, but once you get your game testing career started, it's actually not that bad. Read the reviews and see for yourself, it's amazing.

Once you have a TV that you are comfortable with, hopefully a LCD or HDTV of some kind, you'll be good to go.

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Getting the Experience You Need

Being a game tester and having experience goes hand in hand. If you get a job as a game tester, chances are, you are already a very experienced gamer. A true game tester knows all the lingo and he knows how to handle himself when it comes to video games; whether it be online or offline. He's up to date on all the newly released games and he intimately knows about the big name titles that will be released in upcoming months. His life practically revolves around video games; gaming is his career, his hobby, his passion, and his life.

So the question is, do you have the necessary experience to be a video game tester?

Only you can answer that question. However, considering that you are reading the "Beginners Guide To Video Game Testing", it's safe to say that you are at least somewhat experienced, right? In that case, you are in better shape than most. A lot of people want to become paid game testers because they believe that they can simply "play video games" and then get paid for it. Although that is technically true, it is also in a way, untrue; which I will go into later.

Because of this "play and get paid" mindset, the gamer may believe that he is a perfect candidate due to the fact that he plays the occasional video game and because he can express his opinion. This is simply untrue. Game developers and companies are not looking for the "Weekend Player"; they're looking for a full time player that can give valuable input and provide useful feedback. Someone who plays a game and only says "Cool Game" or merely "Great Graphics!" is probably not an ideal tester. They need people that can actually test a game, not just play it & say "awesome!" So as you can see, having experience is crucial for any aspiring game tester.

How can a person get more gaming experience? Obviously, to get more experience, you have to play more video games. You probably already knew that, correct? Well, that's good. But I bet you didn't know that many "so called" gamers don't know what these phrases stand for: FPS, UE3, RPG, MMORPG, AI, RTS, CG, "Next-Gen". For a seasoned gamer, these terms are known by heart and are used regularly to describe video games. On the other hand, for a non gamer, these terms are foreign and they might as well be reading Japanese.

If you happen to call yourself a gamer and you don't know what those terms mean, well, then you need a lot more experience. Luckily though, there is a way for you to get more experience without spending thousands of dollars on video game purchases; which is through renting! That's right, renting. You can get all the experience you need through renting & playing video games.

Honestly, you should already be renting games regularly. Buying every game that comes out is WAY too expensive; plus, sometimes you don't know which ones are winners and which ones are losers. With that being said, renting is a much better option than buying and don't let anyone convince you otherwise. If you like the game, you can then buy it. If you don't, you pick out another one. It's simple, it's safe, and it's affordable.

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Do you see where I am going with this? If you are renting games before you buy them, then you are already a game tester. Sure, you aren't being paid for the testing, but you are still testing the games for yourself in order to save money. It may be under a different motive, but testing is still testing.

If you are tired of dealing with frustrating Game Rental Services and are interested in renting games from the comfort of your own home, you should read this [in-depth review](#) about Gamefly.com. The review covers every known aspect of Gamefly and goes into great detail on why it is the best online game rental service.

[**Click Here To Read The Review**](#)

If you want to get enough experience to become a professional game tester, you have to become an actual game tester. Confused? Then listen carefully. To prepare yourself for a video game testing career, you have to play games like a game tester would. You can't just plop down onto your recliner and play for 9 hours straight just because it's fun. You have to actually evaluate the game you're playing and look for problems. Does this mean you can't have any fun? No, not at all. It just means you have to take the act of "playing the game" a bit more seriously; and you can do that by testing games that have already been released.

I'm sure the question you are asking yourself is: "Is it really possible to test a game that has already been tested, fixed, and released?" Well, yes & no. You can not test it to the point where you will notice large bugs and huge glitches, as all those problems would have been corrected before release; in most cases. But, you can still test the game and get in some practice by getting accustomed to the "testing" process. To practice, all you really have to do is scrutinize the game and try to notice all the little things while you are playing.

Examples of Things to Look For:

The lighting, the textures, the way the main character holds his weapon, the way an ally holds his weapon, the way enemies hold their weapons, how a bullet effects a wall, how a bullet effects an object, what happens when a grenade explodes inside a room (or outside in a field), what happens when you drop a weapon (or pick up a weapon), the way a car skids off a road, the way a car smashes into a brick wall, what happens when 2 cars collide, what happens when a car tries to suddenly break, the way an army moves when you give it a command, how a table will buckle when something falls onto it, the AI of your allies, the AI of your enemies, boss difficulty, background detail, level/map detail, scenery changes, weapon types, weapon detail, etc.

The above list is a tiny tiny tiny tiny portion of all the different things that can be evaluated in a game. But, don't let that fact scare or overwhelm you. Why? Because game companies hire more than just one tester. One game tester is not going to notice every little problem or every little bug; it's simply an impossibility, especially when you consider that most developers and game publishers have very strict deadlines.

Because of these strict and usually inflexible deadlines, these companies and game publishers will hire

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as many game testers as humanly possible in the hopes of finding & fixing all available bugs & glitches. Why do they do that? Because like I said, they know that one tester can not handle the entire load all on his own. Having said that, don't over do it with your practice testing. You won't see every glitch and you won't come across every barely noticeable bug; that's just the way it is. You will get the chance to go all out when you get your first testing job; so, don't drive yourself crazy with your practice testing. Play the games you own or the ones you have rented, get accustomed to noticing a game's glitches, and start taking notes on any potential problems that you come across.

In Conclusion, once you get into the "This is a Career, NOT a Hobby" mindset, you should be much more prepared to take on game testing jobs. Not only that, but you will be more confident in your testing abilities. So, start renting those video games and start improving those game testing skills!



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What To Expect As a Video Game Tester

Video game testing isn't about playing video games all day and having fun. Game developers are not interested in paying gamers to play video games; they are interested in paying gamers to test video games, nothing more, nothing less. Some gamers actually believe that there is no difference between the two. Unfortunately, they couldn't be more wrong.

Obviously, the programmers & developers want you to enjoy the game while playing it, but that is far from their only motive. The true role of the game tester is to actually test the game and find any bugs and/or glitches while playing, whether they be large or small. However, finding those bugs and glitches is not the only task assigned to a game tester. He also has to write down and accurately describe every glitch and bug; what happened, where it happened, and how it happened. Having said that, don't be surprised when you have to start writing & filling out reports on the games you have tested. You may not have to write gigantic essays or anything like that, but you will definitely have to fill out numerous questionnaires:

Questionnaires can be anything from “Did you like the story of game?” to “How were the designs on level 3?”. They can be very broad or they can be extremely specific; it really just depends on what the developers want to know and how much they want to know. Many of the questions will be “ratings” based: things like “On a scale of 1 to 10, How Would You Best Rate The Weapons Design?” You will also come across multiple-choice questions that ask for your honest opinion on certain aspects of the game.

The great thing about a questionnaire is that it's primarily opinion based. Just answer the questions honestly; what you liked, what you didn't like, what you thought could be improved upon, and what you think needs to be removed entirely. You have to remember that the developers are not looking for the “Nicest Compliments”. They are looking for testers that are going to be upfront about their game and give 100% honest opinions.

Aside from filling out those typical & generally easy questionnaires, the game tester will also have to put his glitch & bug findings down onto paper; which means he needs to have some level of writing skill. This is so that the developers & programmers can find and fix the game's problem(s) without having to personally contact the tester. After all, programmers are very busy and they simply can't be bothered with trying to contact each individual tester in order to find out about certain bugs & specific glitches.

You may not realize it, but writing down these “Bug Reports” in a clearly legible and understandable manner requires good communication skills. A tester must be able to accurately illustrate the problem so that anyone reading can clearly understand what he is talking about. It's great if the tester has found most of a game's glitches, but if he can't specify where and how those glitches occurred, what good does it do the programmers?

This is precisely why writing skills are needed; because without them, the programmers & developers would not be able to locate the bugs & glitches within their respective deadlines. Yet, even knowing

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that, do NOT let the "writing" part of video game testing get you down. Although it is a rather large part of game testing, it isn't as bad as you may think; especially when you start practicing with two of the following exercises.

The 2 Exercises below will help improve your communication & testing skills.

Exercise A

Start a blog at Blogger.com and begin writing about video games. It doesn't even matter what video games you want to focus on, just write.

Things to write about on your Blog:

Write in depth reviews for games that you have played

Talk about recent news (video game related of course)

Tell the readers why you did or did not like a particular game

List any helpful tips or hints that might help other gamers

Add some cheat codes that you have found to be useful while playing a certain game

Talk about some of glitches that you have come across and tell your readers how they can reproduce those glitches.

Exercise B

The next time you find a glitch in a game, write down everything you know about it. After you do that, start trying to reproduce that glitch and make sure that you know exactly how it can be done. Once you have figured it out, create a guide that lists and details all the steps in reproducing that glitch and then give it to as many friends as possible. Ask them to do everything on that list and to see if they get the same end result. If they do, then you will have successfully completed this exercise and you will have greatly improved your "testing" skills.

Although Exercise A can never be technically completed, it is still a valuable part of learning how to write/type clearly. And not only can Exercise A help with poor communication skills, but it may also be used as a future reference for your expertise in game testing. Exercise B is a very important exercise because it can be used to drastically improve your communication skills; not to mention, it's a great way to learn how to write clear & concise "Bug Reports".

Continue working on Exercise-A and try to successfully complete Exercise-B 5 times. Once you do that, you will be an excellent candidate for a game testing job.

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Finding Your Very First Testing Job

Once you have the equipment, the experience, and you know what to expect as a game tester, it will be time to look for your first game testing job. I'm not going to lie, it can be quite difficult. Some people go at it for months and never land a testing job, while others get their first big break within a week or two. So, try not to give up too easily, especially if you don't find something in the first few weeks. Just Remember: the first testing job is the hardest to bag. Once you get it though, things get much easier from there on.

The best thing to do is to get out there and start looking for companies that are hiring game testers. Game developers are not actively searching for people to test their video games. Yes, it's true that they need game testers, but that doesn't mean they have to search for them. Why? Because the developers know that the testers will eventually come to them. Therefore, don't expect a game company to approach you out of the blue and say "We Want To Hire You As A Video Game Tester." It just doesn't happen like that.

So, the big question is: How does a person find a company that is hiring game testers? In a nutshell, research. Since the game companies won't find you, you will have to find the game companies.

It may be a bit intimidating trying to find your very first game testing job, but don't think negative. Just keep applying to as many different companies & game developers as possible. After awhile, you should hear back from some of those companies and find out whether or not you have been hired as a game tester. The worse case scenario is that you get the old "Sorry, but you are not what we're looking for at the moment".

On the upside, some good may actually come out of being declined for a testing job, which would come in the form of helpful feedback on your resume. Comments like "lack of experience", "not enough references", "lack of necessary skills", etc. may seem negative, but they are actually quite helpful because they'll tell you what you need to work on. It's understandable to feel sad at first, but you should use those comments to propel yourself forward and become a better tester. Always look for the silver lining.....

And Remember, No matter what obstacles get in your way, never give up on your dream of becoming a Professional Video Game Tester!

You Have Just Read The "Beginners Guide To Video Game Testing"
If You Would Like To Read The "Experts Guide To Video Game Testing"

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If you want to Skip the Research, Dodge All the Trial & Error, and Avoid all of the Painstaking Job searching, then I suggest you read the "Experts Guide To Video Game Testing". It will explain how to find Game Developers & Companies and It will even list what companies are currently hiring game testers. It has everything you need to know and every resource you could possibly need; which is probably why it is known as the ["Experts Guide To Video Game Testing"](#).

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I Hope That You Enjoyed This Free Report
and Have Learned Something About Game Testing.

To Your Video Game Testing Success!

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Additional Resources

www.GameTestingParadise.com

www.Gamer-Testing-Ground.com

GameTestingParadise.com: Gamefly Review

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