

POSITION DESCRIPTION

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| Position Title | QA Tester – Participant Placement |
| Position Number | RTG-WF001 – WF008 |
| Program | Raising the Game Social Enterprise |
| Location | 40 Sturt Street, Adelaide SA |
| Reporting | Reports to the QA Lead |
| Hours of Work | Fixed Term 22 Weeks (1.5 days/week) |
| Classification | Social, Community, Home Care and Disability Services Award 2010 Social and Community Services Level 1.1 |
| Salary Package | <ul style="list-style-type: none"> – Hourly rate \$26.30 – Superannuation @ 12% |
| Special Conditions | <ol style="list-style-type: none"> 1. Subject to satisfactory Working with Children Check 2. This position requires successful applicants to meet the eligibility requirements of the WorkFoundations program. 3. Whilst participation is voluntary, successful applicants must be registered with an Employment Services Provider including Transition to Work, Workforce Australia or Parents Next. 4. May include attending events or additional training opportunities outside regular hours |
| Organisational Objectives | |
| Mission | To support diverse young South Australians transform their lives by developing the confidence and skills to learn, earn and live. |
| Vision | Creating pathways to living a life of purpose. |
| Values | <p>Authenticity 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>Belonging We welcome people in and accept them as part of our community with kindness and empathy.</p> <p>Integrity We act consistently with the values we uphold.</p> <p>Learning We learn from our clients and each other to produce better outcomes and greater impact.</p> <p>Unconditional positive regard We demonstrate an ongoing belief in a young person's potential to achieve their goals.</p> |

Background

Raising the Game is a social enterprise launched by Youth Options in 2024 to meet the needs of the rapidly growing gaming industry while unlocking the talents of neurodiverse young people. The initiative creates real employment pathways by aligning individual strengths — such as focus, attention to detail, and pattern recognition — with industry needs in Quality Assurance (QA) game testing.

The program provides structured QA testing services to game studios while offering paid work placements to neurodiverse participants who have completed training through the QA for Gaming Micro-Credential Program.

This training pathway is structured into three levels:

Level 1 – Core QA Skills

Introduction to play testing and bug reporting fundamentals.

Level 2 – Applied QA Practice

Includes organising play sessions, writing test cases, and using structured feedback systems.

Level 3 – Freelance Games Tester

Covers writing formal test plans, freelance workflows, and professional QA documentation.

Participants who complete Level 2 or higher are eligible to participate in a WorkFoundations paid placement within the Raising the Game social enterprise. These placements are supported, real-world roles in our QA studio where participants work on live builds from real game developers. They are designed to build confidence, develop industry-ready skills, and provide a clear pathway to employment in QA, testing, or related tech roles.

This project is funded through the WorkFoundations Grant Program, an initiative of the Australian Government Department of Employment and Workplace Relations. WorkFoundations aims to support job seekers with complex barriers to employment by providing paid placements, wrap-around support, and pathways into sustainable work.

Expected Placement Outcomes

- Improved work-readiness and confidence
- Updated resume and QA portfolio
- Clear understanding of workplace rights and expectations
- Exposure to industry-standard QA processes and tools
- Progress toward sustainable employment or further training

Position Objective

This position supports participants in a paid placement to build their employability, confidence, and work readiness for sustainable employment in the video game industry through hands-on experience in a functioning QA studio. Participants will engage in structured QA testing, work as part of a supportive team, and access tailored mentoring and professional development.

Specific Duties and Accountabilities

- Conduct QA testing including bug testing, playtesting, and regression testing on game builds.
- Use structured tools and templates to log bugs and feedback for game developers.
- Attend regular team meetings (toolbox sessions) and collaborate with peers and mentors.
- Follow test plans and execute test cases as instructed.
- Work independently on assigned QA tasks, managing time and priorities.
- Communicate clearly with mentors and staff regarding progress and challenges.
- Maintain accurate records of attendance and participation.
- Participate in weekly wraparound and job-readiness support support.
- Contribute to a professional portfolio showcasing QA experience and competencies

Selection Criteria

Qualifications

Essential

- Achieved Level 1 and Level 2 QA for Gaming Micro-Credentials:
 - Play Testing
 - Bug Testing
 - Organising Play Testing
 - Writing Test Cases
 - Writing Test Plans
- DHS Working with Children Check.

Highly Desirable

- South Australian 'C' class drivers' licence.

Skills, Knowledge and Attitude Requirements

Essential:

- Demonstrated interest in video games and understanding how they function.
- Ability to follow structured instructions and apply consistent processes.
- Strong attention to detail and task focus.
- Willingness to work both collaboratively and independently.
- Willingness to receive and act on feedback.

- Commitment to engaging with wrap-around support services to address barriers to employment.
- Willingness to participate in professional development and portfolio-building.
- Demonstrated ability to be punctual and reliable.
- Experience with basic digital tools (e.g., Jira, Excel, Word).

Highly Desirable

- Comfortable communicating in writing and/or verbally in a work environment.