

Are you the Games User Researcher we're looking for?

We're PikPok, New Zealand's longest standing game developer, and we make great game experiences. We want to create and entertain, while being successful and enjoying what we do.

Over the years, we've built lots of games for all sorts of platforms, most recently titles like *Dungeon Inc.* and *Into the Dead 2* on Android and iOS. Our teams are small, and everyone involved can contribute to the decisions that shape the products.

We're always working to build and maintain an inclusive, safe and fun studio culture. We have an amazing group of designers, artists, programmers and support staff and we're looking to add a new Games User Researcher to the team.

To us, game development is about creating amazing play experiences that engage and entertain. Making sure that the games are instinctive and accessible to use is a core part of that experience.

You will provide user experience research, usability design and user testing services, helping to ensure that the UX of our games is at a world class standard and that players of PikPok titles have incredible, engaging, and fun experiences with all our products.

You love games and you love great UX design. You have played many F2P mobile games and have a good understanding of what they do well (and what they don't) from a usability standpoint.

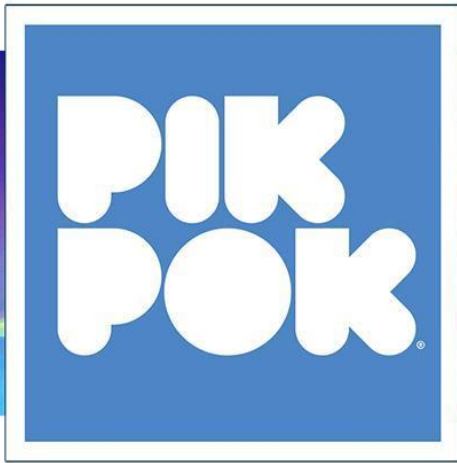
While you love working with others, you are also self-motivated and happy to be given your own areas of responsibility. You are confident in recruiting and dealing with external testers. You are an advocate for best practice design techniques and passionate about driving all aspects of usability and accessibility.

If this sounds like you, then please apply. We welcome applications from diverse candidates and those with a range of backgrounds, skills, and experiences.

Responsibilities

Provide user experience research & services for PikPok including, but not limited to:

- Facilitating the planning and execution of innovative user testing methods across multiple projects throughout the project lifecycles.
- Facilitating the recruitment of target test subjects, and maintenance of a database of users.



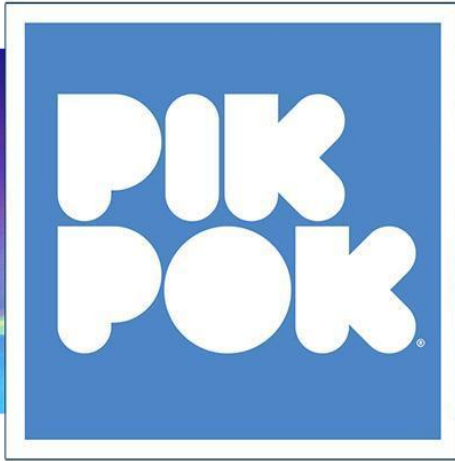
- Providing detailed reporting on research findings including the proposing of solutions for identified issues in order to shape gameplay and user experiences.
- Acquiring and managing research media such as video, sound files, images, or screenshots to support reporting requirements.
- Liaising with Game Designers, Artists, UI Designers, Programmers, QA, and Product Managers as necessary to disseminate and discuss research results.
- Other testing services as required, such as assisting with Quality Assurance during downtime.
- Building awareness, buy-in and feedback channels for products in development, to the wider studio.
- Undertaking projects as requested by line manager.

Required Skills

- A strong drive to achieve quality outcomes in a dynamic and fast paced environment.
- Superior written and verbal communication skills.
- Good ability to communicate with all types of staff effectively, with an approachable personality.
- Good understanding of usability and user experience principles.
- Strong organizational skills and superior attention to detail.
- Keen interest in video games and interactive media, especially the mobile, tablet and downloadable market.
- Technology proficiency, specifically in mobile hardware and software, as well as reporting and graphs.
- Good ability to communicate patiently and effectively with a range of ages and levels.
- Good listener with strong ability to formulate questions dynamically and interpret answers
- Strong awareness of human body language.

Desired Experience Profile

- University level usability and/or HCI based qualification.



- Experience developing and implementing user test plans including actual facilitation of user tests and reporting of results, through the development process.
- Experience in recruiting test subjects.
- Knowledge of statistics and data analysis techniques.
- Experience in user interface / UX design.
- Experience or qualification in quality assurance testing.
- Understanding of game development process.

Contact

Please send your application along with a digital copy of your résumé/CV to: careers@pikpok.com.
Additional contact details can be found below and by visiting us online at www.pikpok.com