

Testronic Labs

Great quality, Great games.



Who We Are

Testronic Labs® is a global quality assurance company dedicated to serving the needs of the game industry. Operating from facilities across Europe and the United States and with commercial representation in Japan, Testronic Labs serves a portfolio of major game industry customers in every international market. Placing quality at the heart of our operation, we integrate testing into every stage of the production process, minimising time to market and helping our customers deliver great games that people want to play.



With over 10 years' experience of supporting the game and entertainment industries, Testronic Labs has a strong track record of meeting the needs of publishers and developers across multiple geographic regions. Our clients include Disney Interactive Studios®, Sony Pictures®, Sony Computer Entertainment Europe®, Square Enix®, DreamWorks®, Paramount® Digital Entertainment, Warner Brothers®, Konami® and Namco Bandai®.

Furthermore, as part of Catalis SE (XAE), and with a turnover of approaching 40 million euro, Testronic Labs, as with its sister company Kuju Entertainment®, is committed to offering an innovative and rapidly expanding range of services, specifically designed to meet the requirements of a demanding and fast-moving industry. Testronic Labs' game QA and localisation business has grown by over 800% in the last three years while our rapidly expanding number of facilities enables us to offer dedicated testing services wherever our clients need them most.

Where We Are

Testronic Labs operates from fully equipped facilities in the United States, the United Kingdom, Belgium and Poland, with experienced commercial representation in Japan. Experts in testing all types of projects across multiple formats and to every end device, Testronic Labs understands the significance of software and hardware development and the implications of these changes to the delivery, experience, and the enjoyment of all game players. All our facilities operate to identical standards, guaranteeing a uniformity of approach essential to today's publishers and rights owners.

Our highly trained teams are experts in games testing and many have worked for top-tier publishers and developers before joining Testronic Labs, while our certified security processes include strict internal procedures, secure FTP servers, close management of physical assets and careful staff screening.

Our Services:

Testing on all major consoles, PC and iPhone platforms...

Functionality testing, localisation testing, Translation and localisation, PC compatibility,

Game website testing, Compliance testing, MMO testing, New Player Experience testing (NPE)



Quality

So what does quality mean? For Testronic Labs, quality is integral to process. It's about identifying and testing areas during game development, maximising speed to market and saving our customers money and time.

Quality means a game that works, a game that exceeds the expectations of its players, a game that is challenging but always playable, a game that works on every platform and reads right in every language.

It's about clear and timely communication on the status of a project and fast bug resolution. It's about extensive project management and the flexibility to deliver experienced teams for complex projects: account managers, test leads and language specialists.

Quality is about secure processes, fast delivery and satisfied players. It's about achieving targets in every territory, and delivering a great game to your customers.

Testronic Labs puts quality at the heart of its operations. Let us show you the difference Testronic Labs can make.

“ QUALITY IS ABOUT IDENTIFYING AND TESTING DURING GAME DEVELOPMENT, MAXIMISING SPEED TO MARKET AND SAVING OUR CUSTOMERS MONEY AND TIME ”



Our Services

Functionality QA

- o Functionality between front-end, in-game, back-end, statistics, scores
- o Multiplayer testing (connectivity, stability, match-making, performance)
- o Graphics (textures, models, mipmapping, aliasing, lighting)
- o Collision detection (map, objects, characters, in-game environment)
- o Audio (BGM, SFX, VO, cut-scenes synchronisation)
- o Save/Load system
- o Scoring system
- o Massively Multiplayer Online (MMO) games

Translation and Localisation

- o Full translation and localisation into over 25 languages including English, French, Italian, German, Spanish (EFIGS), Dutch, Portuguese, Eastern European and Scandinavian languages, Greek, Japanese and Korean
- o All aspects of game translation and localisation, including text strings, audio files, manuals and online help websites in multiple file formats

Localisation QA

- o Testing of in-game text and audio including overlapping text, grammar and in-context terminology
- o Localisation guideline passes as standard for specified platforms
- o Proofreading for packaging, manuals and websites

New Player Experience (NPE) and Usability Testing

- o Detailed reports on user interface accessibility, ease of understanding game flow, attaining goals and motivational curves
- o User journey tests

Compliance

- o Nintendo LotCheck[®] List for Nintendo DS[™], Nintendo DSi[™], Nintendo Wii[™] and WiiWare[™]
- o Sony Technical Requirement Checklist (TRC) for the PlayStation[®]2, PlayStation[®]3, PSP[™], PSP[™]Go, PlayStation[®]Network and PlayStation[®]Home
- o Microsoft[®] Technical Certification Requirements (TCR) for the Xbox 360[™], Xbox[™] LIVE Arcade (XBLA) and Games for Windows[®]

PC Compatibility

- o Laboratory of 150 PCs, 250 additional video cards, 180 audio cards and a comprehensive range of peripherals
- o Constantly updated test equipment in partnership with major chip, card, software and peripheral vendors

Game Website Testing

- o Design and development (functionality, accessibility, compatibility, usability, localisation QA)
- o Testing and validation (load testing, integration with legacy systems, end-to-end process testing, security)
- o Monitoring and management (network performance monitoring, on going regression testing, link monitoring, alerts)
- o Analyse and optimise (performance dashboard, ongoing analysis, benchmarking, expert consultancy)

Great Games Great Quality Great Service

Testronic Labs is dedicated to delivering the very best service to our customers. Offering a wide range of services covering every aspect of game development, Testronic Labs is a trusted partner to game publishers and developers worldwide.



Embracing not only the technical aspects of game development, but the creative requirements of in-country localisation and translation, Testronic Labs is able to assist its customers to deliver perfect product every time. In addition, our friendly, helpful and experienced teams make working with Testronic Labs an enjoyable experience.



Contact us for more information on our services

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