More Examples of What the Job is Like

An incomplete but representative list

1. We run tests of (very primitive) game prototypes with people, and record them. These tests produce long videos and associated notes; these long videos and notes need to be distilled down into shorter summaries for design (often losslessly: "nothing important happened for 15 minutes, then X happened, and the player had Y feelings about X"). You would do that.
2. You might also run the tests, when there are parts of the game that aren't yet fully automated (think of this sort of like playing a prototype of a board game, but with buttons to press instead of dice to roll)
3. You might also be the one testing out the prototypes, especially as they get more automated, and record your own thoughts and experience. Everyone on the team does this from time to time, but you'd probably take more of the load from one of our designers.
4. You might schedule tests (and other things) by coordinating with our testers, staff and contacts.
5. You might remind people the day before that there is a test they're scheduled for tomorrow, not that people ever forget to show up without reminders.
6. You might get feedback from testers, or **very politely** remind them to fill out their very short feedback forms.
7. You might scout out where we might be able to find testers, or make posts on, e.g., discords or subreddits in an effort to find some.
8. You might draft those posts, or help the writing staff write them.
9. Sometimes we need graphics for prototypes (it's sometimes hard to get a sense of the experience with purely engineering art; bad art can get in the way and confound test results). So far we have a designer who uses AI tools to come up with art for us to use. You would do it instead of that designer.
10. Right now, design gives a drawing of a map to engineering. Engineering turns that drawing into an actual map that works in the game engine. This doesn't really require any engineering; it's mostly just clicking and dragging things. You would do that, probably with training from engineering. Eventually we'd automate a process like this, but if it's still in a prototype phase we don't actually know what needs to be automated, and we don't want to build a bunch of automation only to throw it away. You are the bridge to that automation.
11. I have a big file full of people I'd like to email and ask for advice from. Not writing those emails, or sending them, is **incredibly** easy, and they have gotten done very, very slowly. But, through the magic of paying you to do it, they will probably get done faster!
12. Sometimes design is trying to figure out how a mechanic should work and we would like to know how other successful games have done that mechanic. You would find this out, and present us the data.