Make money testing games

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This helps them to deliver top-class services based on the current testing trends. We emphasize on delivering ideal and advanced QA testing solution. Our methodologies and engagement methods, both, are dynamically adaptive and receptive to the changing trends. You can easily avail our services as per your specific needs and expect complete flexibility in engagement models. Get your Web and Mobile App Tested by the experts before you launch, absolutely FREE. Package includes: Up to 16 hours of Testing Compatibility check with 2 Devices Compatibility check with 2 Browsers Defect Listing Reports We offer a broad spectrum of software testing and QA services aimed at helping the companies deliver flawless and optimally performing software to the users. Right from custom validation to specialized testing, we facilitate cutting-edge testing services which ensure end-to-end validation of the data, services, applications or software being tested. Our Automation Testing Services are focused at enabling the organizations to augment their release velocity and accelerate the testing process while reducing overall testing effort. With a Team of Seasoned QA Professionals, we deliver unsurpassed Load & Performance Testing to evaluate the maximum load that can be effectively handled by the system being tested. Being experts in performing both, Manual and Automated Testing of the mobile software and apps, we thoroughly check them for consistency, usability and optimum functionality. Code Testing ensures that your code is extensible and free if any errors/bugs. Our professionals are experts in performing excellence oriented code verification testing. We are experts in performing high-end vulnerability scanning, penetration testing, risk assessment and security auditing for validating the security mechanisms and evaluating their effectiveness. Being one of the meticulous ways of testing software, Manual Testing offers unswerving and highly reliable results. Our experts deliver immaculately outstanding Manual Testing Services. KiwiQA execute and manage projects with Ease, Speed and Accuracy Automation projects at KiwiQA utilize a proprietary, home-grown framework called K-FAST, an acronym for KiwiQA's Framework for Automated Software Testing. K-FAST has been time tested in many projects with excellent results and proven ease of use. K-SPARC traverses through every stage of Performance Testing with a prime focus on throughput and application load. The framework begins from the study of performance requirements, running all the way to the preparation of the test execution summary report. Test Strategy consultation is executed using a home-grown framework called K-ASSIST. We believe there is a lot of scope for the creation of value & innovation-driven solutions which will decrease cost while ensuring improvement in quality KiwiQA is one of the pioneering software testing & QA companies which are known for an outstanding array of software testing services and unmatched efficacy. At KiwiQA, we work with global clientele and extend our services to companies of all levels and sizes. We never hesitate to extend our services to the startups. We offer highly affordable and client centric services, and are capable of delivering bespoke testing services as per the requirements of the clients. We offer a vast set of affordable and high quality QA services which can be leveraged by the small businesses in getting their apps and software tested as per their specific requests. With flexible engagement models, our testing services can be deployed as per your unique business model and requirements. We have a proven track record of delivering unparalleled services in testing and validating comprehensive software solutions designed by/for larger enterprises. Our experienced professionals are well-versed with advanced testing methodologies and industry best practices. We extend our services to a wide range of companies/ enterprises hailing from diverse industry verticals. Want to know more about QA & Testing Industry? Check out our recent blog posts below. Are you wondering how to become a video game tester? You're not alone. Many people aspire to become video game testers. They only wish for someone to show them the way. Luckily, it's easily done! You can become a video game tester by acquiring the necessary technical knowledge as well as some gaming and soft skills. Keep reading for more information about becoming a video game tester. This article lists all the requirements and responsibilities. It also gives you some insights to set realistic expectations about the field. An Overview of Testing Video Games: A Primer If you enjoy playing video games, you may want to make some money out of it. Interested? If you enjoy playing video games, you may want to make some money out of it. Interested? There are, generally, two career paths you can take in the field of video game testing: Play Testing: this career path involves testing the game experience to find out when it gets boring and how fast people can win the game on average. Quality Assurance Testing: as a quality assurance tester, your mission here is to identify any technical issue in the game, such as inconsistencies, bugs, or glitches. Many developers require game testers who can perform both paths with a comprehensive set of duties. The primary responsibilities of a video game tester involve performing specific tasks, such as: Turning the game on and off Playing the games on different platforms and devices Downloading the game while playing another Recreating the steps that lead to glitches The aim of performing such tasks is to give feedback about the game design and report the following: When the game where players may get stuck Any boring or confusing parts of the game Any technical problem How Much Do Video Game Testers Make? You can choose to do video game testing as a side gig or make it your full-time job. In both cases, you can make money out of something you enjoy. That, in itself, is a dream come true. Experts expect an expansion in the video game industry from $229.16 billion in 2021 to $545.98 billion by 2028. Such substantial growth indicates the high importance of testing jobs. On average, video game testers earn about $15.66 per hour. The actual hourly wage ranges between $7.27 and $35.75, depending on your knowledge, experience, and technical skill level. In other words, a video game tester's average annual salary is around $53,227, plus bonuses and commissions that can account for a median of $4,000. You may also earn extra cash by broadcasting your game experience and testing results. That way, you can add a Twitch streamer income to your salary. What You'll Need to Become a Video Game Tester and Associated Costs? Thinking about the costs? Here's an outline of all the elements required to get a job as a video game tester with estimated costs: Training You need specialized training in various tools: Training to gain an edge over your competitors. For instance, you should learn technical writing, video game essentials, software development, and time management skills. Such training cost varies, but you can find training courses free online. Education Although no formal education is required, a relevant college degree can boost your resume. This degree's costs can range between $4000 and $50,000 yearly. Education is optional for this job but can be worth your money. Certification Instead of getting a formal degree, you can get certified. The ISTQB certification costs between $199 and $229, depending on the type and level of the certification. Equipment You don't have to set a budget for the equipment. Most video game companies would provide you with the equipment you need. In case you opt for having your tools, you'll need a game console that may reach $100 and a special camera made for live streaming that ranges between $50 and $1800. How Much Does It Cost to Become a Video Game Tester? To sum it all up, you'll spend between $4350 and $52,930. It depends on what you're willing to do to get a game-testing job. Some of these costs are optional. For instance, the degree, which costs the biggest bulk, isn't mandatory to land a high-paying job in the field of game testing. Having a degree can increase your chances, as some companies prefer testers with technical and game development knowledge. Is It Hard to Become a Video Game Tester? Yes and no! Yes, it's hard to become a video game tester because of the high competition. No, becoming a video game tester doesn't require much effort or money. The job hunt isn't only competitive because of the number of testers looking for work. It's also because video game developing companies try to reduce costs by hosting public beta testing events and using automated testers. These two trends make finding a job even harder than you think. Why hire testers if you can gather a group of enthusiasts to do the job for free? Most companies try to reduce costs by hosting public beta testing events, where coding problems get to test the games for free. Other companies now resort to automation. Machines can test the games and find out all bugs and glitches at no extra cost. That way, it becomes harder for those who make a career in game testing to get a good job in the field. How Long Does It Take to Become a Video Game Tester? It might take several years to become a video game tester. First, you need some time to familiarize yourself with the field to get basic technical knowledge and understand the terminology. Second, a game developer may prefer to work with testers with some experience in a related field. Take your time and prepare yourself for this job. The more you work on yourself, the faster you can get a job as a video game tester. How to Become a Video Game Tester in 6 Simple Steps Becoming a video game tester requires some knowledge and training, but it's manageable and you can do it in these six easy steps: STEP 1: Polish Your Gaming Skills A game tester isn't a casual gamer. whether it's playtesting or QA testing, you need some gaming skills and a keen eye for details. You should get out of your comfort zone and practice different game genres on varied platforms. You also need to improve your communication skills. An important part of this job is the ability to describe your game experience in detail and point out how to enhance it. Video game testing is a competitive job market, so you should learn a bit about major game companies and studios. That can help you expect each company's requirements for the job. STEP 2: Acquire Technical Knowledge Although being a video game tester doesn't require formal education, having some technical knowledge is a plus. Start by learning the main responsibilities in the job description. You should try to familiarize yourself with the necessary terminology to be able to communicate with programmers and game developers. For instance, you can learn technical writing and reporting skills. That way, you can fulfill the job requirements if it entails writing progress reports. Fortunately, there are several ways to gain this knowledge. For instance, you can get a degree in game programming or computer science. You may also take extra courses to get the technical knowledge the job requires. To learn how to identify the strengths and weaknesses of a game, you can take online courses. Courses in game design can teach you to work with various tools, including Marmoset Toolbag, Maya, Sketchup, and Unity. It also gives you the essentials of 2D and 3D game production. STEP 3: Participate In Beta Testing Events Put your name on the map by participating in beta testing events held by major companies. Being a beta tester can help you: Get more hands-on experience Earn game rewards Learn about upcoming computer games Finding those events might require some effort. For example, you may join online communities that announce such events or check beta-testing websites frequently. To get the most out of this experience, you should document everything you learn or notice. That way, you can keep a log for future reference. STEP 4: Get Certified Getting a game testing job can be a challenge. Although the industry grows, the number of applicants also increases. To get a job, you need a competitive edge over others. Becoming certified is a great plus on your resume. Several video game companies hire only certified testers who understand the game development process. For example, Epic Games, Blizzard Entertainment, and Riot Games require testers with International Software Testing Qualifications Board (ISTQB) certification through the American Software Testing Qualifications Board (ASTQB). With such certification, you can secure a position in a major game-developing company. STEP 5: Create a Solid Resume Showcase all your knowledge and skills in a solid resume. A good video game tester resume includes: Certifications All specialized degrees or courses Previous experiences Specific details about previous jobs, such as game name and bugs reported Any public beta training event you've done All training opportunities you've undertaken Your resume is the first element that recruiters look at, so make sure it helps you stand out. For instance, you can customize your resume to highlight the specific skills that each job requires. That way, you won't be sending the same resume to multiple companies. Each company will rather find in you the skills it's looking for. STEP 6: Start Your Job Hunt Now, you're ready for the final step. You can start applying for job openings. To find the best job, check out openings on popular websites. You don't have to confine yourself to specialized job sites, like Hitmaker and Gaming Jobs Online. Instead, you should also look into general job sites, such as Glassdoor or Indeed. Stay alert for each job's requirements, salary, and specific skills. That would allow you to highlight matching training or previous experience on your resume. 4 Reasons to Consider Becoming a Video Game Tester Getting paid to play video games can be a rewarding experience. Think about all the fun and freedom you'll enjoy. Here are some reasons why you should consider becoming a video game tester: Fun: not everyone gets to do what they like for a living. Imagine getting paid for being an avid video gamer. This job can be so much fun if you have a passion for gaming. High earning potential: in addition to the basic salary, video game testing can open new doors. For instance, you can earn more money through streaming, bonuses, and commissions. Access to games: as a video game tester, you'll get access to the latest games in the market. That's an exclusive perk of this job. Polish your skills: video game testing can sharpen your strategic thinking skills, give you an eye for details, and help you explore new worlds. Frequently Asked Questions Do you still have concerns? Check out these frequently asked questions: Is a Game Tester a Stressful Job? Yes, it can be stressful due to repetitive tasks, bugged games, tight deadlines, long working hours, and harsh working environments. Spending a large portion of your day in front of a screen can be hectic and stressful. It may even cause some health issues. Do Video Game Testers Work From Home? Contrary to popular belief, game testers don't work from home. Most companies require game testers to work from the office. That makes communication and collaboration much easier. If there are no game developers in your area, try relocating to a big city to become a video game tester. Wrapping Up With the vast expansion of the gaming industry, it's vital to learn how to become a video game tester. That way, you can earn money for performing a task you're passionate about. Becoming a video game tester doesn't require a formal degree. Instead, it's crucial to polish your technical and communication skills. Leave your question in the comments, and we'll get back to you. Please like and share the article if you've found it interesting. Game testing is a crucial factor for most developing companies. Professional testers are hired to test the game to report any glitches, bugs, or errors. One can earn from $10 USD to $100 USD an hour for game testing. Here is how to get paid to test video games. Nintendo Nintendo offers hiring testers on a contract basis. One can apply for an on-site game tester in their office in Redmond, Washington. Given the climate, it may also be available remotely in the future. RockStar Games The GTA series's team is always looking for passionate people for their quality-checking team in different cities. You can be a part too. Check the link for details. Beta Family Beta Family provides testing opportunities to mobile gaming users. They let you play, test, provide feedback, and pay you in return. UserTesting UserTesting offers testing for games, websites, apps, and tech products. One can earn ten bucks for a 20-minute tech check. Bananatic Banantic is an online game testing-forum that lets you play free online games and test them. They give you Bananas virtual-currency in return which the tester can use for online shopping. iGameLab iGameLab is a marketing research organization that offers you to be a part of their panel for beta testing. You can test online games, apps, and websites and earn up to $10 to $15 per hour. VMC – Global Beta Test Network VMC is a global test network allowing several gamers to get paid to play. The 'Stress Testing' procedure is done, and you can get good hourly rate pay. Betabound Betabound is a website allowing beta game testing for newbies. Anyone can apply, sign-up is free, and the pay varies. Android Central Forum Android Central Forum is a leading opportunity for those interested in Beta Testing. Developers at this forum periodically post offers, so it's an excellent opportunity for Android testers. Blizzard Blizzard is a great place to search for game testing openings. They have released games like World of Warcraft, StarCraft and hire testers temporarily. Keep looking for openings on their page. BetaTesting BetaTesting pays you money for testing websites, applications, and even hardware. You can earn up to a decent $20 per test. There you have it. Don't say there are no opportunities out there! The online gaming industry has become super-competitive after the introduction of different subscription-based payment models (e.g. Google Stadia, Apple Arcade, etc.). The important question to ask is 'Do the generic principles of web application testing apply to game testing '? Some of the best practices of app testing can definitely be used in game testing. When it comes to online gaming: the game design, game storyline, and overall UI/UX play a big role in keeping the users hooked to the game. Quality assurance of the game should be tailor-made depending on the type of the game (single player game or multiplayer game). The major difference between testing of normal applications & games is that games should be able to meet the expectations from the gameplay point of view. In this blog, we deep dive into some of the best practices to realize impactful mobile game testing. The points being covered in this blog primarily apply to mobile game testing since mobile gaming contributes close to 57 percent[1] of the total gaming revenue worldwide. Without further ado, let's get started with the blog… Major Areas of Mobile Game Testing Game developers and testers have to keep in mind that performance, compatibility, and gameplay experience are the three major factors that would have a direct impact on the user ratings of the mobile game. 1. Graphics Performance Graphics plays a major role in engaging the users to a particular game. What if you can deliver awesome-looking graphics to the gamers but they come across lags in the gameplay due to the heavy graphics. This factor should be essentially considered for multi-player games. When playing games, the GPU (Graphics Processing Unit) of the mobile phone will be used the most. There is a possibility that the GPU will be running at the highest clock rate. If not implemented properly, the said game can slow the device due to excessive heating. Hence, game testers should test the games on a variety of devices before zeroing on the supported devices. Game testers should run the game on different types of devices and log vital device parameters like CPU consumption, device temperature, GPU consumption, battery usage, and more. Infographic Top 10 Tips for Mobile Game Testing from KiwiQA 2. Security Testing Many game developers monetize their games by displaying advertisements inside the gameplay. To realize this, the developer makes use of a number of third-party tools like ads, payment gateways, etc. Access to third-party websites opens up a number of opportunities for intruders to penetrate through your system. If this happens, it could lead to dire consequences for the game developer as well as the gaming company. Hence, game testers should perform penetration tests to make the gameplay impressive as well as secure. Also Read – Testing Concerns For Mobile Game Testers The use of third-party tools could also slow down the game performance; hence performance testing should be considered on priority. Functional testing and security testing should be considered on priority for mobile game testing. It makes business sense to outsource game testing services so that the game developers can concentrate on making the gaming experience smoother and faster. When outsourcing the testing of games, you should consider a game testing company that has significant experience in testing mobile games at a significant scale. Social media integration has become an essential part of mobile gaming. It drives engagement, stickiness, and participation in the game. Many gamers flaunt their game expertise by sharing their scores on various social media channels. To make the most out of social media integration, game testers need to ensure what part of user data is used for monetization and targeting gamers with hyper-personalized ads. 3. User Interface Testing UI/UX of the game plays a major role in the gameplay. Gamers feel engaged in games that have superlative UI/UX and performance. Interface testing must be considered on priority as far as mobile gaming is concerned. The onboarding experience should be simple, engaging, and effective. Gamers will quit the game if they are made to enter tons of information on the onboarding screen. It is recommended to have a 'revisit onboarding' button so that gamers can come back to that section as and when required. Choice of colors, fonts, and other aspects related to the game are important factors that can make or break the progress of the game. Game testers should ensure that game renders properly on different orientations, different device view-ports, etc. They should also test the gaming experience taking the corner cases into consideration. Also Read – Different Stages of Game Testing Best Practices Of Mobile Game Testing As mentioned earlier, certain aspects of app testing also apply to mobile game testing but testers should craft a customized testing strategy to ensure that top quality game hits the online store. Now that we have covered the essentials of mobile game testing, let's look at the essential practices that should be followed when testing online mobile games. Here are the major areas that should be considered for mobile game testing: 1. Compatibility Testing Just like app testing, game testers need to ensure that the said game is performing uniformly on different browsers, platforms, and device combinations. Since games can also be controlled using external devices like VR gadgets, game controllers, etc.; it is important to run compatibility tests on the most popular game controllers. Based on the major target market, you should run tests on low-end devices (i.e. mobile devices in the mid-market range) along with running tests on high-end devices (that have excellent CPU, GPU, and other device specifications). Also Read – Major Game Testing Challenges Game Testers Face 2. Functional Testing As the name indicates, this form of game testing involves testing the entire gameplay. Since different user flows have to be tested as a part of functional testing, it becomes important to leverage automation testing to test user flows and game performance. Essential tools should be used for logging CPU, GPU, and battery-related information to keep a watch on the gameplay vis-à-vis device performance. Game stability should be considered of prime importance during the functional testing process. 3. Localization Testing Localization testing is a form of testing that ensures that the mobile game offers functionality and usability in a certain locale. As your game gains wider adoption, there is a high possibility that it will gain traction from different countries across the globe. What if the game gains adoption in non-English speaking markets? In such cases, the game content (e.g. textual, audio, etc.) should be adopted as per the locale. This is where localization game testing comes into the picture. There are significant benefits of localization testing of mobile games, which in turn increase the lifetime (or longevity) of the mobile game. 4. Performance Testing This form of testing is important for verifying websites as well as mobile games. Poor rendering of game graphics, sluggishness in the game performance, and excessive CPU (and GPU) consumption can cause a dent in the growth of the game. The prime principle is 'performance testing of mobile games should be done on actual devices with different device viewports'! Game testers have to run functional tests to verify user flows of the game on numerous and simulators of mobile devices. Parallelly, testers should run performance tests on a range of 'real' mobile devices for verifying performance aspects of the game. Also Read – Reasons Why A Professional Game Tester Is Important for Game Testing Conclusion In summary, mobile game testing can be considered as a minimal subset of mobile app testing. Since mobile games involve greater intuitiveness, mobile game testers should run tests on mobile emulators (or simulators) as well as actual mobile devices. Mobile gaming companies should onboard an experienced testing company like KiwiQA to accelerate the efforts on the testing front. The team at KiwiQA can also suggest the best-suited testing tools so that the mobile game can be tested thoroughly. Outsourcing game testing services has significant long-term benefits and it's high time game developers (and gaming companies) reap these benefits! Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material.