

## POSITION DESCRIPTION

<b>Position Title</b>	QA for Gaming Trainer
<b>Position Number</b>	QFGG004
<b>Program</b>	QA for Gaming Micro-credential Training Program
<b>Location</b>	40 Sturt Street, Adelaide
<b>Reporting</b>	Reports to the QA for Gaming Program Coordinator
<b>Hours of Work</b>	Casual
<b>Classification</b>	Social, Community, Home Care and Disability Services Award 2010 Social and Community Services Level 2.2
<b>Salary Package</b>	<ul style="list-style-type: none"> <li>– Casual hourly rate \$44.59</li> <li>– Superannuation @ 12%</li> </ul>
<b>Special Conditions</b>	<ol style="list-style-type: none"> <li>1. Employment is subject to no adverse findings from appropriate screening checks.</li> <li>2. May be required to attend out of hours events and work from other Youth Options' sites.</li> </ol>
<b>Organisational Objectives</b>	
<b>Mission</b>	To support diverse young South Australians transform their lives by developing the confidence and skills to learn, earn and live.
<b>Vision</b>	Creating pathways to living a life of purpose.
<b>Values</b>	<p><b>Authenticity</b> We live and breathe our culture of being genuine and real from our board and our leadership team right through to our service delivery team.</p> <p><b>Belonging</b> We welcome people in and accept them as part of our community with kindness and empathy.</p> <p><b>Integrity</b> We act consistently with the values we uphold.</p> <p><b>Learning</b> We learn from our clients and each other to produce better outcomes and greater impact.</p> <p><b>Unconditional positive regard</b> We demonstrate an ongoing belief in a young person's potential to achieve their goals.</p>

## BACKGROUND

Raising the Game is an innovative initiative launched by Youth Options in 2024, aiming to create a social enterprise that addresses both the needs of the gaming industry and the untapped potential of neuro-diverse young people. This initiative fosters inclusivity, promotes career opportunities within the Quality Assurance (QA) sector of the gaming industry, and creates a pathway for neuro-diverse young people to make best use of their skills, knowledge, and aptitudes.

Raising the Game serves a dual purpose: providing independent QA services to external video game studios while simultaneously empowering neuro-diverse young people through the QA for Gaming Micro-Credential Training Program. Six micro-credentials were developed in consultation with industry and endorsed by the Skills Commission on 21 September 2023. They are:

1. Play Testing
2. Bug Testing
3. Organising Play Testing
4. Writing Test Cases
5. Writing Test Plans
6. Working as a Freelance Tester

The QA for Gaming Micro-Credential Training Program is designed to equip participants with the skills and knowledge needed to pursue a fulfilling career within the gaming industry's QA sector such as:

- Within a video game studio as part of a video game development team with roles ranging from a junior QA tester, lead QA tester to a QA manager.
- Casual/project based for video game studios during the video game development process by a QA studio/consultancy which provides services for multiple video game studios.
- As a freelancer providing a QA consultancy service.
- Testing software/app in roles similarly to above.

Participants who achieve one or more Micro-Credential will have the opportunity to gain work experience through the Raising the Game social enterprise enabling the opportunity to expand employability and work preparedness.

Julia Farr M S McLeod Benevolent Fund has provided financial support to this project. Funding was also received from the South Australian Government Department for Education to assist in the development of the Micro-Credentials and course materials.

#### **POSITION OBJECTIVE**

We are seeking a QA for Gaming Trainer to join our team. This role is responsible for delivering training on Quality Assurance (QA) within the gaming industry, with a focus on empowering neuro-diverse young people and fostering collaborative industry ties. The successful candidate will have experience in the gaming industry, specifically in QA, and a passion for teaching and mentoring others.

#### **Specific Duties and Accountabilities**

- Deliver training on the QA for Gaming Micro-Credential Training Program, which includes six micro-credentials: Play Testing, Bug Testing, Organising Play Testing, Writing Test Cases, Writing Test Plans, and Working as a Freelance Tester.
- Facilitate Power Up Program which is a non-accredited work experience initiative designed to provide participants with practical working experiences to grow their skills. The program includes gaining real-world QA experience one day per week, with access to mentorship from QA

Leads in the Gaming Industry. Participants will work on testing games in a safe, and welcoming environment.

- Foster a positive learning environment to ensure participants feel safe, comfortable, involved in decision making and able to fully engage in activities.
- Provide support and mentorship to program participants, helping them to develop the skills and knowledge needed to pursue a career in the gaming industry's QA sector.
- Contribute to the monitoring and review of individual participant progress.
- Ensure health and safety risks related to projects are assessed and controlled to avoid harmful situations.
- Ensure client records are kept up to date, accurate and confidential in accordance with Youth Options policy, contractual guidelines and legislative privacy principles.
- Actively engage in the continuous quality improvement process by providing feedback, embracing changes, reflecting, expanding, and adapting your own professional practice.

## **Selection Criteria**

### **QUALIFICATIONS**

#### *Essential*

- DHS Working with Children Check and NDIS Worker Screening Check.
- South Australian 'C' class drivers' licence.

#### *Highly Desirable*

- Qualifications in quality assurance and video game design.
- Certificate IV in Training and Assessment (TAE40116).

### **EXPERIENCE:**

#### *Essential:*

- Experience in the gaming industry, specifically in providing quality assurance and/or production environment.
- Experience in training, teaching, or mentoring others.
- Relevant experience working with young people with disabilities and their families.
- Proficient IT literacy and ability to use a range of software, including Microsoft Office and other cloud-based programs.

### **SKILLS, KNOWLEDGE AND ATTITUDE REQUIREMENTS**

#### *Essential:*

- Passion for empowering neuro-diverse young people and fostering collaborative industry ties.
- Excellent communication and interpersonal skills.
- Knowledge of the latest trends and developments in the gaming industry including QA.
- Knowledge and understanding of issues affecting young people living with disability and other challenges to engagement with learning and employment.
- Ability to guide individuals and small groups in structured learning activities following a training and assessment plan.
- Ability to manage time effectively, plan and organise workloads, follow through and complete tasks to achieve specific goals.
- Willingness to integrate Youth Options' mission, vision, values and professional principles into the work environment.