

RTC 2017

THRIVING IN TESTING

**12 vs 18 – who says WE
cannot be THEM?**

Harry Girlea





no matter how hard I tried to put a positive spin on my next statement, I failed miserably!



there is no easy way to tell you this:



there is no easy way to tell you this: we are coming!



look on the bright side (I promise, there is one) :



look on the bright side (I promise, there is one) : we are your friends



look on the bright side (I promise, there is one) : we are your friends and we look up to you, because you are exceptional!



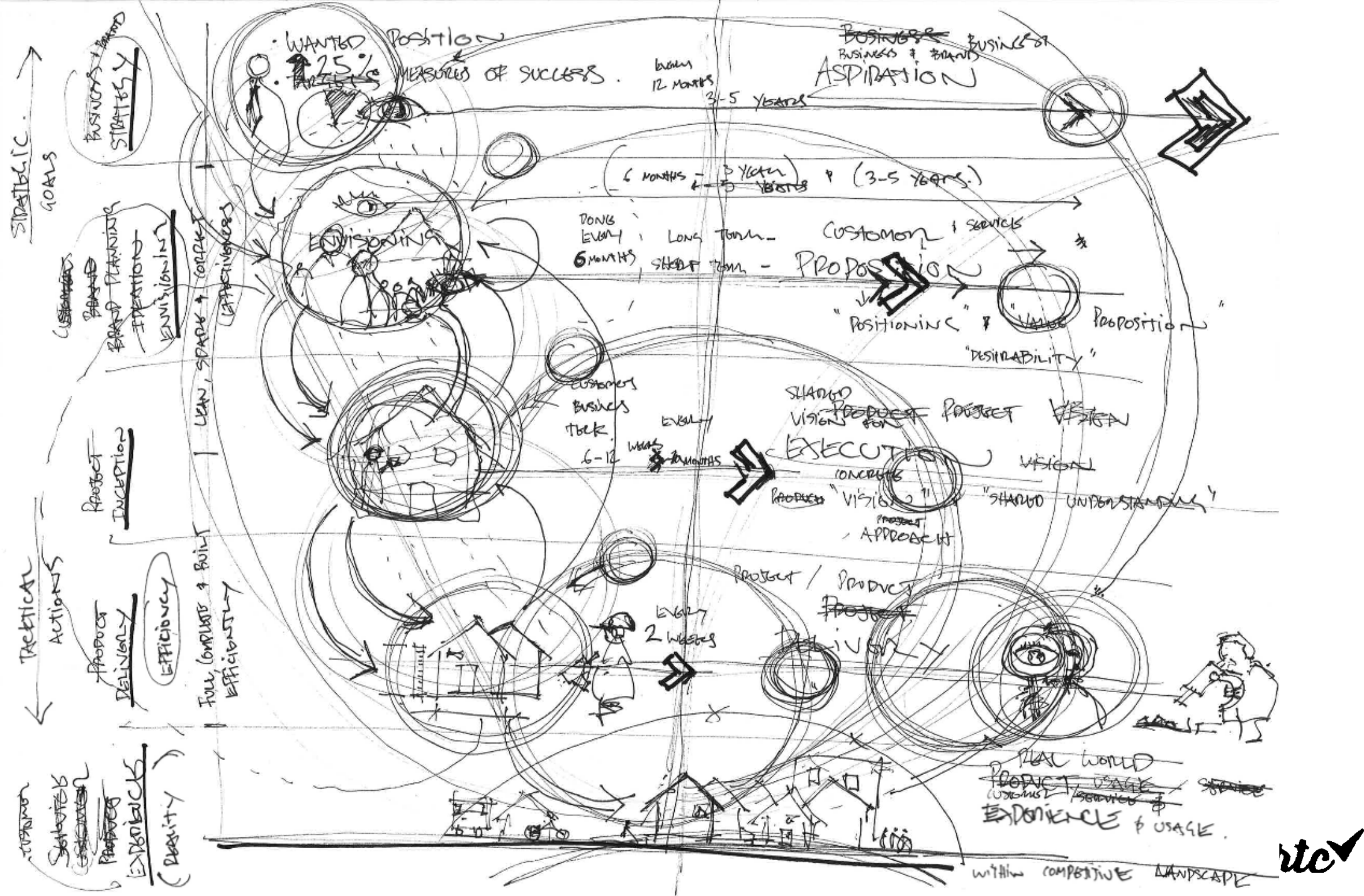
however,



however, do not ignore the dark side of the force:



however, do not ignore the dark side of the force: we have a plan!





Truth be told, I took this picture from "Creation of a diagram in a day (Experience Design : From Strategy to Delivery within the Agile Product Delivery Process)",
<https://jasonfurnell.wordpress.com...>

Hypothesis one!



We want to launch a new baby food for toddlers. Who will test it?

Hypothesis one!

We want to launch a new baby food for toddlers. Who will test it.

You would assume that we would be looking for toddlers, right?

Hypothesis two!

A young girl, around 13, wants to play Tomb Raider. She faces an age pop up. What does she do?

Hypothesis two!



A young girl, around 13, wants to play Tomb Raider. She faces an age pop up. What does she do?
Of course, she lies about her age...

Hypothesis three!



A group of my friends talk about Call of Duty. They are really excited especially because the game is rated 18+. Why do they consider themselves to be the target audience?

Hypothesis three!



A group of my friends talk about Call of Duty. They are really excited especially because the game is rated 18+. Why do they consider themselves to be the target audience?

Come on, what tastes better than forbidden fruit?

Hypothesis four!



A guy in an gaming shop files in a report on the demographics of his clients. He realizes that those who have the most available time for playing are below 18... Is this a shocker?

Hypothesis four!



A guy in an gaming shop files in a report on the demographics of his clients. He realizes that those who have the most available time for playing are below 18... Is this a shocker?

No, because, from the dawn of time, kids have always had more free time than adults.

I rest my case!





I'm starting to believe we too can be testers...

So, someone should:



So, someone should:

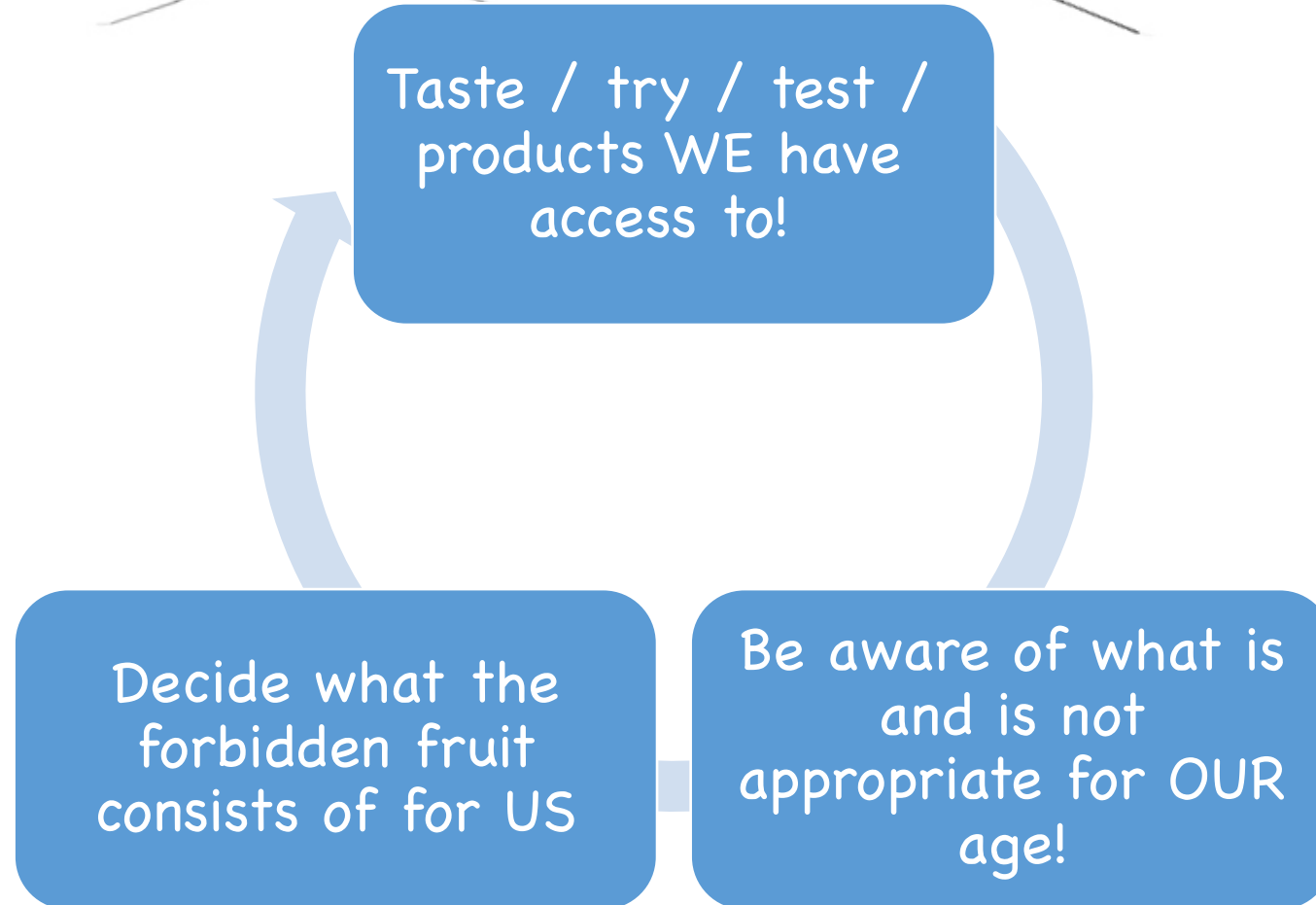


Taste / try / test
/ products WE
have access to!

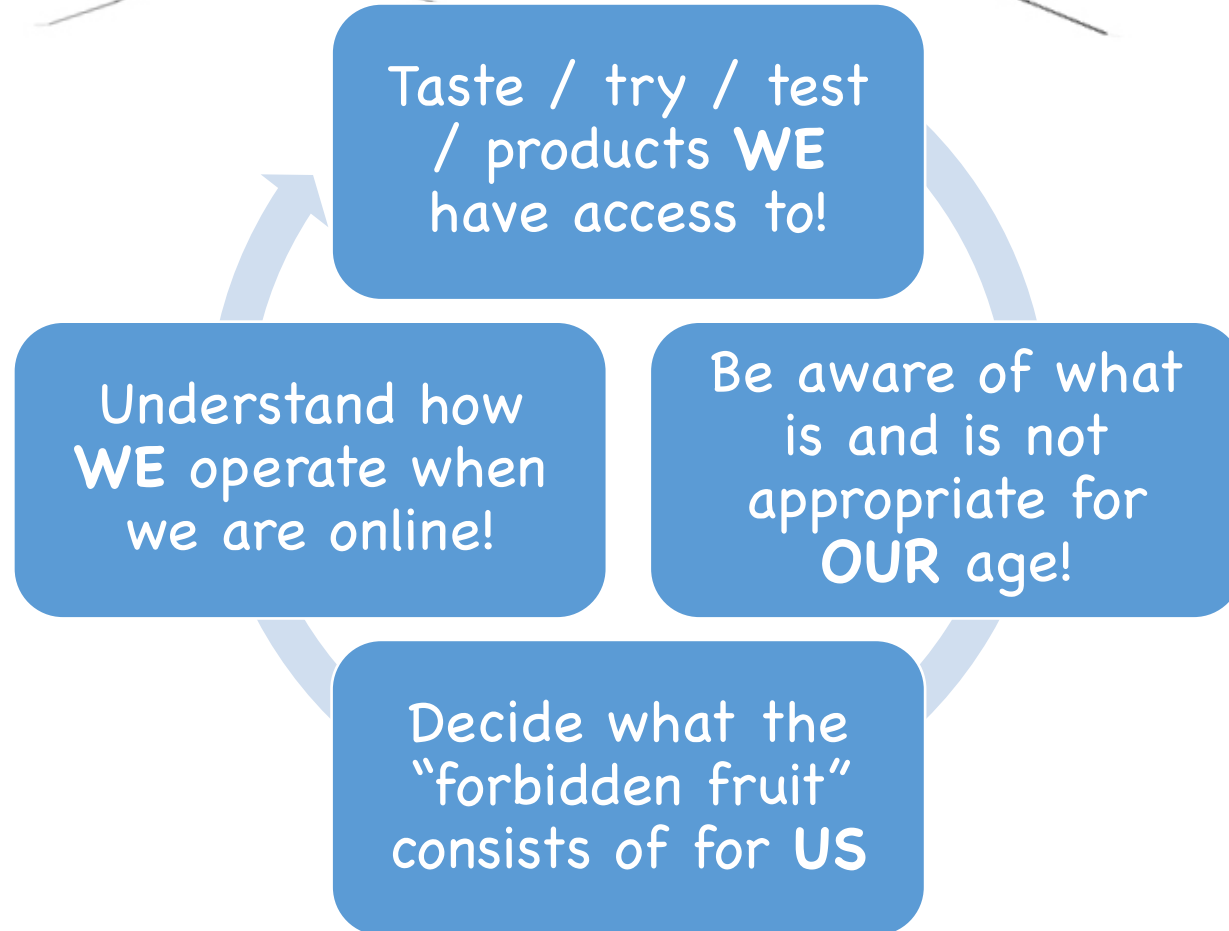
So, someone should:



So, someone should:



So, someone should:



OK, but who are WE?

OK, but who are WE?



WE are

- *12 -16 years old
- *In love with gaming
- *Eager to contribute
- *Ready to start testing

Do parents buy games for minors?

Parents' answers	6 – 9 yo	10 – 15 yo
Never (+child doesn't buy/receive)		
Never (but child does buy/receive)		
Rarely		
Sometimes		
Most of the time		
Always		

Do parents buy games for minors?

Parents' answers	6 – 9 yo	10 – 15 yo
Never (+child doesn't buy/receive)	12%	
Never (but child does buy/receive)	11%	
Rarely	21%	
Sometimes	30%	
Most of the time	14%	
Always	12%	

Do parents buy games for minors?

Parents' answers	6 – 9 yo	10 – 15 yo
Never (+child doesn't buy/receive)	12%	5%
Never (but child does buy/receive)	11%	20%
Rarely	21%	26%
Sometimes	30%	25%
Most of the time	14%	15%
Always	12%	8%

Do kids play games with a higher age rating?



Parents' answers	6 – 9 yo	10 – 15 yo
Child doesn't play games		
Don't know		
Never		
Rarely		
Sometimes		
Often		














Do kids play games with a higher age rating?

Parents' answers	6 – 9 yo	10 – 15 yo
Child doesn't play games	3%	
Don't know	3%	
Never	45%	
Rarely	32%	
Sometimes	20%	
Often	6%	














Do kids play games with a higher age rating?

Parents' answers	6 – 9 yo	10 – 15 yo
Child doesn't play games	3%	2%
Don't know	3%	4%
Never	45%	33%
Rarely	32%	20%
Sometimes	20%	31%
Often	6%	10%

Awareness of PEGI symbols

Awareness of PEGI age rating symbols	<div><div> www.pegi.info</div><div> www.pegi.info</div><div> www.pegi.info</div><div> www.pegi.info</div><div> www.pegi.info</div></div>				
Awareness of PEGI content symbols	<div><div> DISCRIMINATION</div><div> BAD LANGUAGE</div><div> VIOLENCE</div><div> DRUGS</div><div> SEX</div><div> GAMBLING</div><div> ONLINE</div><div> FEAR</div></div>				

Awareness of PEGI symbols

Awareness of PEGI age rating symbols	    	51%
Awareness of PEGI content symbols	       	31%

Boxes to check!

Familiarity with games and gameplay	
Strong communication skills	
Self-motivated	
Good writing skills	
Eye for detail	
Knowledge of computer programming	
Understanding of computer hardware components	
Ability to use video game console controllers	
Understanding of video game operating systems	

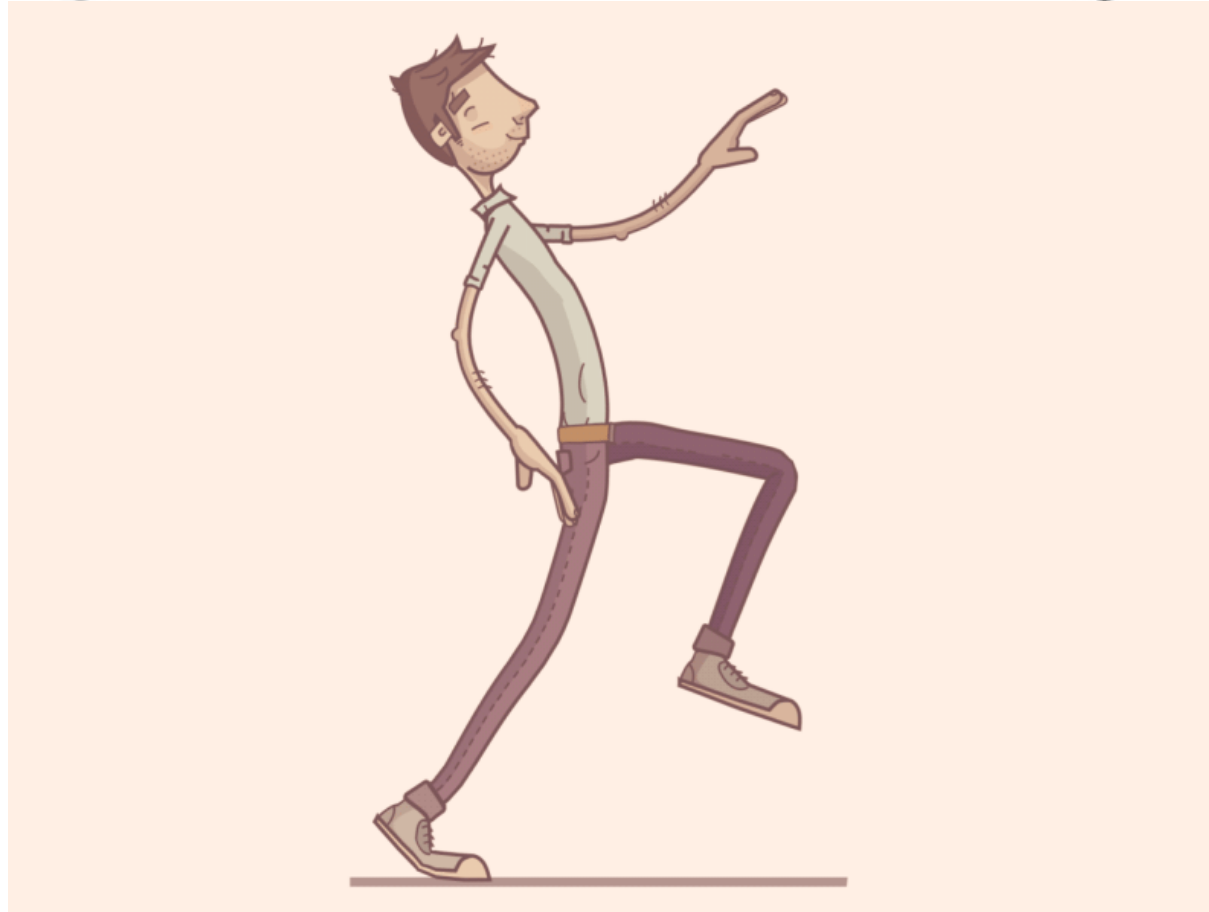
Boxes to check!

Familiarity with games and gameplay	✓
Strong communication skills	✓
Self-motivated	✓
Good writing skills	✓
Eye for detail	✓
Knowledge of computer programming	
Understanding of computer hardware components	✓
Ability to use video game console controllers	✓
Understanding of video game operating systems	

Boxes to check!

Familiarity with games and gameplay	✓
Strong communication skills	✓
Self-motivated	✓
Good writing skills	✓
Eye for detail	✓
Knowledge of computer programming	Working on it
Understanding of computer hardware components	✓
Ability to use video game console controllers	✓
Understanding of video game operating systems	Working on it

7 out of 9, not bad, right?



Too much isn't it? So just ignore the image!



That's better, let's continue...



Talk the talk, walk the walk



Talk the talk, walk the walk – step 1



Fine-tune home Video Game Skills

Talk the talk, walk the walk – step 1



Fine-tune home Video Game Skills

- *knowledge of and love for video games
- *ability to detect genre specifications
- *experience with different platforms and with different genres
- *awareness of video game trends
- *access to information on trade magazines, sites or game developer companies

Talk the talk, walk the walk – step 2



Talk the talk, walk the walk – step 2



Technical Training

Talk the talk, walk the walk – step 2



Technical Training

- *technical training or an undergraduate degree in a technical field
- *get involved with beta testing new games

Talk the talk, walk the walk – step 3



Talk the talk, walk the walk – step 3



Gain Experience


Talk the talk, walk the walk – step 3



Gain Experience

- *testing is a quality assurance job that involves identifying problems and resolving glitches before public release
- *gain voluntary professional certification with programming language included

That's it for now, time to draw some conclusions!



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PewDiePie – now 27, started at 12

Nixxiom, ex SiverlinedPro – now 24, started at 12

That's it for now, time to draw some conclusions!

PewDiePie – now 27, started at 12

Nixxiom, ex SiverlinedPro – now 24, started at 12

(your name here)

(your name here)

(your name here)

(your name here)

(your name here)

Harry – now 12, started at 9

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THRIVING IN TESTING

**12 vs 18 – why can't WE
be YOU?**

Harry Girlea

