

Task 1 – Compare Job Adverts

Jobs	Key Common Skills	Common Areas of Knowledge	Source
Game Tester at Rockstar Games UK	Attention to detail, communication, teamwork, problem solving	Knowledge of gaming platforms (PlayStation, Xbox, PC); understanding of game mechanics	Rockstar Games Careers
Game Tester at SEGA Europe Ltd	Time management, teamwork, communication, passion for gaming	QA testing methods; reporting bugs and errors; basic IT knowledge	SEGA Europe Careers
Game Tester at Codemasters	Attention to detail, problem solving, teamwork	Understanding of racing games and testing tools; basic knowledge of software testing processes	Codemasters Careers
Game Tester at Ubisoft UK	Creativity, communication, attention to detail, time management	Game development process; testing on multiple platforms; bug reporting systems	Ubisoft Careers

Source: Author's own research from official company career pages.

The analysis of four Game Tester adverts shows consistent expectations across the industry.

Common skills include attention to detail, teamwork, communication, and problem-solving.

Knowledge of testing methods and game mechanics is also important, with companies valuing candidates who are passionate about gaming and able to work effectively with development teams.

Task 2 – Self-Assessment

Strengths

Creativity from playing and analysing games, good time management, and attention to detail.

Group projects at the University of Wales Trinity Saint David have developed strong teamwork and communication skills.

Weaknesses

No direct industry experience and limited technical knowledge of testing software.

Occasional nervousness during interviews and public speaking.

Opportunities

Expanding gaming industry and availability of online courses in QA and testing.

University employability support and gaming societies offer practice and networking opportunities.

Threats

Competitive job market and rapid technology changes require continuous learning and self-motivation.

Evidence of Readiness

Coursework demonstrates meeting deadlines and producing well-organised work.

Team projects show effective collaboration and communication.

Regular gameplay develops awareness of mechanics and bug detection.

Feedback from tutors is used to improve performance and adaptability.

Task 3 – Employment Goals and Personal Development Plan

Short-Term Goals (1–2 Years)

Gain technical knowledge in QA and game testing through online courses.

Join university gaming or tech societies for teamwork experience.

Practise mock interviews and presentations to build confidence.

Prepare and apply for entry-level Game Tester internships.

Long-Term Goals (3–5 Years)

Secure a full-time Game Tester position with Rockstar Games or Codemasters.

Progress to a QA Lead or Game Design Assistant role.

Study advanced courses in content creation and game development.

These goals align with my passion for gaming and support continuous growth within the industry.

Objective	Action Steps	Timeline	Resources Needed	Measure of Progress
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Improve technical knowledge in QA	Complete online QA/testing courses; write practice bug reports	Within 6 months	Coursera, LinkedIn Learning	Certificates and self-assessment
Gain teamwork and problem-solving experience	Join university gaming/tech clubs; participate in events	6–9 months	University societies, peers	Event participation; peer feedback
Build interview and presentation confidence	Attend mock interviews; present in class	Ongoing	University careers service	Increased confidence and positive feedback
Stay informed about industry trends	Read gaming news; watch developer talks	Ongoing	Online news and YouTube channels	Ability to discuss trends confidently
Apply for entry-level testing roles	Prepare and tailor CV and cover letters; submit applications	Within 12 months	Job portals, CV documents	Applications sent; interview responses