

A Software Developer's Guide to **FUN** in the workplace



Holly Cummins
IBM **Cloud** Garage
@holly_cummins

Martijn Verburg
@karianna



Austin
Copenhagen
Dubai
London
Madrid
Melbourne
Munich
New York
Nice
Raleigh
San Francisco
São Paulo
Singapore
Tokyo

Toronto

A GARAGE THAT DEVELOPERS CAN CALL HOME FOR CLOUD INNOVATION

SHARE

f SHARE 74

TWEET

PIN

COMMENT

EMAIL



thinkpublic/photopin cc

LAST MONTH MY company opened the first [Bluemix Garage](#), a place where developers, product managers and designers from the smallest startups to the largest companies can congregate, network and collaborate to build the

A GARAGE THAT DEVELOPERS CAN CALL HOME FOR CLOUD INNOVATION

SHARE



thinkpublic/photopin cc

LAST MONTH MY company opened the first [Bluemix Garage](#), a place where developers, product managers and designers from the smallest startups to the largest companies can congregate, network and collaborate to build the

I'm from IBM's Cloud Garage.

A GARAGE THAT DEVELOPERS CAN CALL HOME FOR CLOUD INNOVATION

SHARE



SHARE 74



TWEET



PIN



COMMENT



EMAIL



thinkpublic/photopin cc

LAST MONTH MY company opened the first [Bluemix Garage](#), a place where developers, product managers and designers from the smallest startups to the largest companies can congregate, network and collaborate to build the

I'm from IBM's Cloud Garage.
(we are opening in Milan, by the way ...)

Fun work environment



Caroline Wester
IBM, DevOps Technology Leader



Donna Fortune
IBM, Sr. Analytics Developer, DevOps Transformation

How helpful is this practice:



When employees have fun in the workplace, they enjoy their work and produce better results. Managers in DevOps environments strive to create an atmosphere that is challenging, creative, and fun for employees and for themselves.

The benefits of a fun work environment

Imagine a world where people love their work environment and are calm, stress-free, and happy all day. Does that sound impossible?

Is this a fun talk?

Is this a fun talk?

No. It's a talk about fun.

Is this a fun talk?

No. It's a talk about fun.

That's **different**.

Is this a fun talk?

No. It's a talk about fun.

That's **different**.

Obviously.

10 step plan to achieve FUN.

1. Quantify and Qualify your **FUN** metrics
2. Create a Chief **FUN** Officer (CFO) role
3. Gamify your daily tasks to make them more **FUN**
4. Enthusiastically high five everyone each morning for **FUN**
5. Install a **FUN** ball pit
6. Inject a **FUN** word of the day into conversations
7. Wear **FUN** clothing, something with flair
8. Create **FUN** certificates with gold star systems - relive the fun of kindergarten!
9. Nominate **FUN** assessors for each team
10. Laugh Out Loud (LOL) once a day in the office, others will enjoy your **FUN**

Let's talk about your career.

“Dear boss, you need to send me to Voxxed CERN so I can go to the session on....”

*“Dear boss, you need to send me to Voxxed CERN so I can go to the session on.... **FUN.**”*



Search



Home



My Network



Jobs



Messaging



Notifications

[3 Job Offers In 7 Days? - Find a job that excites you. Click here to meet amazing Sta](#)



Holly Cummins

Cloud Garage WW Development Discipline Leader at IBM

IBM • University of Oxford

London, United Kingdom • 500+ &

Are you brave enough?

Specialties: Bluemix , Having fun at work

Show more



Search



Home



My Network



Jobs



Messaging



Notifications

[3 Job Offers In 7 Days? - Find a job that excites you. Click here to meet amazing Sta](#)



Holly Cummins

Cloud Garage WW Development Discipline Leader at IBM

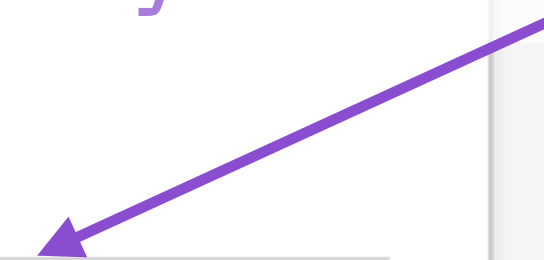
IBM • University of Oxford

London, United Kingdom • 500+ &

Specialties: Bluemix

Show more

Are you brave enough?



I'm not :)

20 POWERFUL

WORDS TO USE IN A COVER LETTER

1. SOLVED
2. PROMOTED
3. OVERSAW
4. IMPROVED
5. ADAPTED
6. POSITIVITY
7. INITIATED
8. PLANNED
9. MANAGED
10. LEAD
11. INNOVATIVE
12. TRAINED
13. BUILT
14. INTRODUCED
15. STRENGTHENED
16. DIRECTED
17. PERSUADED
18. ORGANIZED
19. PROJECTED
20. ASSESSED

-REMEMBER-

Don't over use it and be yourself!

20 POWERFUL

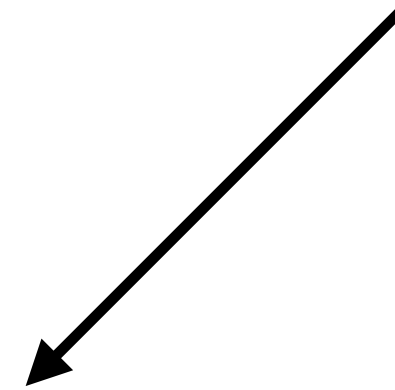
WORDS TO USE IN A COVER LETTER

1. SOLVED
2. PROMOTED
3. OVERSAW
4. IMPROVED
5. ADAPTED
6. POSITIVITY
7. INITIATED
8. PLANNED
9. MANAGED
10. LEAD
11. INNOVATIVE
12. TRAINED
13. BUILT
14. INTRODUCED
15. STRENGTHENED
16. DIRECTED
17. PERSUADED
18. ORGANIZED
19. PROJECTED
20. ASSESSED

-REMEMBER-

Don't over use it and be yourself!

Wait. Where's "fun-loving"?



20 POWERFUL

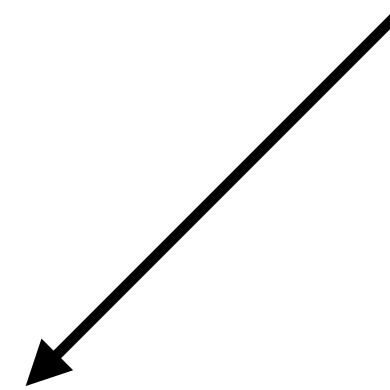
WORDS TO USE IN A COVER LETTER

1. SOLVED
2. PROMOTED
3. OVERSAW
4. IMPROVED
5. ADAPTED
6. POSITIVITY
7. INITIATED
8. PLANNED
9. MANAGED
10. LEAD
11. INNOVATIVE
12. TRAINED
13. BUILT
14. INTRODUCED
15. STRENGTHENED
16. DIRECTED
17. PERSUADED
18. ORGANIZED
19. PROJECTED
20. ASSESSED

-REMEMBER-

Don't over use it and be yourself!

Wait. Where's "fun-loving"?



We keep fun a **secret**.

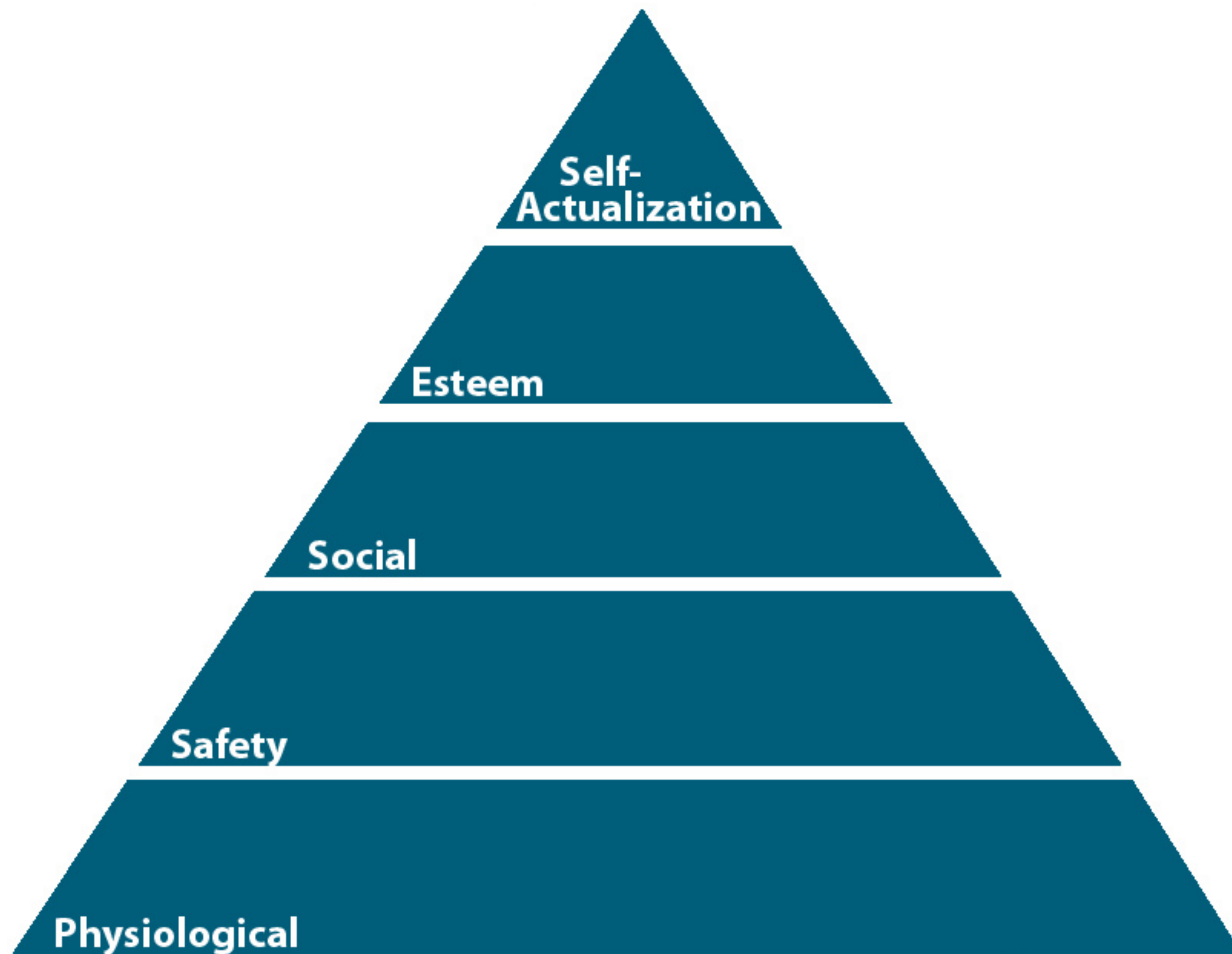


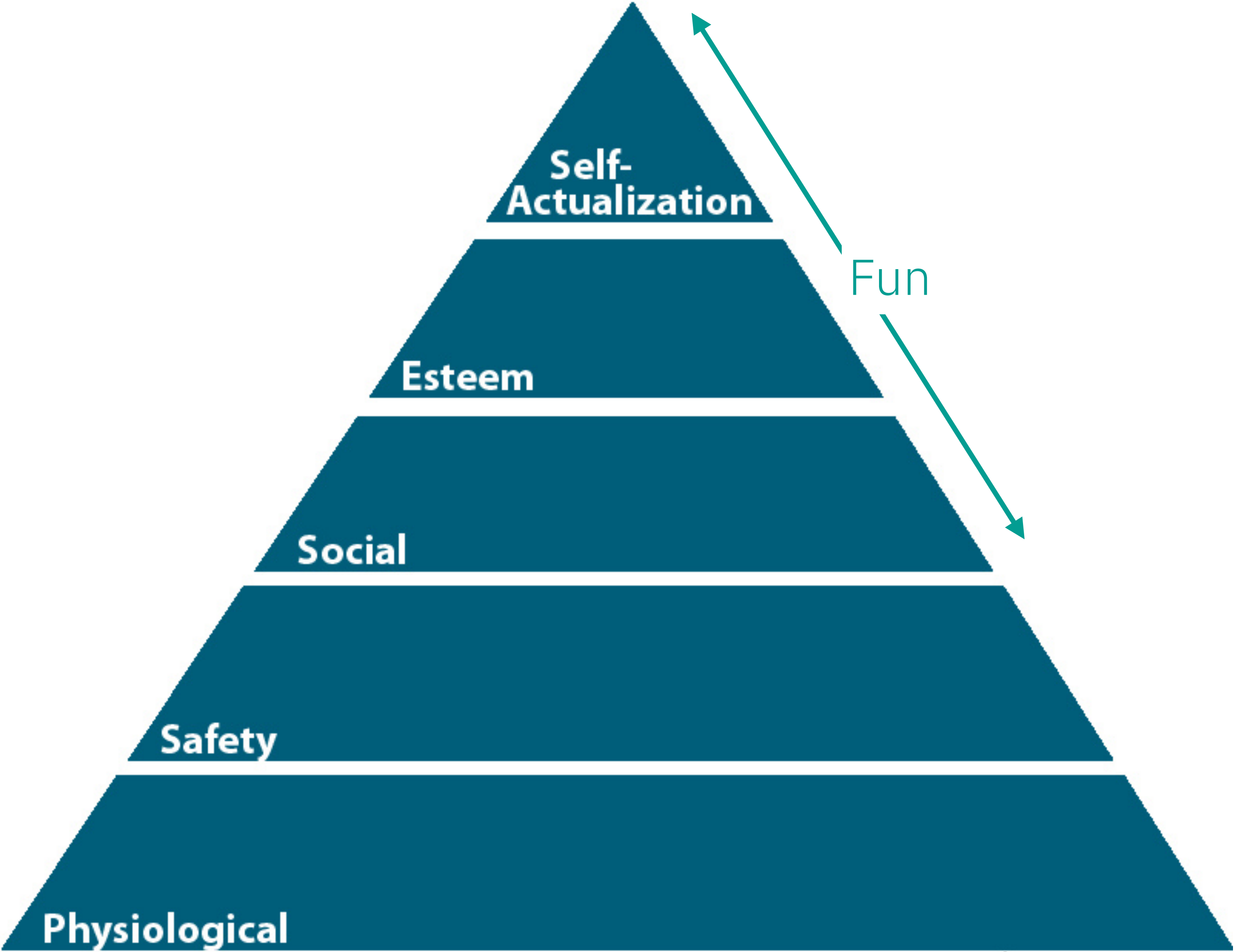
What is Fun?

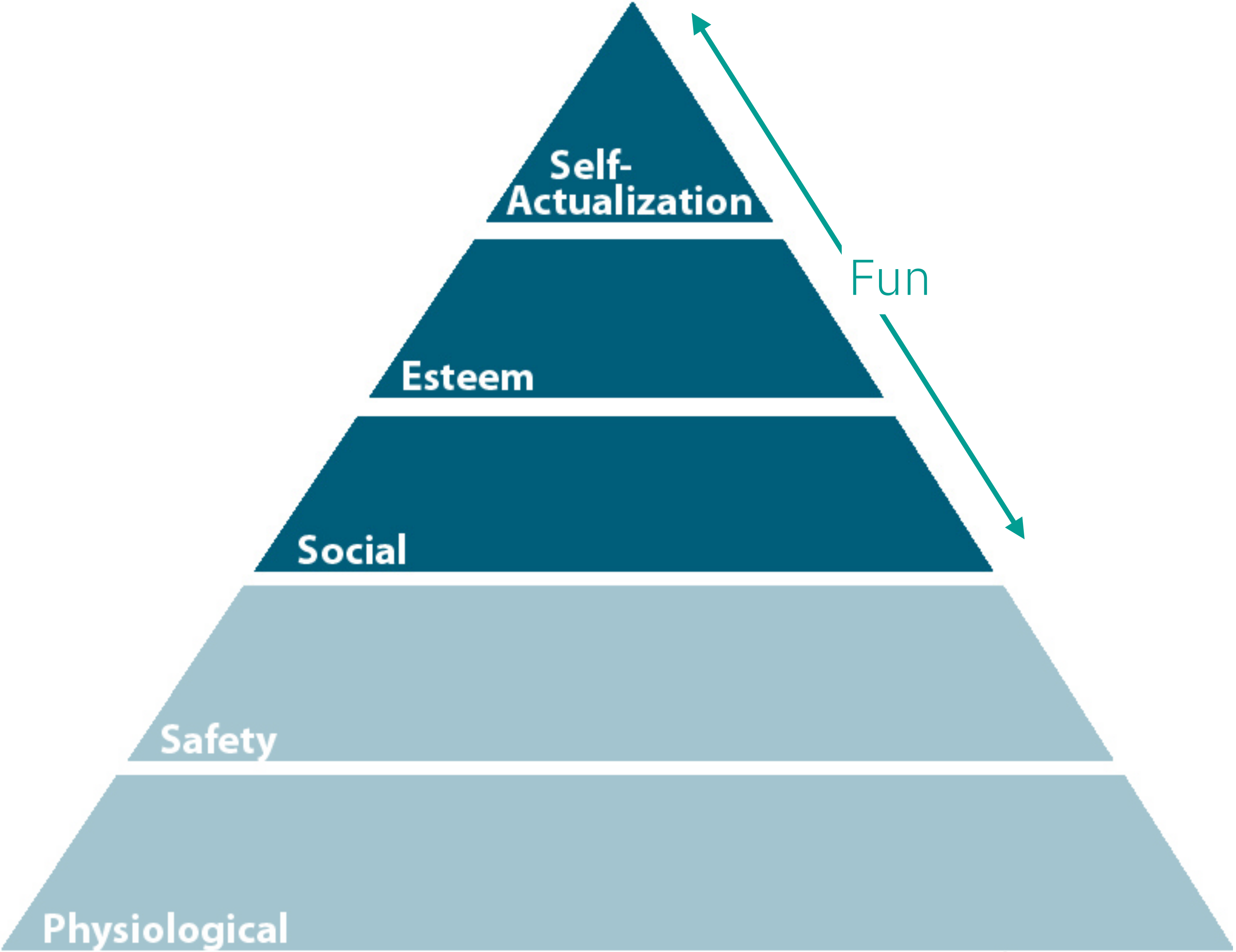


A Fun Guy.

(Remember, fun means **jokes**.)







Fun:
An Exploration in its Relevance to Interaction Design

A Thesis

Presented in Partial Fulfillment of the Requirements for
The Degree Master of Fine Arts in the
Graduate School of The Ohio State University

By
Elise M. Woolley, B.S.
Graduate Program in Industrial, Interior, and Visual Communications Design

The Ohio State University
2010

Abstract

Fun is one of the most ubiquitous human experiences. It would be hard to find someone who would say they had never had fun. It would be equally hard to find someone who didn't want to have fun. Why then is it so hard to articulate what makes an experience fun? For the designer, this creates a complex problem. When designers are charged with creating fun experiences, how does one know where to begin? What is fun and why is it important? How do we go about creating a fun experience? We are in need of a "fun" model appropriate for design practice. The goal of this thesis is to provide just that.

Through my research, I will provide designers with a relevant definition of fun. The basis for this definition will be the "funtinum," a qualitative scale of the dimensions of fun. Second, a rationale for the importance of "fun," its tangible benefits to end users and appropriate contexts for fun in design will be discussed. Lastly, I will present guiding principles for producing fun experiences through interaction design. Case studies of current "fun" products and applications will be explored in the context of these guidelines to provide further explanation on how to create fun experiences.

There is **lots** of research on fun.

Abstract

Fun is one of the most ubiquitous human experiences. It would be hard to find someone who would say they had never had fun. It would be equally hard to find someone who didn't want to have fun. Why then is it so hard to articulate what makes an experience fun? For the designer, this creates a complex problem. When designers are charged with creating fun experiences, how does one know where to begin? What is fun and why is it important? How do we go about creating a fun experience? We are in need of a "fun" model appropriate for design practice. The goal of this thesis is to provide just that.

Through my research, I will provide designers with a relevant definition of fun. The basis for this definition will be the "funtinum," a qualitative scale of the dimensions of fun. Second, a rationale for the importance of "fun," its tangible benefits to end users and appropriate contexts for fun in design will be discussed. Lastly, I will present guiding principles for producing fun experiences through interaction design. Case studies of current "fun" products and applications will be explored in the context of these guidelines to provide further explanation on how to create fun experiences.

"Fun is a point on the intersection of engagement levels and social interaction for a given activity."

Fun: An Exploration in its Relevance to Interaction Design - Elise Woolley, 2010

Aside:

When is fun not-fun?

Aside:

When is fun not-fun?

When it's your **job**.

How do you measure fun?

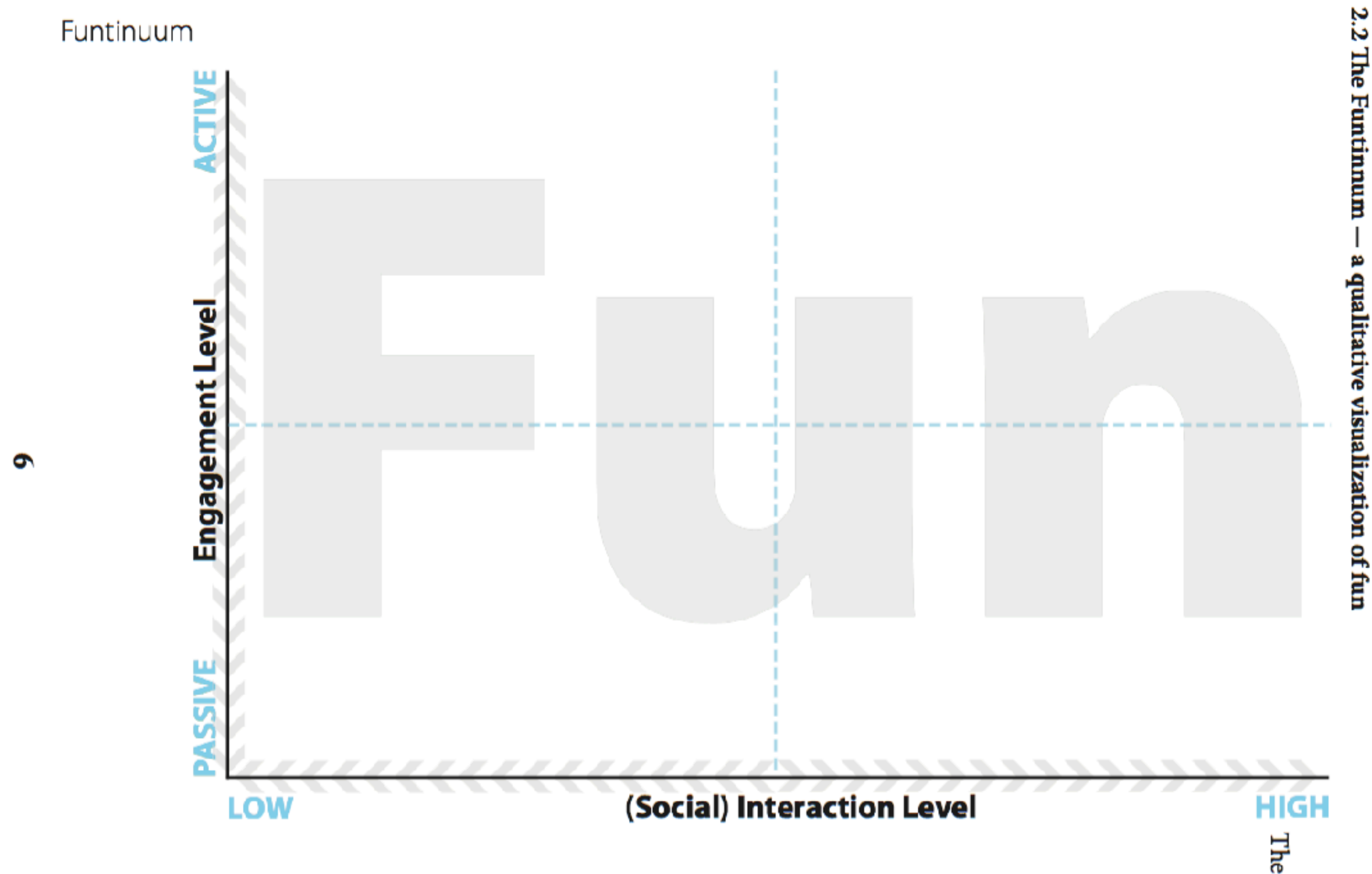


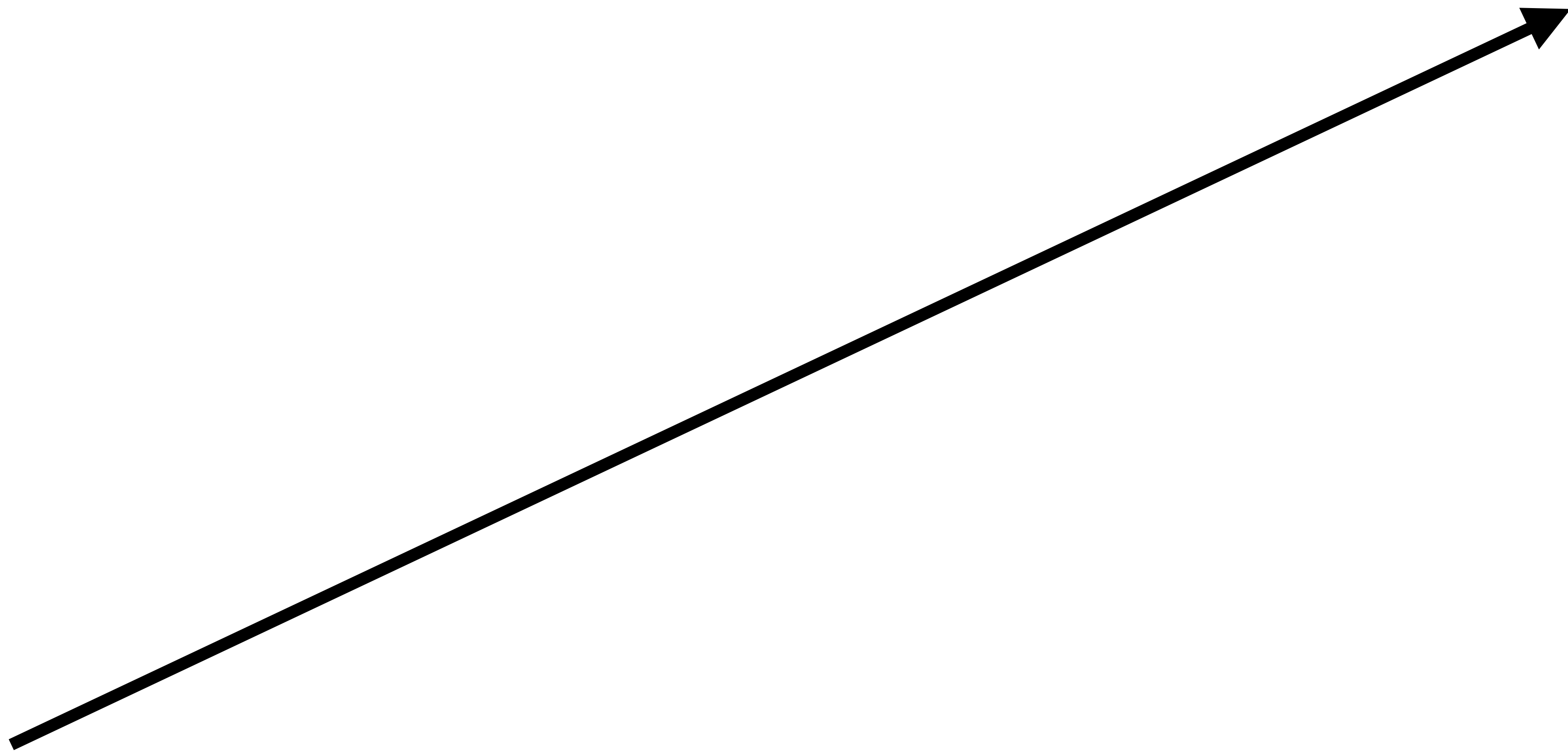
Figure 2.1: The Funtinum

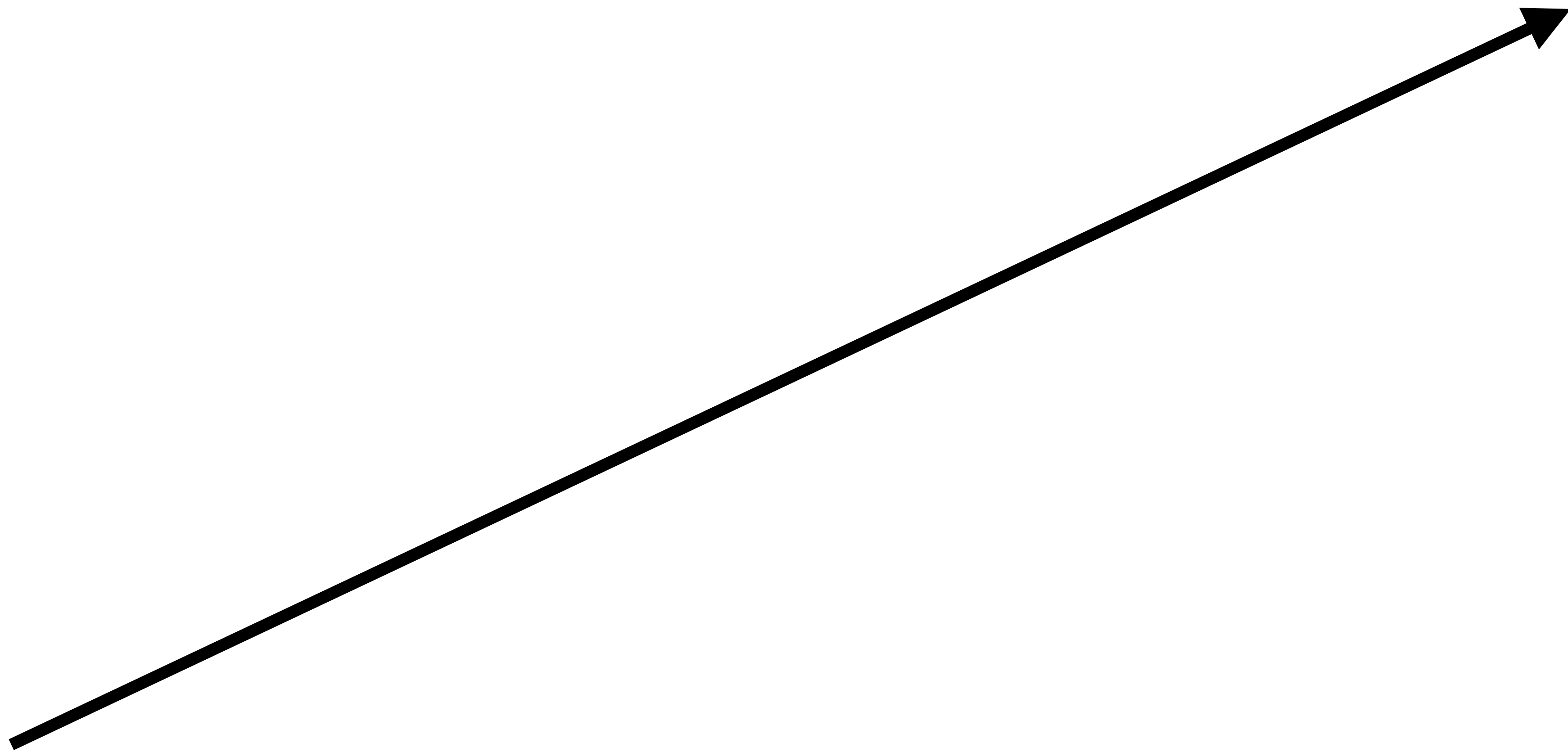
Excerpted from Elise M. Woolley, B.S.,
Fun: An Exploration in its Relevance to Interaction Design

That was called the
Funtinuum.

That was called the
Funtinuum.

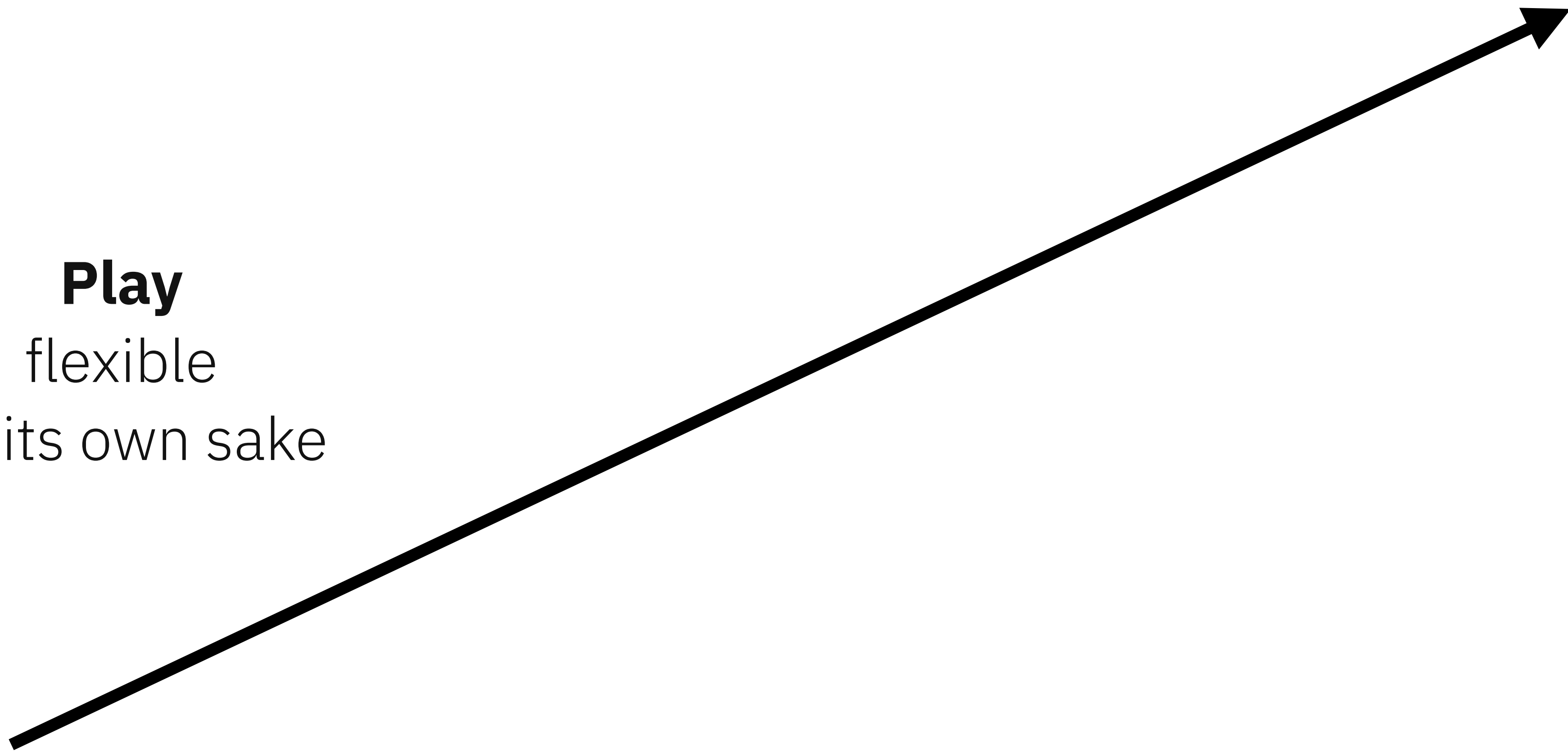
If you remember just one thing from this talk ...





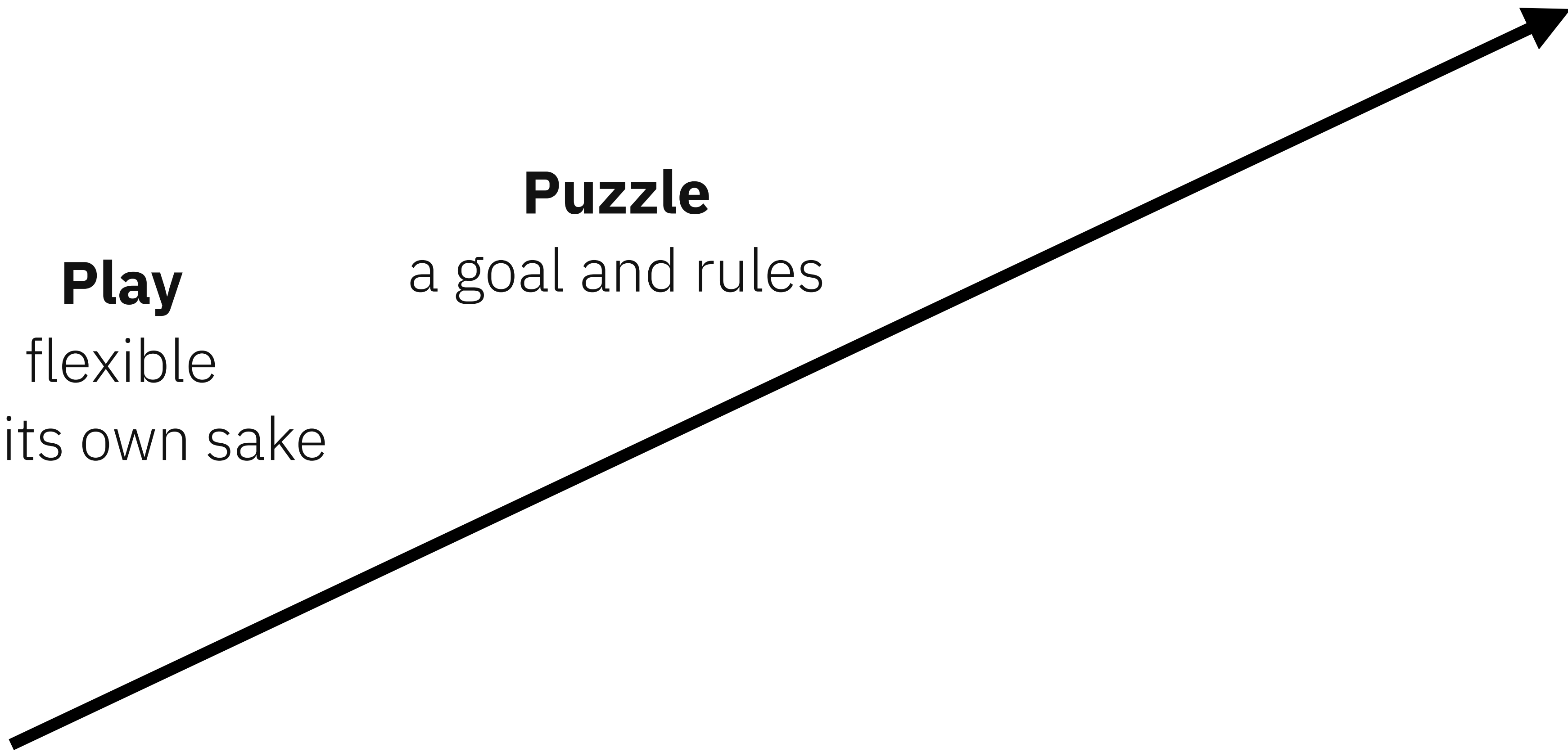
Exploration

focussed investigation



Play
flexible
for its own sake

Exploration
focussed investigation



Exploration
focussed investigation

Play
flexible
for its own sake

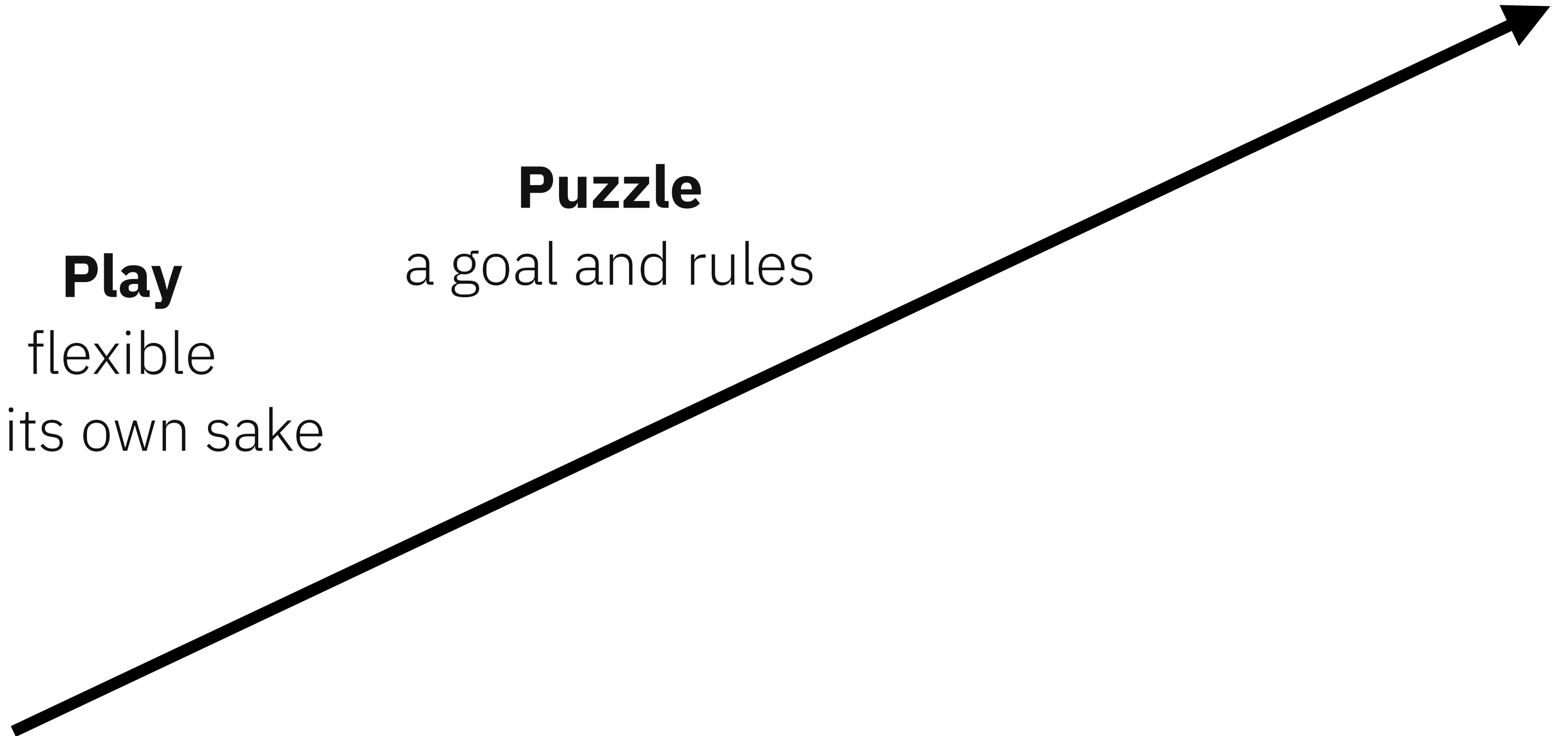
Puzzle
a goal and rules

Exploration
focussed investigation

Play
flexible
for its own sake

Puzzle
a goal and rules

Games
a winner and rules



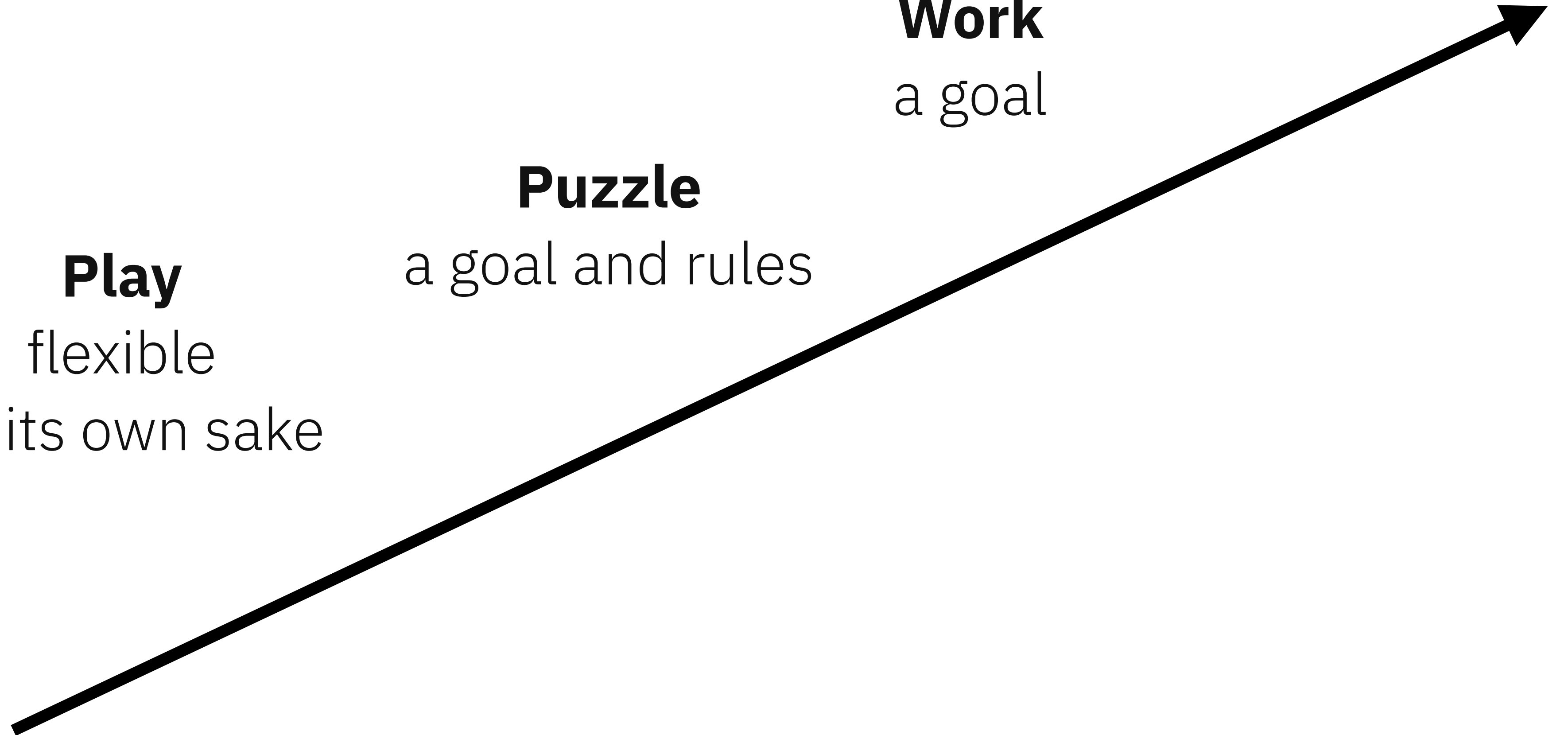
Exploration
focussed investigation

Play
flexible
for its own sake

Puzzle
a goal and rules

Work
a goal

Games
a winner and rules



Exploration



Puzzle



Photo by William Warby



Play



Game

Work



Positive
affect



It feels
good

Programming is **fun**.

Programming gives pleasure
to both types of thinkers:

- **Creative**
- **Logical**

We get to **control** stuff when
we program.

Exploration





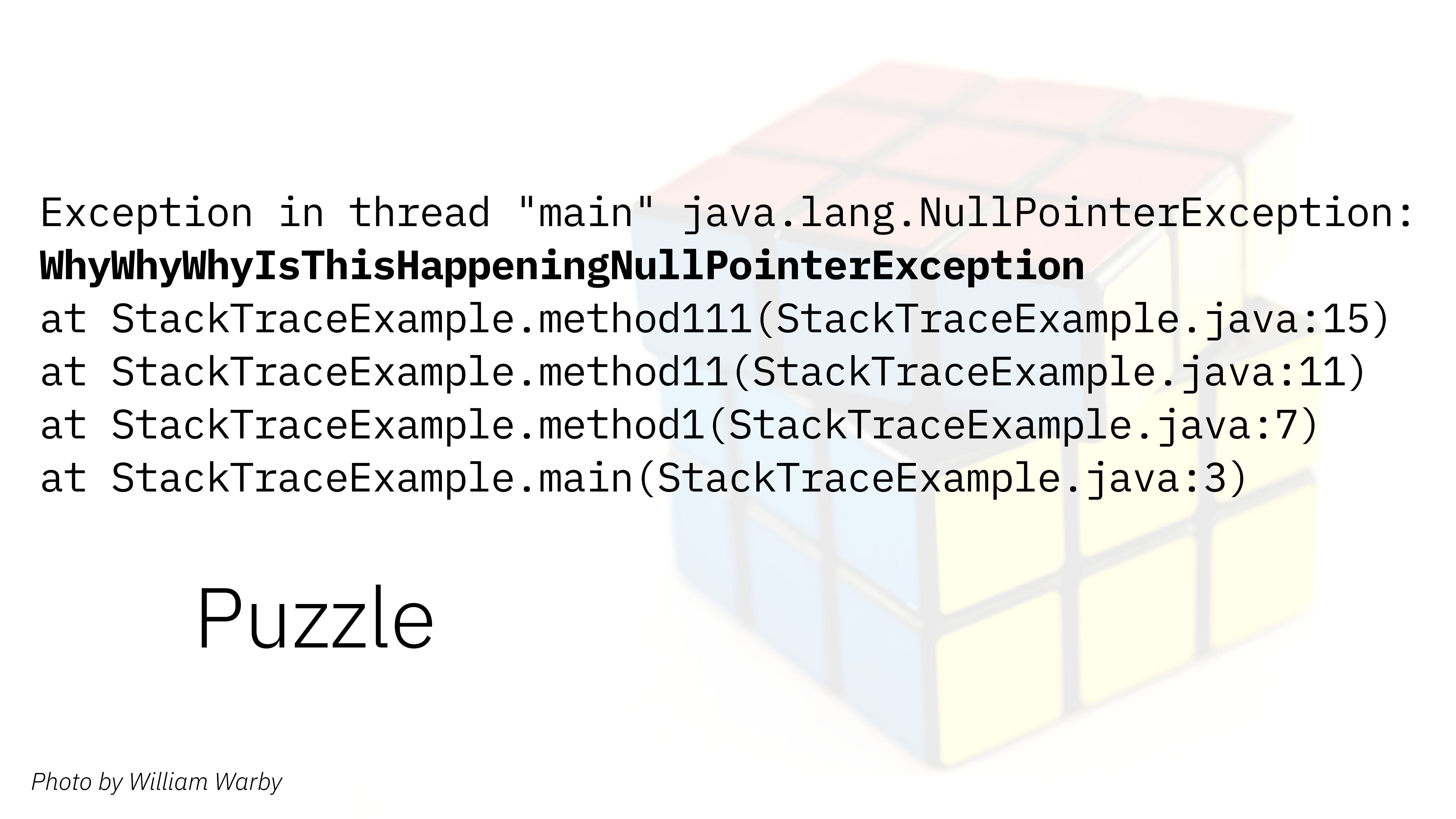
> Hello, World

Exploration

Puzzle



Photo by William Warby



Exception in thread "main" java.lang.NullPointerException:
WhyWhyWhyIsThisHappeningNullPointerException
at StackTraceExample.method111(StackTraceExample.java:15)
at StackTraceExample.method11(StackTraceExample.java:11)
at StackTraceExample.method1(StackTraceExample.java:7)
at StackTraceExample.main(StackTraceExample.java:3)

Puzzle

Game

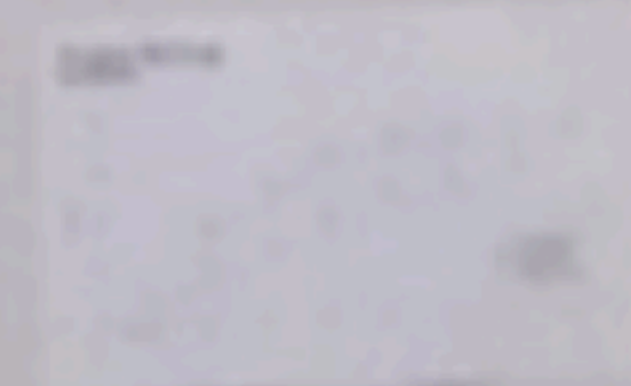
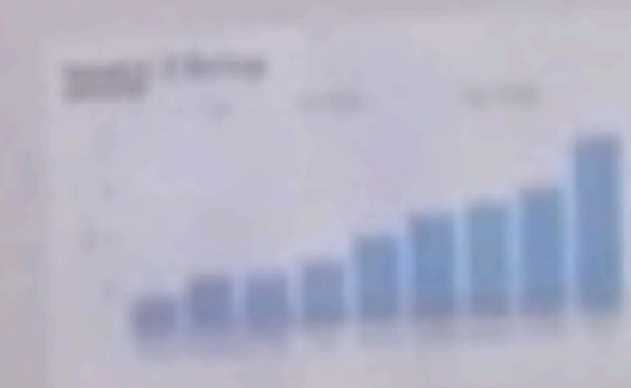
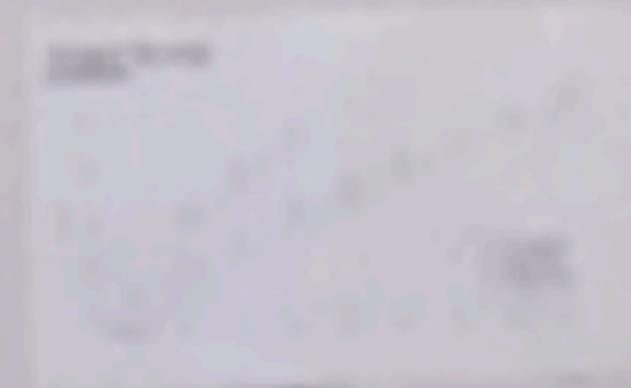
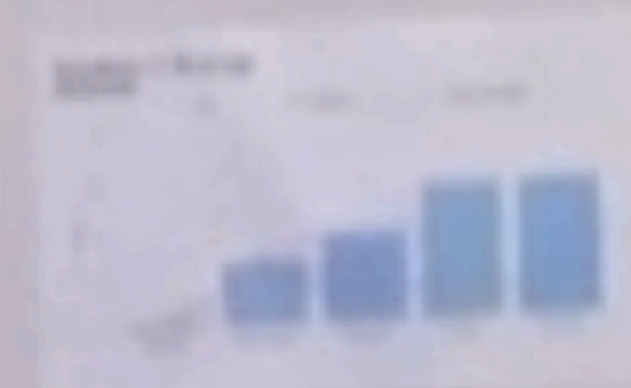
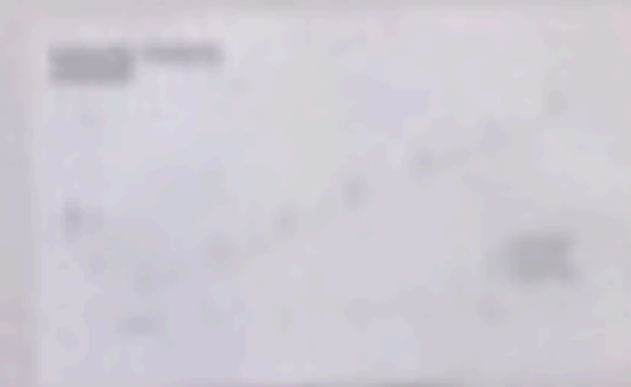
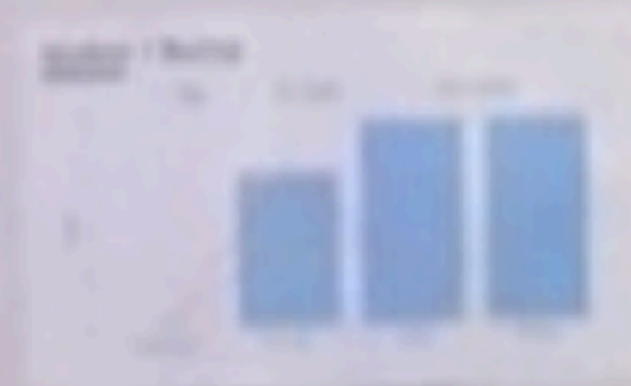


Design

Review low-fidelity wireframes and clickable prototypes quickly and iteratively.

Velocity

Experience weekly iterations and track development velocity to plan and prioritize.



Game

Katie Bouman,
discovering that her
algorithm for imaging
black holes worked.



Katie Bouman,
discovering that her
algorithm for imaging
black holes worked.

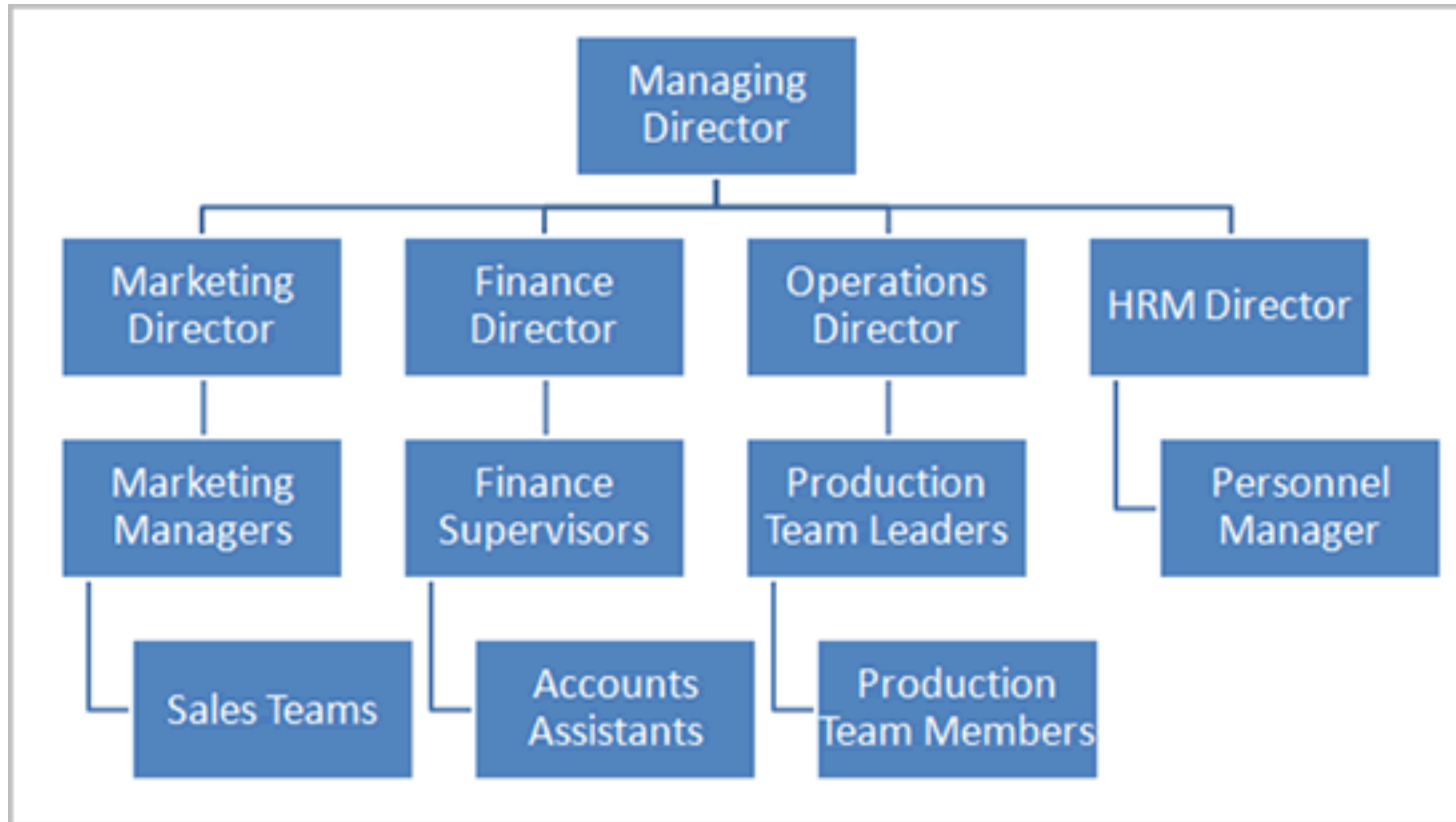
It feels
good





Why are most of our workplaces
Not Fun?

The 1980/90's Management Model



Very hierarchical

Control favoured over autonomy

Technology seen as a cost centre





Puritan confronts ale drinkers

Howard Pyle

ZERMATT

CALVINUS





CALVINUS







Jean Calvin



Jean Calvin

(... **not** an advocate of fun)

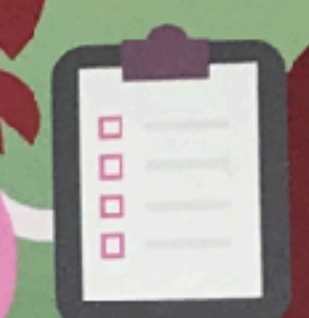


the value of
fun in the
workplace

Play behaviour is common in young farmed animals. Research shows that litters of pigs vary consistently in how much they play - more playful litters grow faster!



temperature which is captured in the thermal image.



Livestock
4.7m pigs
9.9m cattle and calves
33.3m sheep and goats
167.6m poultry

Source: Defra Agriculture in the UK 2015



Researchers are assessing the degree to which early life experiences affect animal welfare. Mothering reduces anxiety in ewes, promotes learning in the lamb and is a source of positive experiences for both mother and young, so improving their chances of survival.

piglet litters **grow** faster if they play more



IBM Watson IoT Centre, Munich



You must take the time to
pivot to be creative.

John Cohn

Watson IoT Center

IBM



“Pleasure in the job puts
perfection in the work.”

—Aristotle

Research shows:
Fun is good for business.

Does Happiness Promote Career Success?

Julia K. Boehm
Sonja Lyubomirsky
University of California, Riverside

Past research has demonstrated a relationship between happiness and workplace success. For example, compared with their less happy peers, happy people earn more money, display superior performance, and perform more helpful acts. Researchers have often assumed that an employee is happy and satisfied because he or she is successful. In this article, the authors review evidence in support of an alternative hypothesis—namely, that happiness is a source of why particular employees are more successful than others. To this end, the authors consider evidence from three types of studies—cross-sectional, longitudinal, and experimental—that relate happiness to various work outcomes. Taken together, the evidence suggests that happiness is not only correlated with workplace success but that happiness often precedes measures of success and that induction of positive affect leads to improved workplace outcomes.

Keywords: happiness; subjective well-being; positive emotion; work; career; success

A wealth of research suggests that happy and satisfied individuals are relatively more successful in the workplace. For example, happiness is related to income (Diener & Biswas-Diener, 2002), favorable evaluations by a superior (Cropanzano & Wright, 1999), helping fellow workers (George, 1991), and social support from col-

Research shows:
Fun is good for business.

**Effects of Workplace Fun on Employee Behaviors:
Focused on Generation Y in the Hospitality Industry**

Young Gin Choi
Hospitality Management and Dietetics
Kansas State University, USA

Junehee Kwon
Hospitality Management and Dietetics
Kansas State University, USA

and

Wansoo Kim
Tourism Management
Dong-A University, Korea

ABSTRACT

The conceptual model of this study was tested based on responses from 234 hospitality students in the US who are Generation Yers and had worked in the hospitality industry for more than 3 months. This study revealed that Generation Y employees' attitude toward workplace fun positively affects their experienced workplace fun. In turn, Generation Yers' experienced workplace fun showed direct effects on their job satisfaction, task performance, and interpersonal citizenship behaviors. Affected by experienced workplace fun, job satisfaction significantly enhanced employees' task performance and interpersonal job satisfaction. In essence, for Generation Y employees in hospitality businesses, workplace fun is a significant factor in their job satisfaction, task performance, and interpersonal citizenship behavior. These findings provide a significant insight to hospitality employers who typically have a hard time to attract best young talents and motivate them mainly due to low-paying, low-status nature of hospitality jobs.

Keywords: *workplace fun, Generation Y, hospitality business, job satisfaction, task performance, interpersonal citizenship behavior.*

INTRODUCTION

A growing number of business writers and consultants maintain that fun at work is essential for enhancing employee motivation and productivity, reducing stress (Karl, Peluchette, Hall, & Harland, 2005). According to Glasser (1994), having fun is the highest level of need of workers and often unmet at work while the lower levels of needs are mostly met at work. Bolton and Houlihan (2009) even articulated that fun at work seems become an established and accepted contributor to advisable people management and thus the bottom line. Indeed, previous academic studies have linked workplace fun with job satisfaction (Karl & Peluchette, 2006) and with task performance and organizational citizenship behavior (Fluegge, 2008).

Studies have shown...

Employee fun

Studies have shown...

Employee fun



Studies have shown...

Employee fun



Less sick leave

Studies have shown...

Employee fun



Less sick leave

Harder working

Studies have shown...

Employee fun



Less sick leave

Harder working

More productivity

Positive Intelligence

by **Shawn Achor**

FROM THE JANUARY-FEBRUARY 2012 ISSUE

 SUMMARY  SAVE  SHARE  TEXT SIZE  PRINT **\$8.95** BUY COPIES



In July 2010 Burt's Bees, a personal-care products company, was undergoing enormous change as it began a global expansion into 19 new countries. In this kind of high-pressure situation, many leaders pester their deputies with frequent meetings or flood their in-boxes with urgent demands. In doing so, managers jack up everyone's anxiety level, which activates the portion of the brain that processes threats—the amygdala—and steals resources from the prefrontal cortex, which is responsible for

Positive Intelligence

by **Shawn Achor**

FROM THE JANUARY-FEBRUARY 2012 ISSUE

"Your brain at positive is 31% more productive than your brain at negative, neutral or stressed."

SUMMARY SAVE SHARE TEXT SIZE PRINT \$8.95 BUY COPIES



In July 2010 Burt's Bees, a personal-care products company, was undergoing enormous change as it began a global expansion into 19 new countries. In this kind of high-pressure situation, many leaders pester their deputies with frequent meetings or flood their in-boxes with urgent demands. In doing so, managers jack up everyone's anxiety level, which activates the portion of the brain that processes threats—the amygdala—and steals resources from the prefrontal cortex, which is responsible for



Happiness and Productivity

Andrew J. Oswald*, Eugenio Proto**, and Daniel Sgroi**

*University of Warwick, UK, and IZA Bonn, Germany

**University of Warwick, UK

JOLE 3rd Version: 10 February 2014

Emails: andrew.oswald@warwick.ac.uk; e.proto@warwick.ac.uk; daniel.sgroi@warwick.ac.uk

JEL Classification: D03, J24, C91

Keywords: Well-being; productivity; happiness; personnel economics.

Address: Department of Economics, University of Warwick, Coventry CV4 7AL, United Kingdom.

Telephone: (+44) 02476 523510

Acknowledgements: For their suggestions, we thank the referees and the editor Paul Oyer. For fine research assistance, and valuable discussions, we are indebted to Malena Digiani, Alex Dobson, Stephen Lovelady, and Lucy Rippon. For advice, we would like to record our deep gratitude to Alice Isen. Insightful suggestions were provided by seminar audiences in Berlin, Birmingham, Bonn, Leicester, Glasgow, HM Treasury London, LSE, Maastricht, PSE Paris, Warwick, York, and Zurich. Special thanks also go to Johannes Abeler, Eve Caroli, Emanuele Castano, Andrew Clark, Alain Cohn, Ernst Fehr, Justina Fischer, Bruno Frey, Dan Gilbert, Amanda Goodall, Greg Jones, Graham Loomes, Rocco Macchiavello, Michel Marchal, Sharon Mukand, Steve Pischke, Nick Powdthavee, Tommaso Reggiani, Daniel Schunk, Claudia Senik, Tania Singer, and Luca Stanca. The first author thanks the University of Zurich for its hospitality and is grateful to the ESRC for a research professorship. The ESRC (through CAGE) and the Leverhulme Trust also provided research support.

Happiness and Productivity

Andrew J. Oswald*, Eugenio Proto**, and Daniel Sgroi**

*University of Warwick, UK, and IZA Bonn, Germany

**University of Warwick, UK

JOLE 3rd Version: 10 February 2014

Emails: andrew.oswald@warwick.ac.uk; e.proto@warwick.ac.uk; daniel.sgroi@warwick.ac.uk

JEL Classification: D03, J24, C91

Keywords: Well-being; productivity; happiness; personnel economics.

Address: Department of Economics, University of Warwick, Coventry CV4 7AL, United Kingdom.

Telephone: (+44) 02476 523510


Acknowledgements: For their suggestions, we thank the referees and the editor Paul Oyer. For fine research assistance, and valuable discussions, we are indebted to Malena Digiani, Alex Dobson, Stephen Lovelady, and Lucy Rippon. For advice, we would like to record our deep gratitude to Alice Isen. Insightful suggestions were provided by seminar audiences in Berlin, Birmingham, Bonn, Leicester, Glasgow, HM Treasury London, LSE, Maastricht, PSE Paris, Warwick, York, and Zurich. Special thanks also go to Johannes Abeler, Eve Caroli, Emanuele Castano, Andrew Clark, Alain Cohn, Ernst Fehr, Justina Fischer, Bruno Frey, Dan Gilbert, Amanda Goodall, Greg Jones, Graham Loomes, Rocco Macchiavello, Michel Marchal, Sharon Mukand, Steve Pischke, Nick Powdthavee, Tommaso Reggiani, Daniel Schunk, Claudia Senik, Tania Singer, and Luca Stanca. The first author thanks the University of Zurich for its hospitality and is grateful to the ESRC for a research professorship. The ESRC (through CAGE) and the Leverhulme Trust also provided research support.

*"Individuals [who just
watched a comedy video]
have approximately*

12%

greater productivity."

Your brain needs **breaks.**

A modern office interior with a large window, a potted plant, and a ping pong table. The room features a wooden floor, a large window with a view of a building, a potted plant, and a ping pong table. The text "Breaks with exercise are even better" is overlaid on the image.

Breaks with exercise
are even better



Practical example: **Everyone** loves lego trains.



Info Support funded their employees' lego trains.

Why? Good business.

PERSUADE YOUR MANAGER TO GET SOME TIME FOR A FUN PROJECT

- Fun
- HR and recruitment
- Discover
- Innovate



Thanks, @johanjanssen42!

How **much** fun can you
expect to have?



How **much** fun can you expect to have?

(Yes, this is a picture of lots of fungi. You're welcome.)





- No one likes working on things that aren't valuable or useful.
- So if you take that to its extreme, and only do activities if they're fun and enjoyable, will that work?
- Self-discipline is still needed.

Limits to Fun

Just because it's fun, doesn't
mean it's **good**.

Trolls just want to have fun

Erin E. Buckels^{a,*}, Paul D. Trapnell^b, Delroy L. Paulhus^c

^a University of Manitoba, Winnipeg, Manitoba, Canada

^b University of Winnipeg, Winnipeg, Manitoba, Canada

^c University of British Columbia, Vancouver, British Columbia, Canada

ARTICLE INFO

Article history:

Available online xxxx

Keywords:

Sadism

Dark Tetrad

Dark Triad

Trolling

Cyber-trolls

Antisocial Internet behavior

Personality

ABSTRACT

In two online studies (total $N = 1215$), respondents completed personality inventories and a survey of their Internet commenting styles. Overall, strong positive associations emerged among online commenting frequency, trolling enjoyment, and troll identity, pointing to a common construct underlying the measures. Both studies revealed similar patterns of relations between trolling and the Dark Tetrad of personality: trolling correlated positively with sadism, psychopathy, and Machiavellianism, using both enjoyment ratings and identity scores. Of all personality measures, sadism showed the most robust associations with trolling and, importantly, the relationship was specific to trolling behavior. Enjoyment of other online activities, such as chatting and debating, was unrelated to sadism. Thus cyber-trolling appears to be an Internet manifestation of everyday sadism.

© 2014 Elsevier Ltd. All rights reserved.

1. Introduction

Online *trolling* is the practice of behaving in a deceptive, destructive, or disruptive manner in a social setting on the Internet

disruptive aspects may distinguish trolling from other forms of online antisociality, such as cyber-bullying, where perpetrator identities are usually clear (Lenhardt, 2013) and the intent is more straightforward.

Just because it's fun, doesn't
mean it's **good**.

"I love the smell of napalm in the morning
.... smells like victory."

Bill Kilgore,
Apocalypse Now



"I love the smell of napalm in the morning
.... smells like victory."

Bill Kilgore,
Apocalypse Now

Is **everyone** having fun?







Fun. What could **possibly** go wrong?



Fun. What could **possibly** go wrong?



Fun. What could **possibly** go wrong?

2008: A developer had a lot of fun with Groovy.



Fun. What could **possibly** go wrong?

2008: A developer had a lot of fun with Groovy.



Fun. What could **possibly** go wrong?

2008: A developer had a lot of fun with Groovy.

2009: The others who had to maintain the code
had less fun.

Enjoy fun.
Responsibly.



How to achieve fun

Warning: This is our context and our experience of Fun.

Your workplace culture may be different.

Step 1.

Find un-fun things.

Get rid of them.

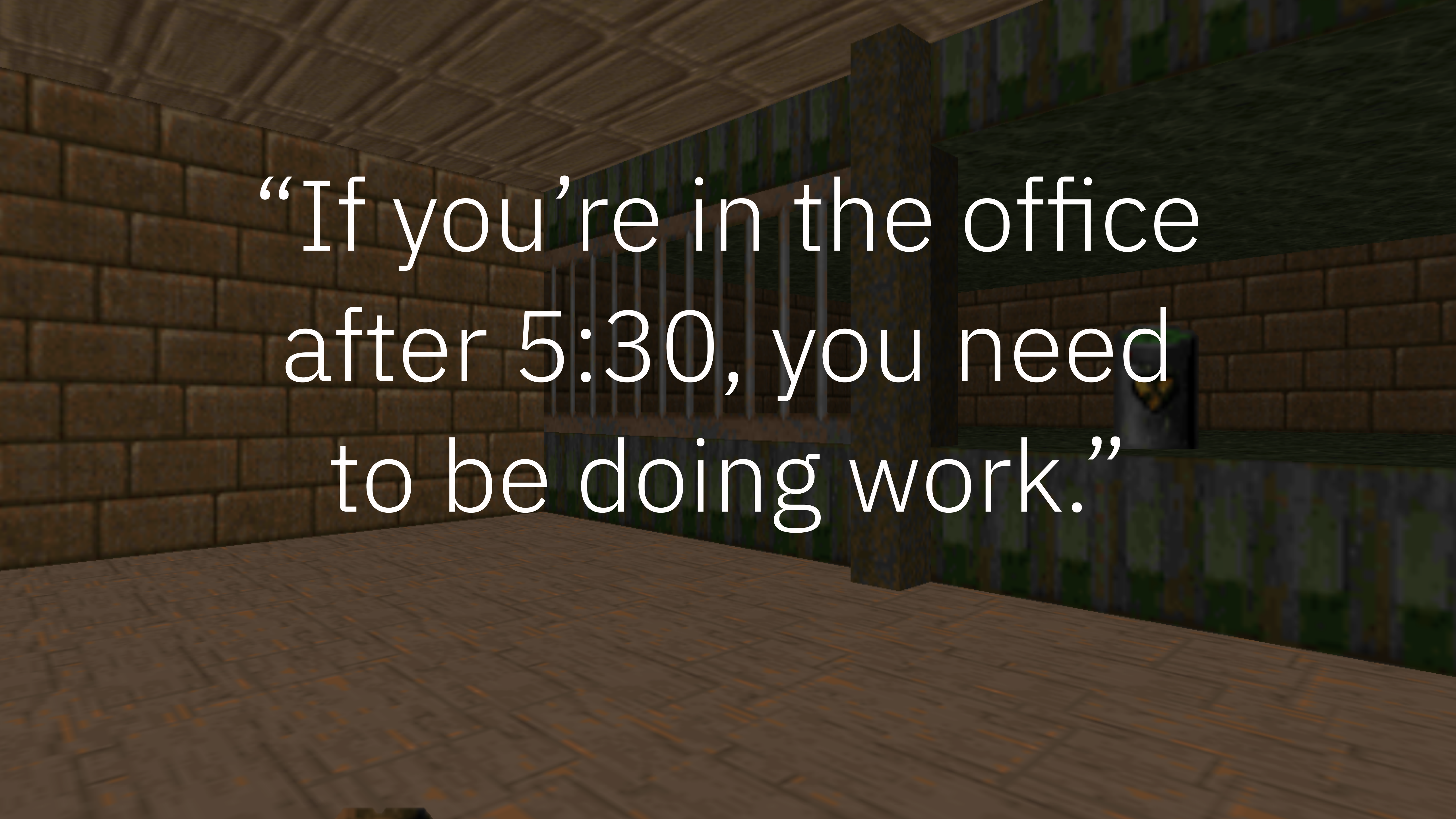
Step 0.

Stop prohibiting fun.

Obviously.

“Please stop sending emails telling people you are sharing cake.”



A 3D rendered office interior. The room features a brick wall on the left and a tiled floor. A window on the right shows a view of a forest. A dark pillar is visible in the center. The text is overlaid in white.

“If you’re in the office after 5:30, you need to be doing work.”


“Why are you smiling? Work isn't a place to be happy!”

- a prowling project manager

Step 1.

Find un-fun things.

Get rid of them.

Three red flags are flying on tall, silver poles against a clear blue sky with scattered white clouds. The flags are positioned from left to right, each on its own pole. The text is overlaid on the lower-left portion of the image.

A process being unfun
is a red flag that it's not
adding **value**.

Step 1.
Find un-fun things.
Get rid of them.

... because they're probably **waste**.



Jessica Rose
@jesslynnrose

Programmers: how much of your workday would you estimate is spent purely coding?
RT to help get bigger sample! 💖

25% or less ✓

36%

25-50%

39%

50-75%

20%

75-100%

5%

3030 votes • 162 hours left

04/07/2016 14:55



Jessica Rose
@jesslynnrose

Programmers: how much of your workday would you estimate is spent purely coding?
RT to help get bigger sample! 💖

In reply to @jesslynnrose



Holly Cummins
@holly_cummins

@jesslynnrose if I told you, I'd have to cry. :)

04/07/2016 15:27

Get **rid** of the stuff that stops
us doing what we enjoy.

Get **rid** of the stuff that stops
us doing what we enjoy.

“We’re short staffed. You’re going to
need to cancel all my meetings for a
month so I can do programming.”

Get **rid** of the stuff that stops
us doing what we enjoy.

This worked!



“We’re short staffed. You’re going to
need to cancel all my meetings for a
month so I can do programming.”

Interactions are fun.
Interruptions are not.



Srikanth K M 11:37 AM ☆

@here Is the REST API for cf ic cpi exposed to users? I do not see it here : <http://ccsapi-doc.mybluemix.net/#/>



Reggie Robot BOT 11:37 AM

One sec, I'll ping the interrupt pair for you...

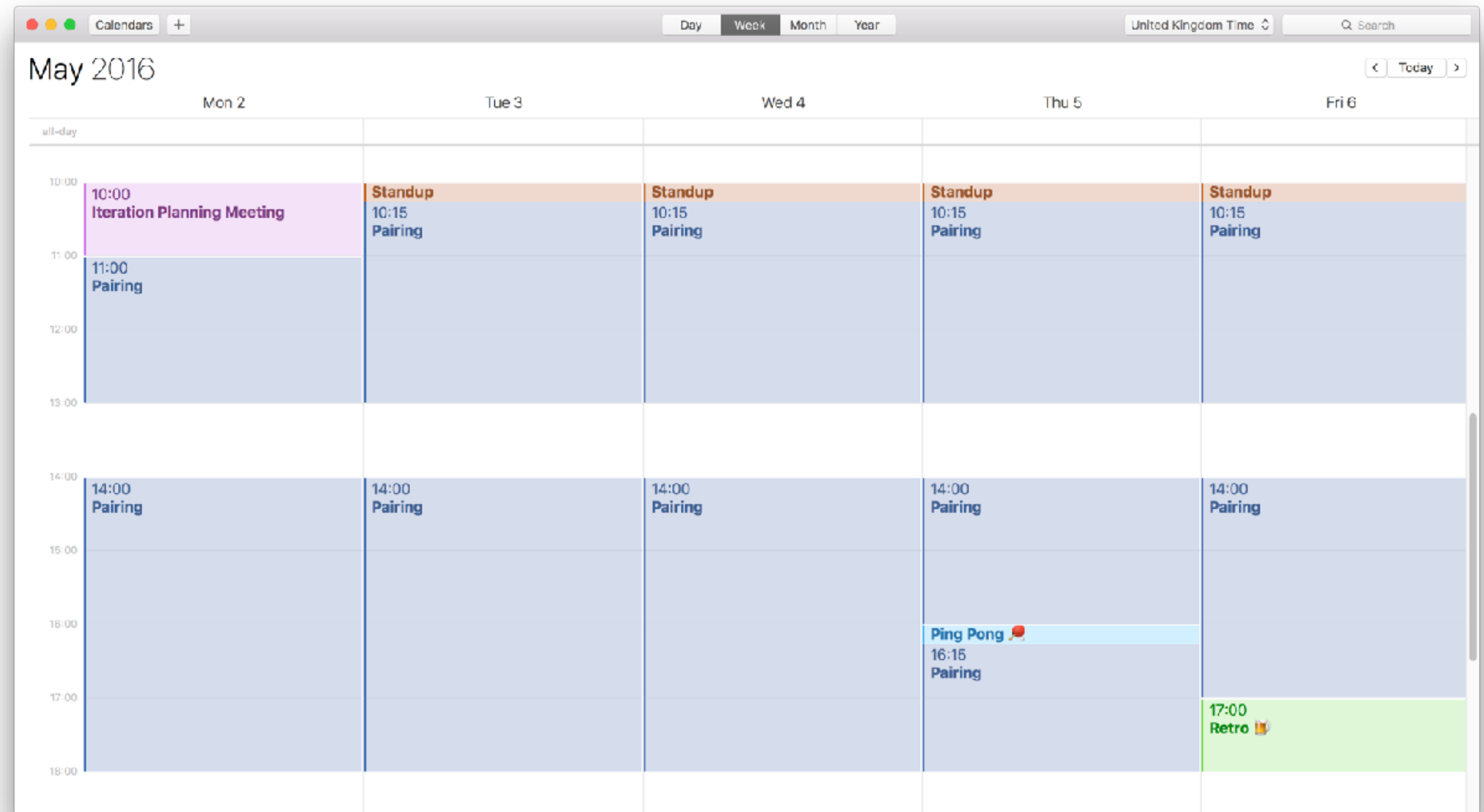
The current interrupt pair is:

Tim Clover-Poultney: [@tingp](#)

Matthew Green: [@matthew.green](#)

Protect your coding time from meetings.

“I’m sorry, since I’m pair-programming, I can’t make that meeting.”



Pair programming



Jessica Kerr @jessitron

25/08/2016

I hate doing code review. I love pairing.
I don't want to exert judgement on your code, I want to collaborate on code.



 241

 365

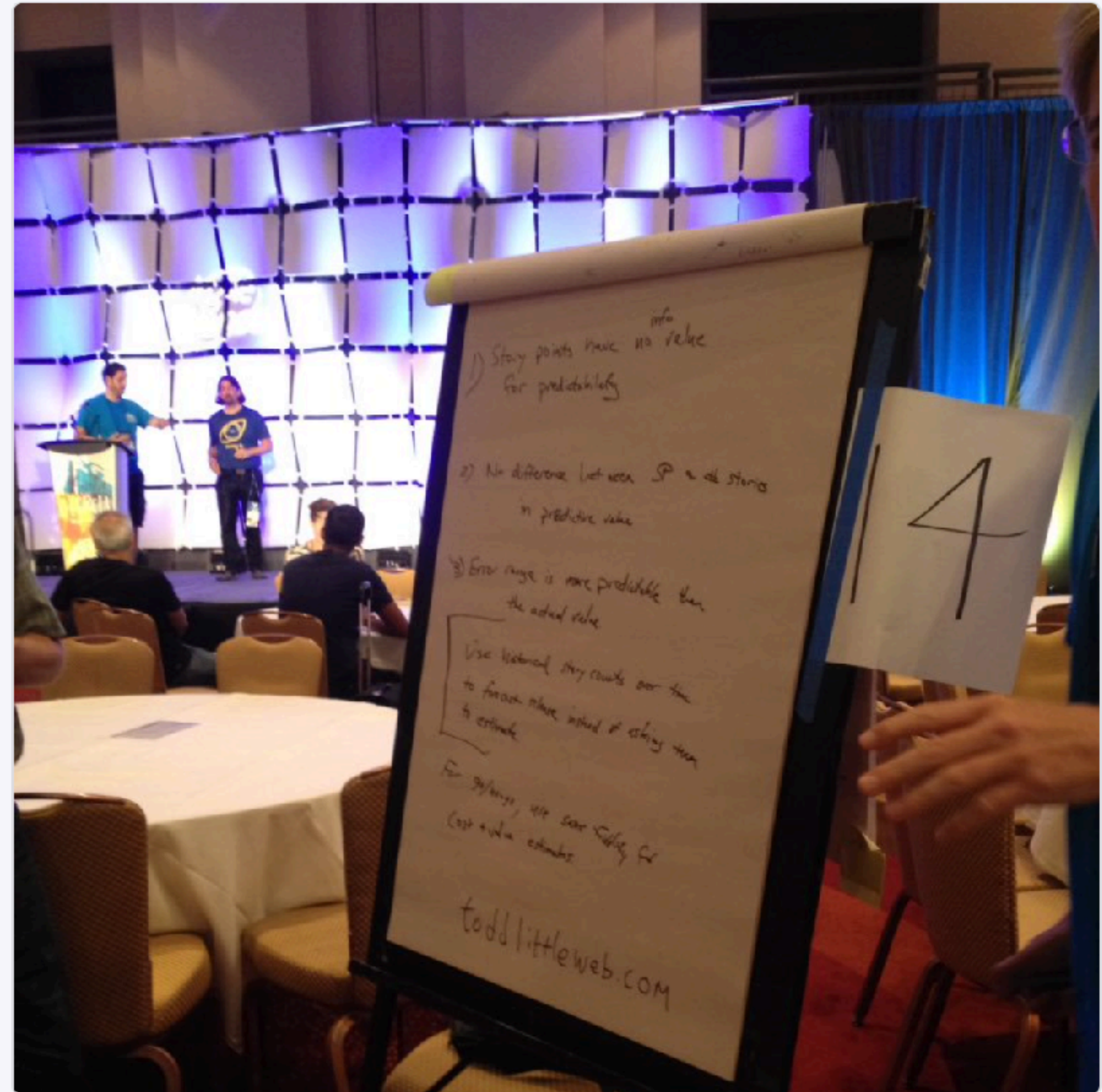
#noestimates

Estimates are rarely accurate.
Why bother??



Jason Hall @JasonHallc · Jul 29

There's no empirical difference between SP and # of **stories** for predictive value
[#noestimates](#) [#agile2016](#)



← ↻ 9 ❤️ 6 ⋮

Prototyping versus hardening

Can adding logging ever be fun?

Prototyping versus hardening

Can adding logging ever be fun?

Making a difference is fun.

Prototyping versus hardening

Can adding logging ever be fun?

Making a difference is fun.

Having a prototype become real is fun.

Prototyping versus hardening

Can adding logging ever be fun?

Making a difference is fun.

Having a prototype become real is fun.

Add the logging when you know it actually matters.

*"We don't want to be the
prototyping department."*

-- Head of Innovation, A-Client

Testing should **not** be part of
the hardening phase.

TDD is fun.

TDD

✓ returns the absolute ROM angle
calculateAvgRomForSet
for a set with one rep
1) returns the appropriate angle for the rep
for a set with two reps
✓ returns the appropriate value for two reps

102 passing (437ms)
1 failing

1) Post result and utility function test calculateAvgRomForSet for a set with one rep returns the appropriate angle for the rep:

AssertionError: expected 160 to equal 120
+ expected - actual

-160
+120

at Context.<anonymous> (test/server/transformSession_spec.js:250:47)

TDD

when the rep start, middle and end exceed goals

✓ returns true

when the rep end is less than the start goal

✓ returns false

when the rep start is less than the start goal

✓ returns false

when the rep intermediate is more than the end goal

✓ returns false

calculateROM

when start and end angles are the same

✓ returns the correct ROM

when the start and end angles differ

✓ returns the ROM for the largest angle

when the middle angle is greater than start/end

✓ returns the absolute ROM angle

calculateAvgRomForSet

for a set with one rep

✓ returns the appropriate angle for the rep

for a set with two reps

✓ returns the appropriate value for two reps

103 passing (423ms)

Automation

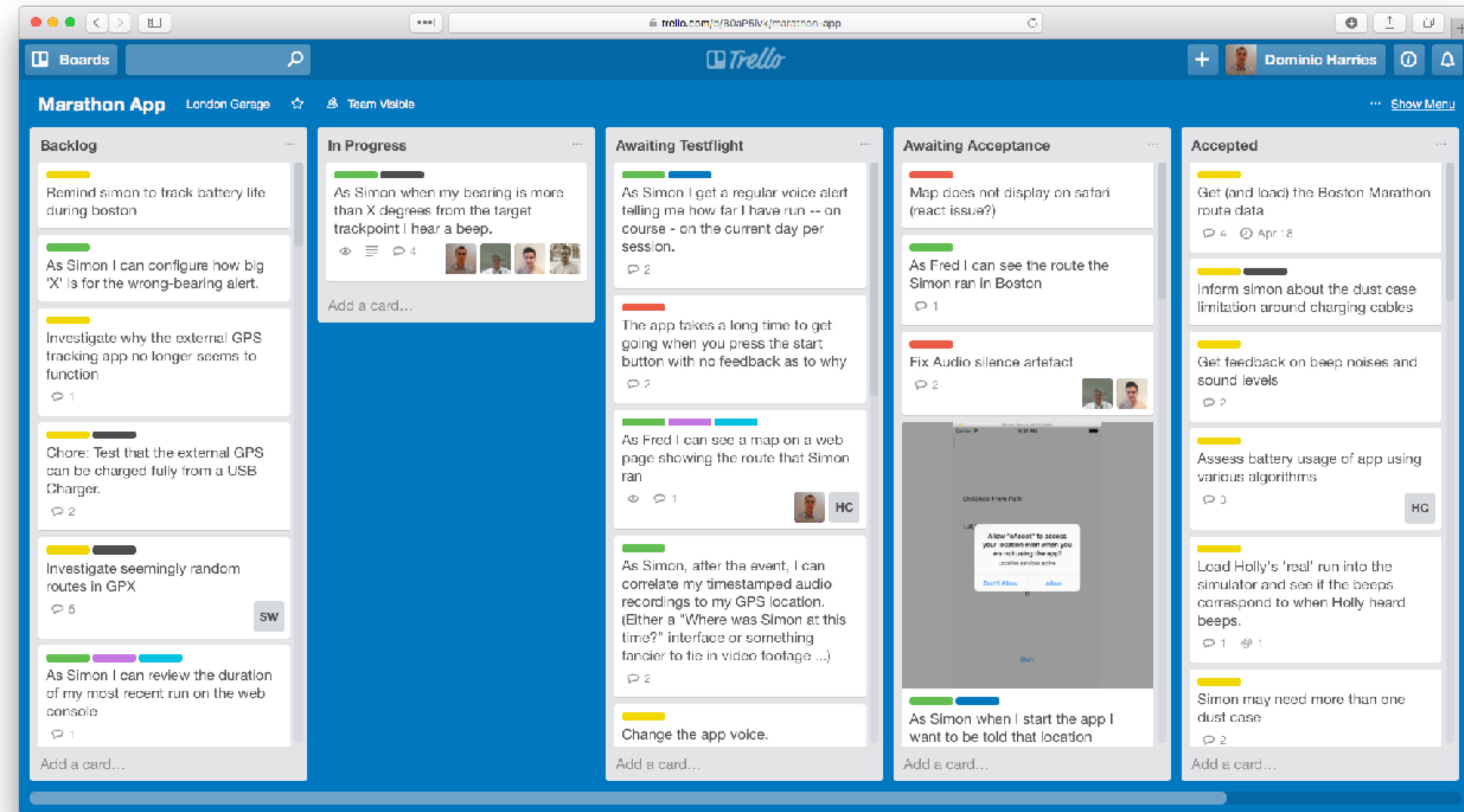


Computers don't expect to have fun (yet).

Let **them** do the tedious tasks.

Bonus: Automating stuff is fun (yay!).

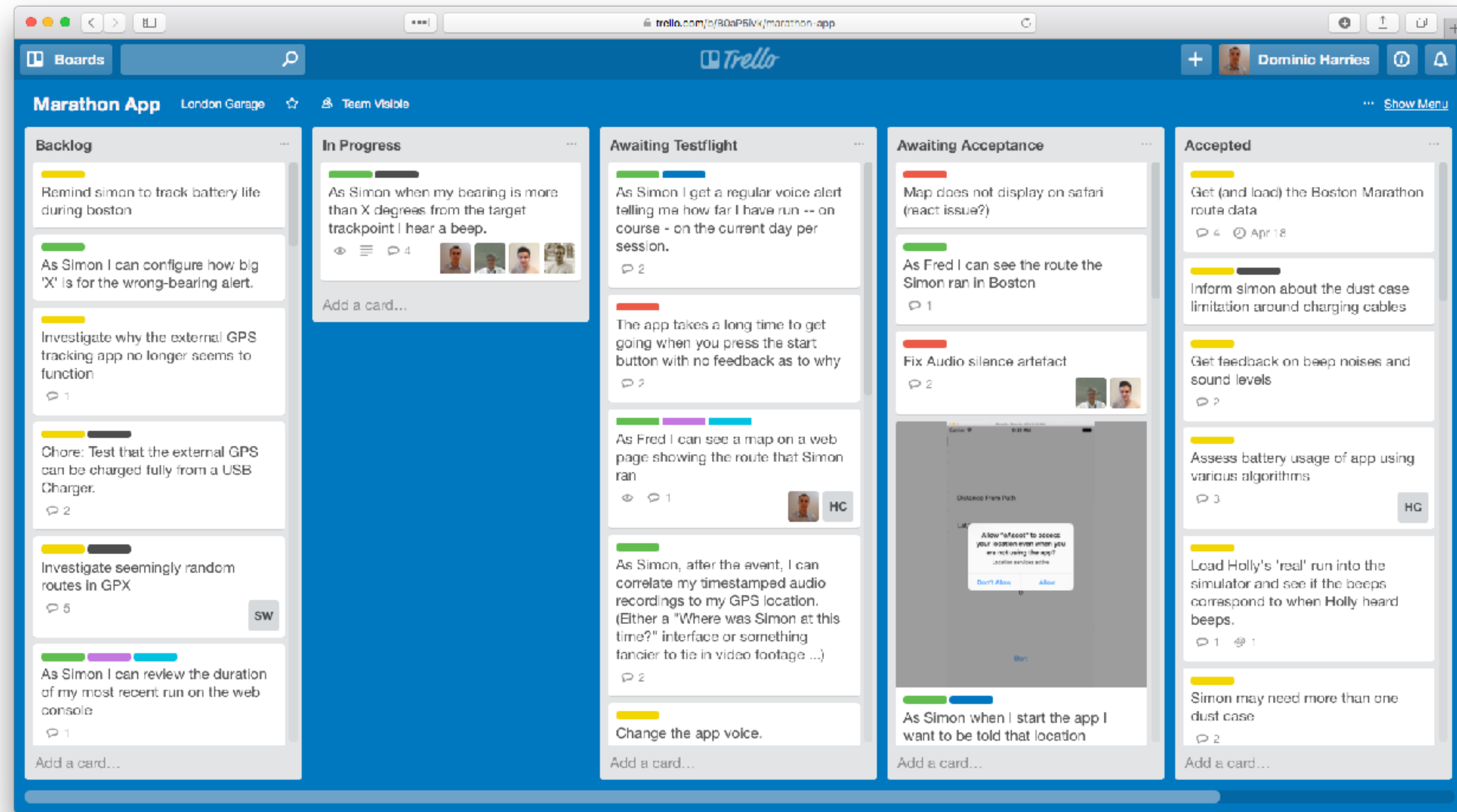
Status for all to see.



Status for all to see.

Keep stories small, so status is self-reporting.

Daily stand-up. Keep it **short.**



We all hate being told what to do.

Usually, because we know it's wrong.


Let people make their **own** decisions.

Step 2: Add fun


CGI

GAMIFICATION

ALEXANDER CHATZIZACHARIAS
@alex90_ch



WELKOM



SPRING
2017

topicus





- Questions Jobs Documentation Beta Tags Users Badges Ask Question

Tagged Questions

- info newest 34 featured frequent votes active unanswered

1,133,030 questions tagged

java about »

Java (not to be confused with JavaScript) is a general-purpose object-oriented programming language designed to be used in conjunction with the Java Virtual Machine (JVM). "Java platform" is the name for a computing system that has installed tools for developing and running Java programs. Use this ...

learn more... improve tag info top users synonyms (8) java jobs

1 question with new activity

0 votes

ListView and custom SurfaceView in same fragment

I'm writing a custom SurfaceView implementation: CustomSurfaceView.java: public class CustomSurfaceView extends SurfaceView { private void init() { } // ... } I want to call CustomSurfaceView ...

0 answers

java android listview android-fragments surfaceview

4 views

asked 7 mins ago

sryznfyra 446 1 5 23

0 votes

Reading Manifest.mf in war file using java

I am trying to read MANIFEST.MF inside a war file. I am using Eclipse. InputStream inputStream = getClass().getClassLoader().getResourceAsStream("/META-INF/MANIFEST.MF"); BufferedReader reader =...

0 answers

java eclipse war

8 views

asked 9 mins ago

ashrem 25 1 7

0 votes

Can't edit Android SQLite database name

I can't edit my database name and I can't find the list of information I putted into the database. If I try to change the database name from "diet" to something else, I'm still able to run but there'...

0 answers

java android sql android-sqlite

asked 17 mins ago

FEATURED ON META Documentation Update, August 29th HOT META POSTS 13 Documentation review items should also include an "Improve" button 20 Do we really need Performance in Documentation? 3 Loading Issue Using Filter Function in Documentation Review Queue

Java Language DOCUMENTATION Find a request to handle or browse 146 topics.

Favorite Tags edit

osgi dosgi java eclipse



SECURITY BOOT CAMP

HAVE YOU GOT WHAT IT TAKES?



Login

SECURITY BOOT CAMP

HAVE YOU GOT WHAT IT TAKES?



Completed

[Insecure Direct Object References](#)

[Broken Session Management](#)

[Failure to Restrict URL Access](#)

[Cross Site Scripting](#)

[Cross Site Scripting 1](#)

[Insecure Cryptographic Storage](#)

[SQL Injection](#)

Submit Result Key:

Submit

Insecure Direct Object Reference Challenge Two

The result key for this challenge is stored in the private message for a user that is not listed below...

Paul Bourke
Will Bailey
Orla Cleary
Ronan Fitzpatrick

Show this profile

TDD

when the rep start, middle and end exceed goals

✓ returns true

when the rep end is less than the start goal

✓ returns false

when the rep start is less than the start goal

✓ returns false

when the rep intermediate is more than the end goal

✓ returns false

calculateROM

when start and end angles are the same

✓ returns the correct ROM

when the start and end angles differ

✓ returns the ROM for the largest angle

when the middle angle is greater than start/end

✓ returns the absolute ROM angle

calculateAvgRomForSet

for a set with one rep

✓ returns the appropriate angle for the rep

for a set with two reps

✓ returns the appropriate value for two reps

103 passing (423ms)



Scott Hanselman

"If you've got a continuous integration server setup, you really need a way to guilt people that break the build. You need a Siren of Shame."



Darrin Maidlow

"It's a fun team building tool that also serves a very important purpose. Broken builds slow people down, and slow scrum teams are bad :). The siren notifies us of problems and ensures they get fixed quickly!"



Travis Stevens

"The Siren has been great for getting people to respond to broken builds and has really increased our team's awareness of broken builds."


Siren of Shame Overview

Build gamification


3:12

3:26 / 4:09


CC HD YouTube



Scott Hanselman
 "If you've got a continuous integration server setup, you really need a way to guilt people that break the build. You need a Siren of Shame."



Darrin Maidlow
 "It's a fun team building tool that also serves a very important purpose. Broken builds slow people down, and slow scrum teams are bad :). The siren notifies us of problems and ensures they get fixed quickly!"



Travis Stevens
 "The Siren has been great for getting people to respond to broken builds and has really increased our team's awareness of broken builds."

Siren of Shame Overview



Build gamification

(Strictly speaking, productization of build gamification)

3:12

3:26 / 4:09

CC HD YouTube



Scott Hanselman

"If you've got a continuous integration server setup, you really need a way to guilt people that break the build. You need a Siren of Shame."



Darrin Maidlow

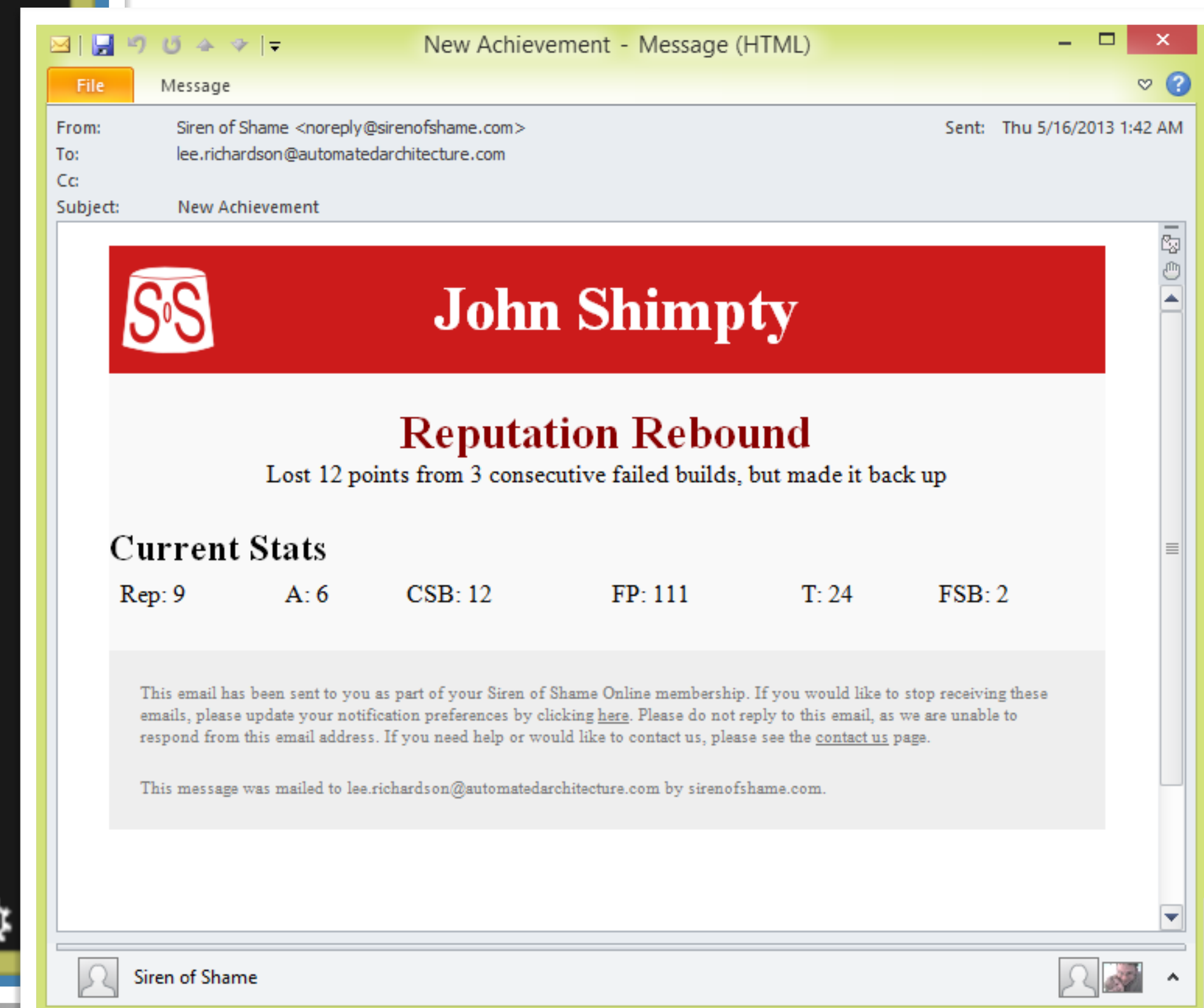
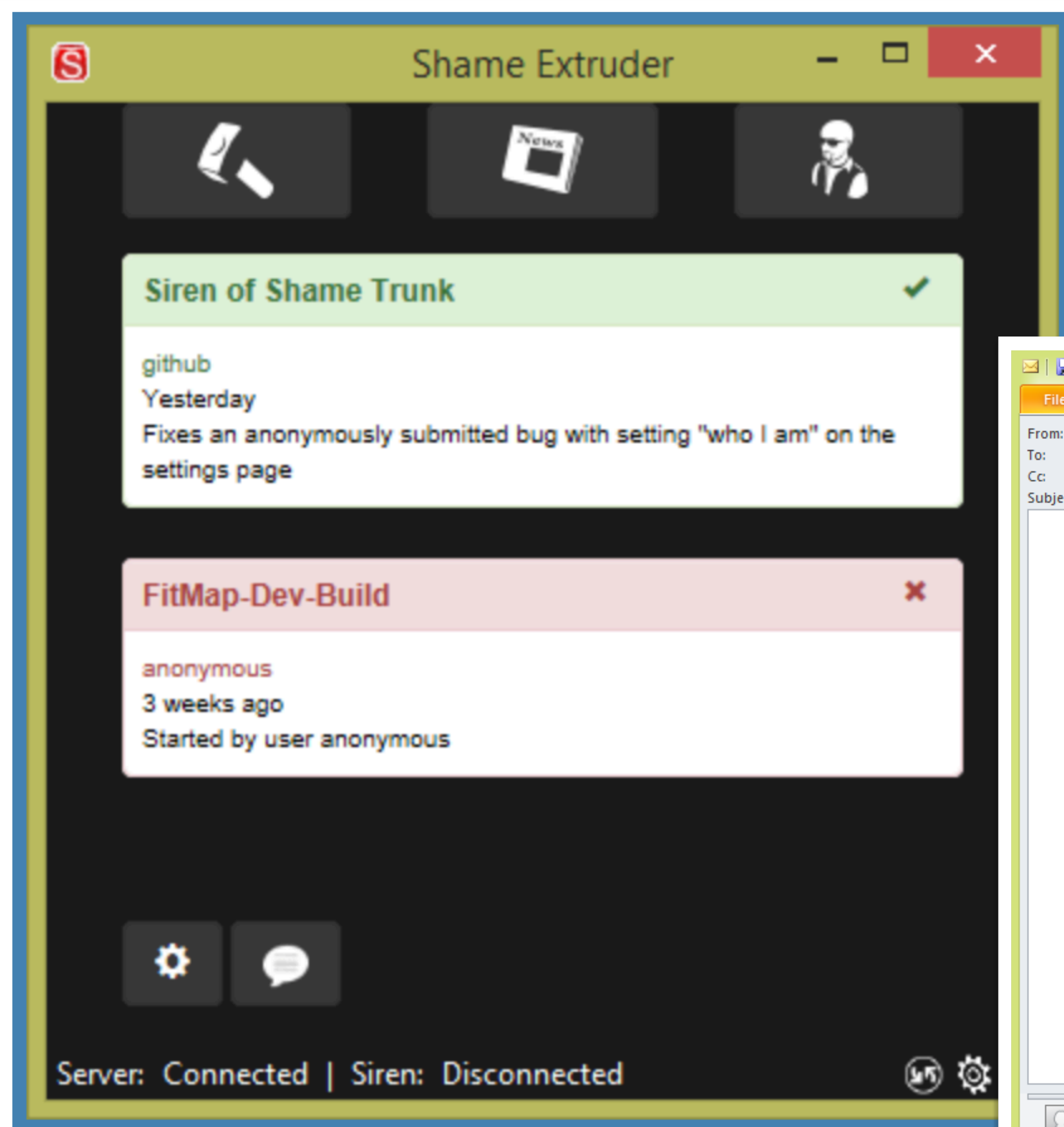
"It's a fun team building tool that also serves a very important purpose. Broken builds slow people down, and slow scrum teams are bad :). The siren notifies us of problems and ensures they get fixed quickly!"



Travis Stevens

"The Siren has been great for getting people to respond to broken builds and has really increased our team's awareness of broken builds."

Build gamification
can be pretty serious.



SUBMIT YOUR PROPOSAL FOR JAX LONDON: You can now submit session, workshop and/or keynote proposals less than a week!



The countdown for JAX Finance and JAX DevOps has started



Emojicode – A merrier kind of programming language

Do you want to play a game?

Code on the Road: Uber, Google, Marriott and US army are gamifying recruitment

🕒 April 12, 2016 👤 Gabriela Motroc



reddit



in

4



Facebook



1

Uber made the headlines last month when it transpired that some people received a “Hacker Challenge” from the unicorn during rides. However, Uber is not the only company to lure engineers through coding games.





Java, JVM,

Javas SE/EE

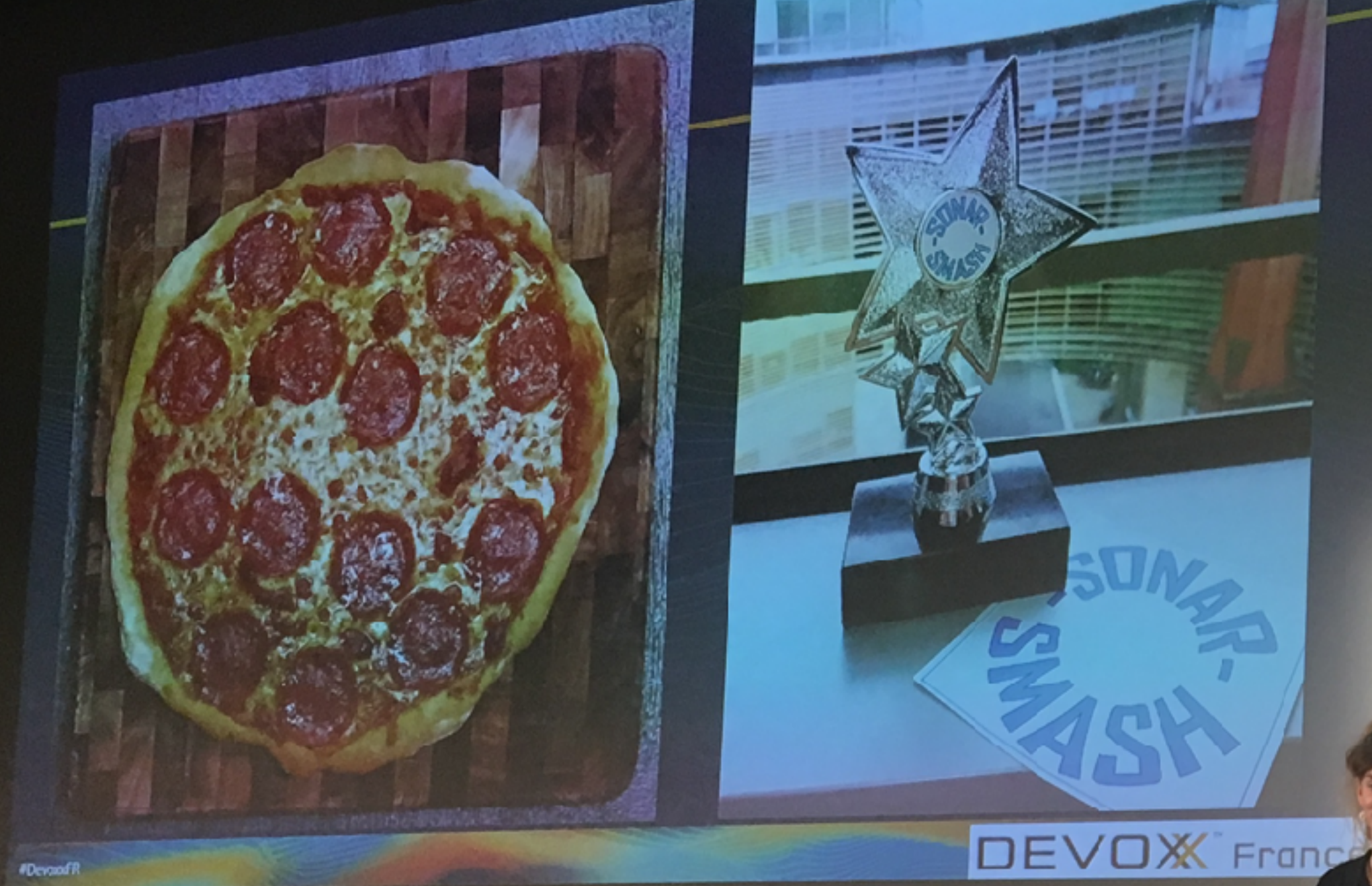
Sonar Smash : fueling the removal of technical debt through competition

Helen Wallace

James Mac

Mahon



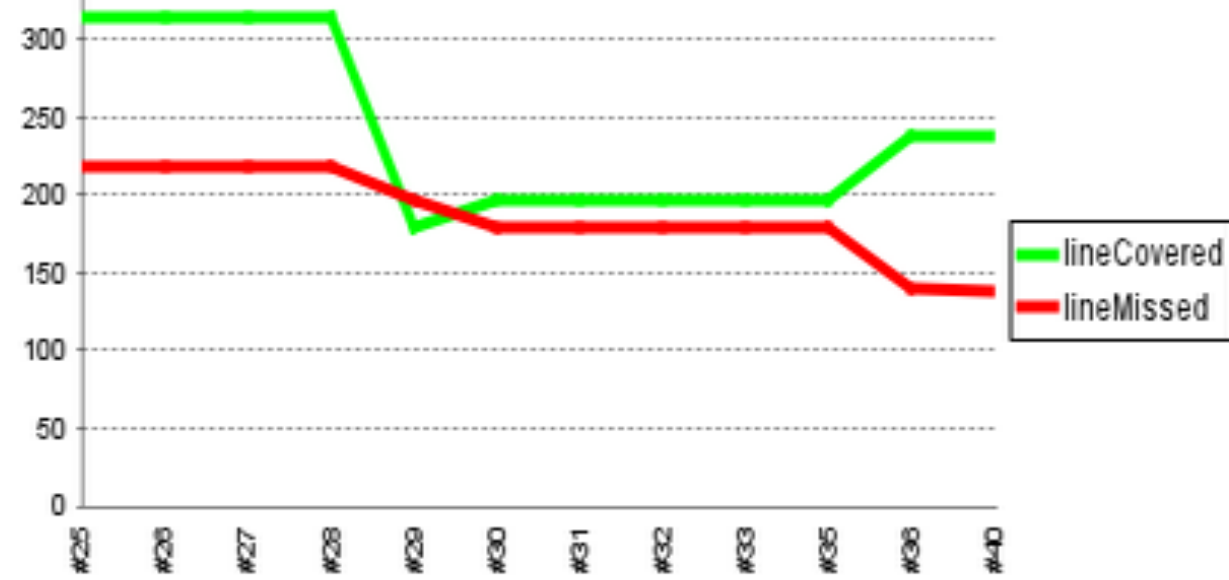


1 free lunch ➡ thousands of issues fixed

remember, you get what you measure

JaCoCo Coverage Report

[Download jacoco.exec binary coverage file](#)

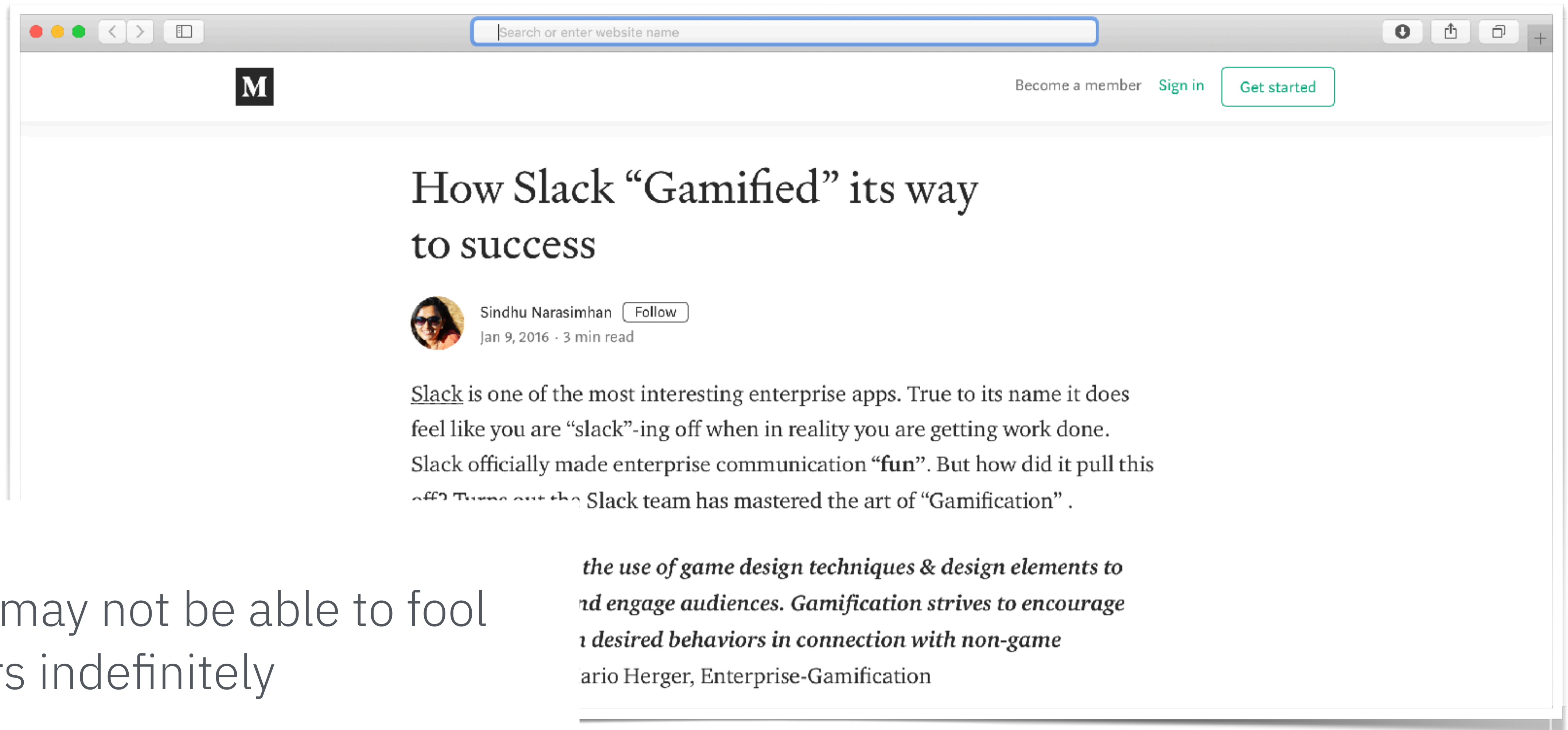


Overall Coverage Summary

name	instruction	branch	complexity	line	method	class
all classes	63% M: 1600 C: 2726	63% M: 12 C: 20	56% M: 138 C: 176	63% M: 138 C: 238	57% M: 128 C: 170	83% M: 6 C: 30

Coverage Breakdown by Package

name	instruction	branch	complexity	line	method	class
	M: 104 C: 1060 91%	M: 12 C: 20 63%	M: 12 C: 60 83%	M: 16 C: 96 86%	M: 2 C: 54 96%	M: 0 C: 10 100%
	M: 6 C: 442 99%	M: 0 C: 0 0%	M: 2 C: 10 83%	M: 1 C: 43 98%	M: 2 C: 10 83%	M: 0 C: 8 100%
	M: 1490 C: 1224 45%	M: 0 C: 0 0%	M: 124 C: 106 46%	M: 121 C: 99 45%	M: 124 C: 106 46%	M: 6 C: 12 67%



- you may not be able to fool users indefinitely
- it can start to feel an awful lot like work

*the use of game design techniques & design elements to
nd engage audiences. Gamification strives to encourage
desired behaviors in connection with non-game
ario Herger, Enterprise-Gamification*

The image shows a browser window with a search bar at the top. Below the search bar, there's a navigation bar with a logo 'M' on the left and links for 'Become a member', 'Sign in', and a 'Get started' button on the right. The main content area features a large heading: 'How Slack "Gamified" its way to success'. Overlaid on this is a tweet from Robert Glaser (@youngbrioche) dated 3:14 AM - 2 Apr 2019. The tweet text reads: 'Slack became a never ending quest to clear a multitude of broken unread indicators: „All Unreads“, „All Threads“, bubbles on team icons. It's a mess. Or is it just a big „Let humans train our neural network for marking things as read“. Once a fan, I now live in daily fear.'

- you may not be able to keep users indefinitely
- it can start to feel like work

FINDING HAPPINESS IN PATENT INFORMATION DATABASES

Training Session.

Learn about the anatomy of patents and patent
information databases and why it matters.

CERN Training Centre
7 May 2019
09:00-17:00

Find out more and sign up directly in the CERN Training Catalogue:
<http://tinyurl.com/y647673x>
Or contact: Technical.management.training@cern.ch

S-02

Aurélie P

Amy Bil

FINDING HAPPINESS IN PATENT INFORMATION DATABASES

CERN Training Centre
7 May 2019
09:00-17:00

Find out more and sign up directly in the CERN Training Catalogue:
<http://tinyurl.com/y647673x>
Or contact: Technical.management.training@cern.ch

S-02

Aurélie P

Amy Bil

Play

Early years education

Children should learn mainly through play until age of eight, says Lego

Toy company funds research suggesting educational development can be hindered by early formal schooling. So are UK schools getting it wrong?

Lucy Ward

Tuesday 15 March 2016 07.00 GMT



Comments
170

Save for later

theguardian
website of the year



Children learn through play.
Adults do too.

Quirkiness



Develop and run with WebSphere Liberty

A fast, light, awesome runtime for your Java apps and microservices, free for developers.

[Download Latest Beta](#)

[Download Latest Stable Release](#)

News

[Prevent message log rotating in WebSphere Liberty \(October beta\)](#)

by [Laura Cowen](#) · on October 31, 2018 · in [Blog](#)

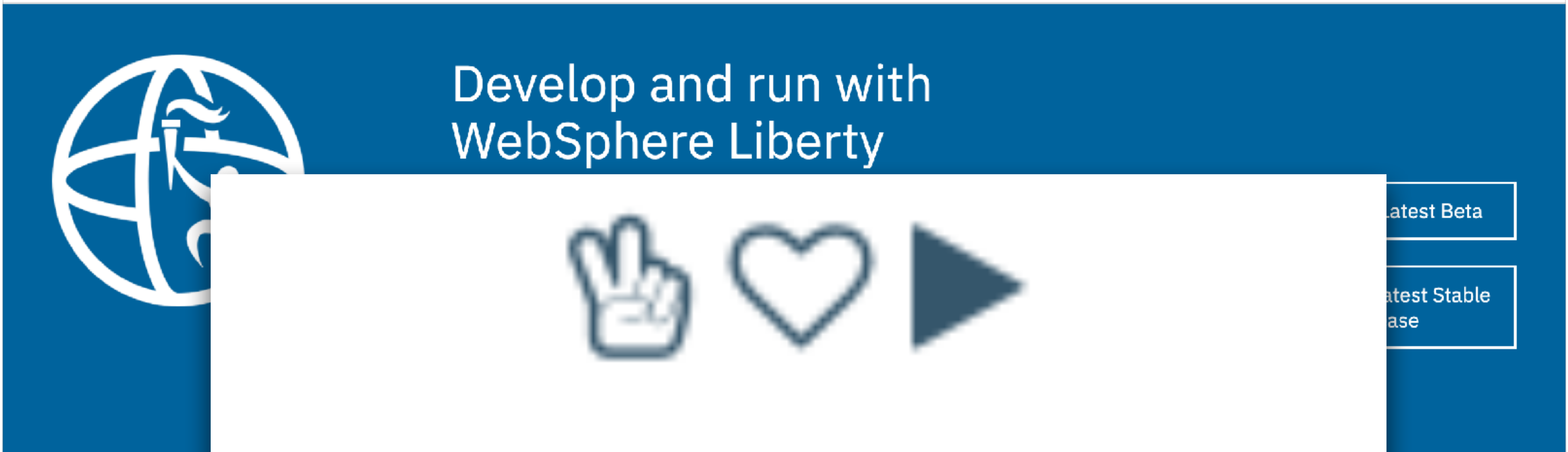
The [October beta](#) of Liberty introduces a new

Docs

[Building a web application with Maven](#)

by [Laura Cowen](#) · on August 22, 2018 · in [Open](#)

[Liberty](#), [Coding](#)



Develop and run with WebSphere Liberty



Latest Beta
Latest Stable
Release



the wasdev team

Prevent message log rotating in WebSphere Liberty (October beta)

by [Laura Cowen](#) · on October 31, 2018 · in [Blog](#)

The [October beta](#) of Liberty introduces a new

Building a web application with Maven

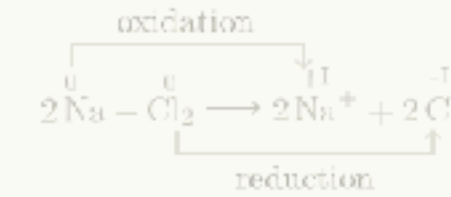
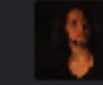
by [Laura Cowen](#) · on August 22, 2018 · in [Open](#)

[Liberty](#), [Coding](#)



the wasdev team

peace, love, play



$$\oint_{\partial S} \mathbf{E} \cdot d\mathbf{l} = - \frac{\partial \Phi_{B,S}}{\partial t}$$

Home

Questions

Tags

Users

Unanswered

Top Questions

Ask Question

Active

2 Featured

Hot

Week

Month

1

votes

2

answers

410

views

Can't add local texmf directory in latest MikTeX

miktex texmf console

answered 7 mins ago Yvon 101

5

votes

1

answer

94

views

Automatically restart longtable coloring on new page

longtable

modified 9 mins ago Community ♦ 1

0

votes

0

answers

21

views

Aligning content in multirow

tables boxes minipage multicolumn alignment

modified 17 mins ago Tim Hilt 174

0

votes

1

answer

13

views

Left align all levels in table of contents

table-of-contents horizontal-alignment align

answered 19 mins ago Bernard 176k

0

votes

0

answers

10

views

\DeclareSortingTemplate with Overleaf

FEATURED ON META

- Announcing the arrival of Valued Associate #679: Cesar Manara
- Planned maintenance scheduled April 23, 2019 at 00:00UTC (8:00pm US/Eastern)

HOT META POSTS

- 5 package tag marginnote vs. command tag marginpar vs. feature of setting...
- 19 Is TeX.SX a competition arena?

Watched Tags



Watch tags to curate your list of questions.



မိသားစုတစ်ကောင်အတွက် မိသားစုတစ်ကောင်အတွက်



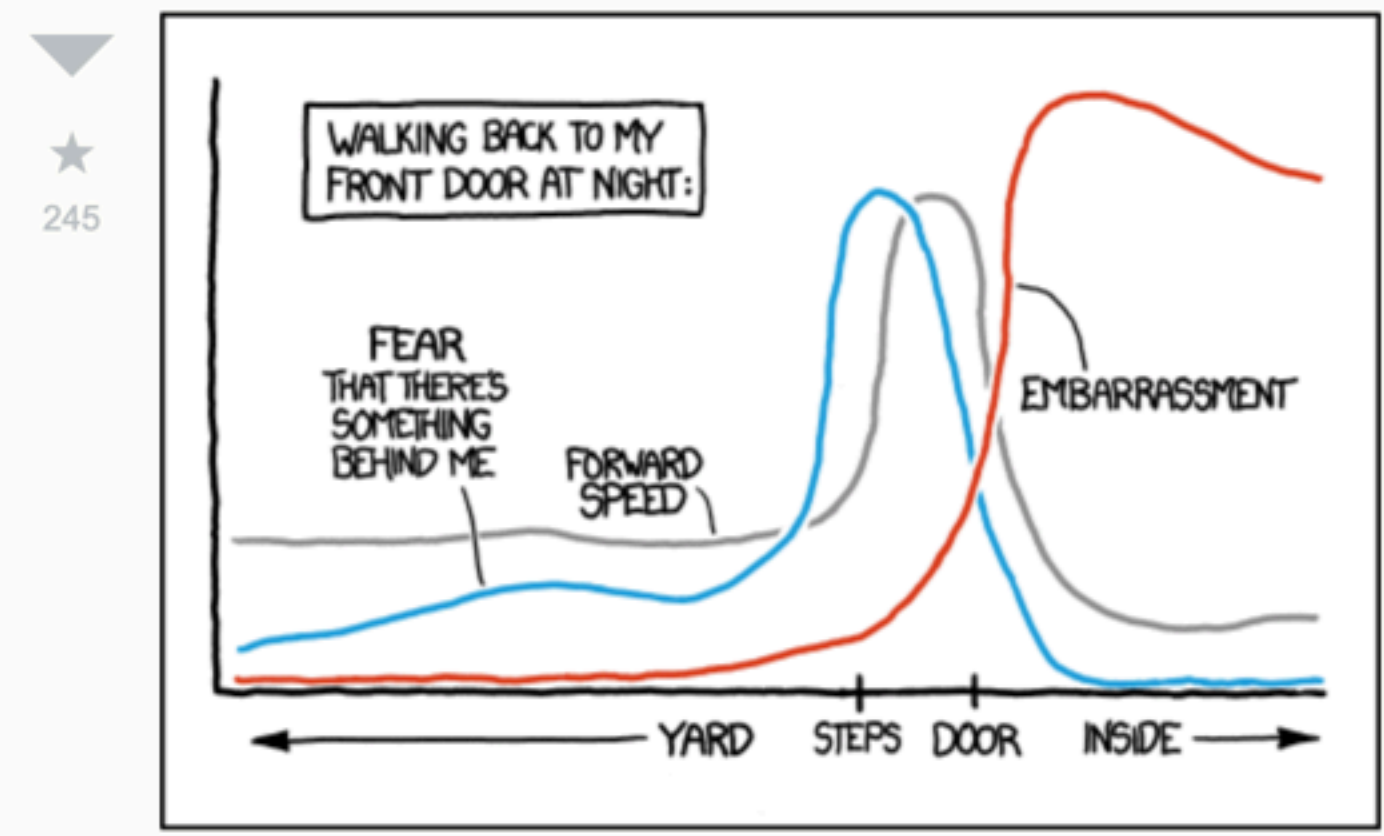
- Home
- Questions**
- Tags
- Users
- Unanswered

Create xkcd style diagram in TeX

Ask Question

▲ 308 The unique style of the diagrams at [xkcd](#) has an informative but nice hand-drawn touch. I guess they are actually drawn by hand but just recently on our partner site for Mathematica someone asked how to draw a similar diagram such as this one with Mathematica's plot functions ([xkcd-style-graphs](#)).

asked 6 years, 6 months ago
 viewed 40,030 times
 active 8 months ago



Now without Mathematica this should be possible as well but I have a hard time getting the details right. Can such a diagram be created in TeX with a similar design? My first attempt does not look particularly great but here it is (the font is from <http://antiyawn.com/uploads/humorsans.html>):

```
\documentclass{standalone}
```

FEATURED ON META

- Announcing the arrival of Valued Associate #679: Cesar Manara
- Planned maintenance scheduled April 23, 2019 at 00:00UTC (8:00pm US/Eastern)

HOT META POSTS

- 5 package tag marginnote vs. command tag marginpar vs. feature of setting...
- 19 Is TeX.SX a competition arena?

Love this site?

Get the **weekly newsletter!** In it, you'll get:

- The week's top questions and answers



မိသားစုတစ်ခု၏ မိသားစုတစ်ခု

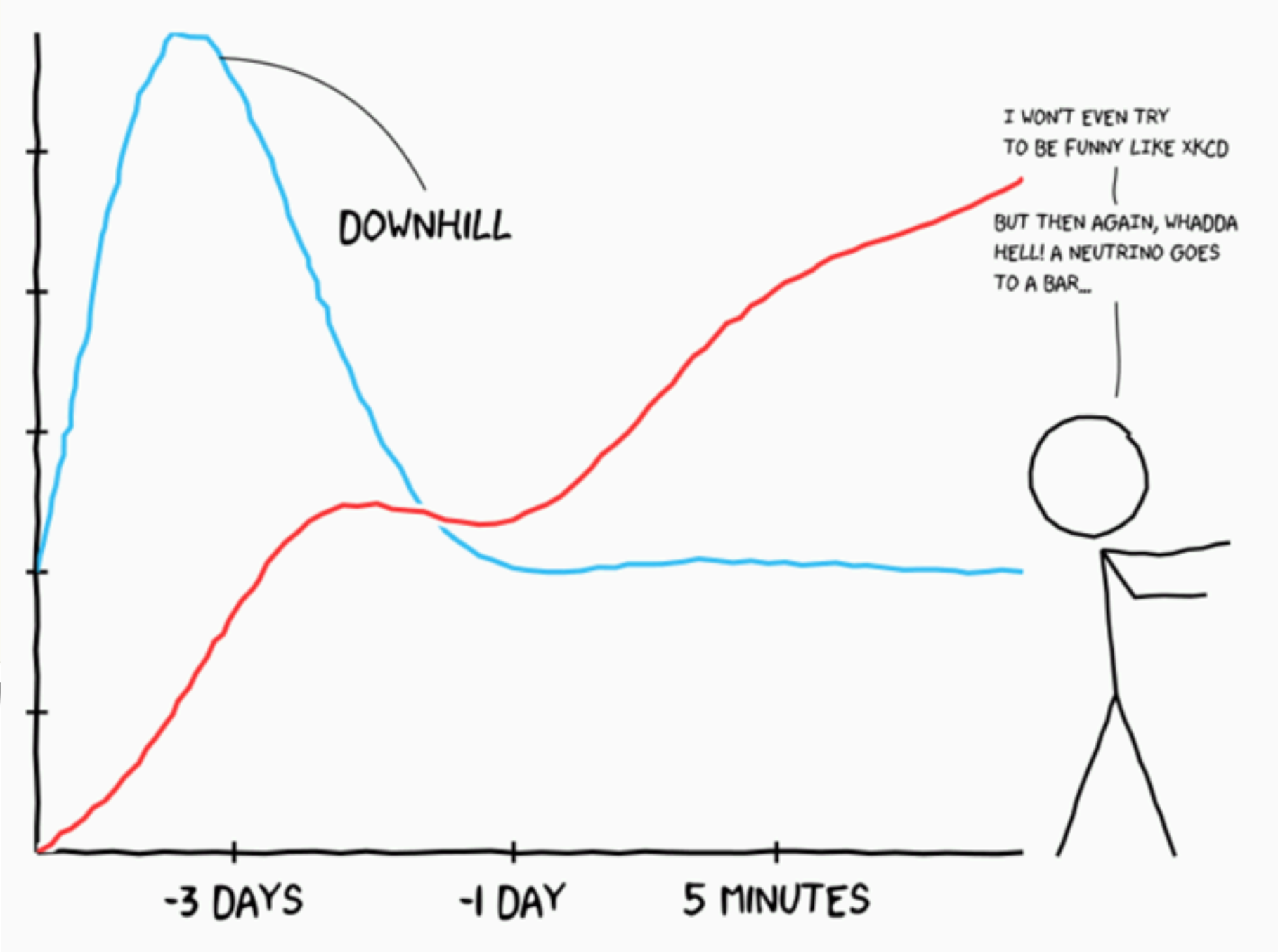
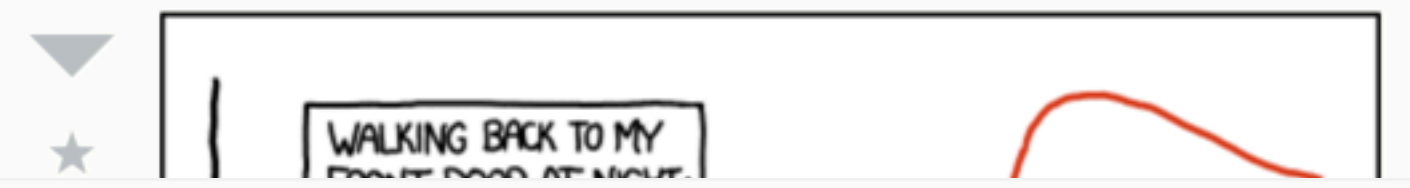


- Home
- Questions**
- Tags
- Users
- Unanswered

Create xkcd style diagram in TeX

Ask Question

▲ 308 The unique style of the diagrams at [xkcd](#) has an informative but nice hand-drawn touch. I guess they are actually drawn by hand but just recently on our partner site for Mathematica someone asked how to draw a similar diagram such as this one with Mathematica's plot functions ([xkcd-style-graphs](#)).



asked 6 years, 6 months ago
 viewed 40,030 times
 active 8 months ago

FEATURED ON META

- Announcing the arrival of Valued Associate #679: Cesar Manara
- Planned maintenance scheduled April 23, 2019 at 00:00UTC (8:00pm US/Eastern)

HOT META POSTS

- 5 package tag marginnote vs. command tag marginpar vs. feature of setting...
- 19 Is TeX.SX a competition arena?

Love this site?

Get the **weekly newsletter!** In it, you'll get:

- The week's top questions and answers

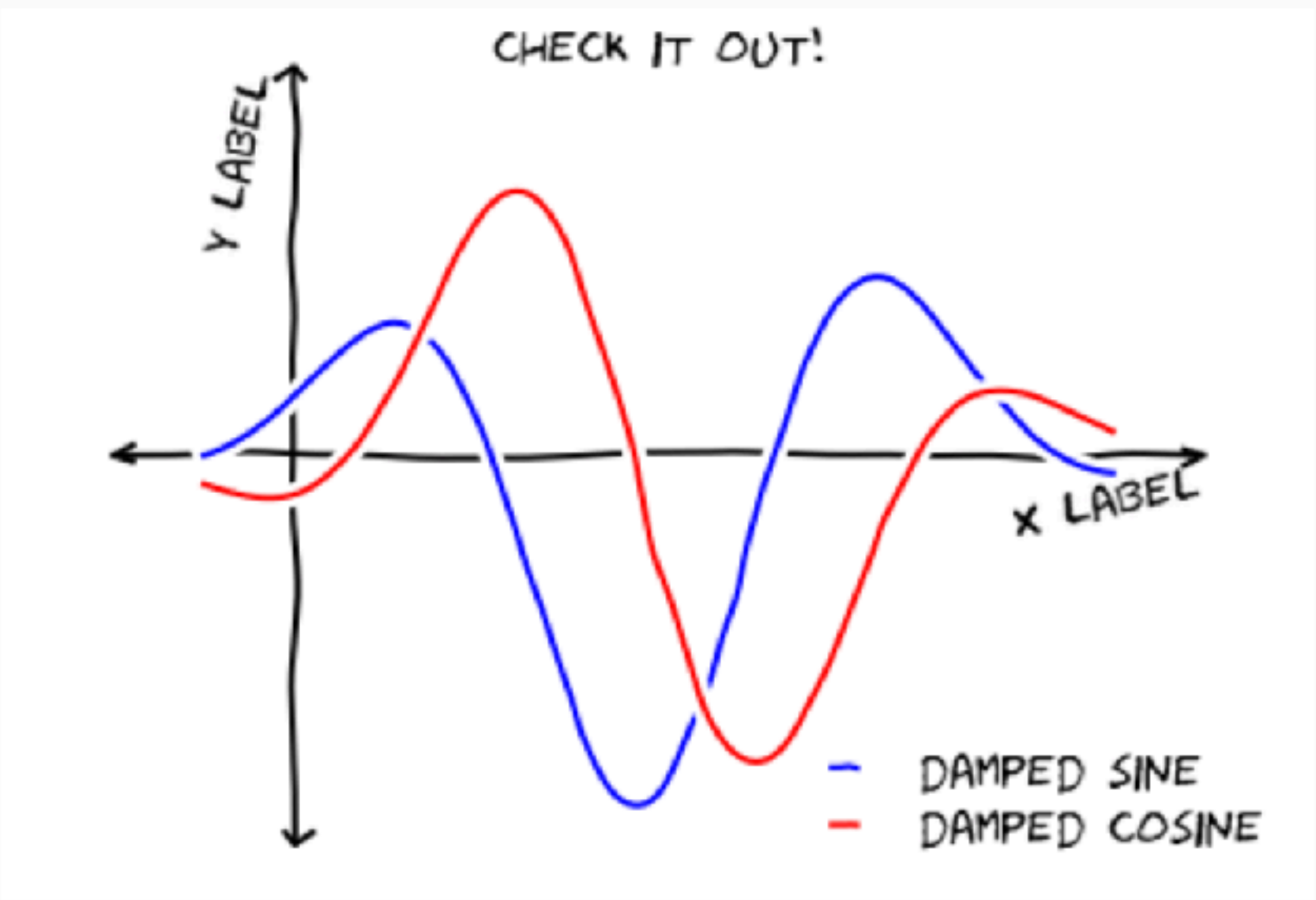
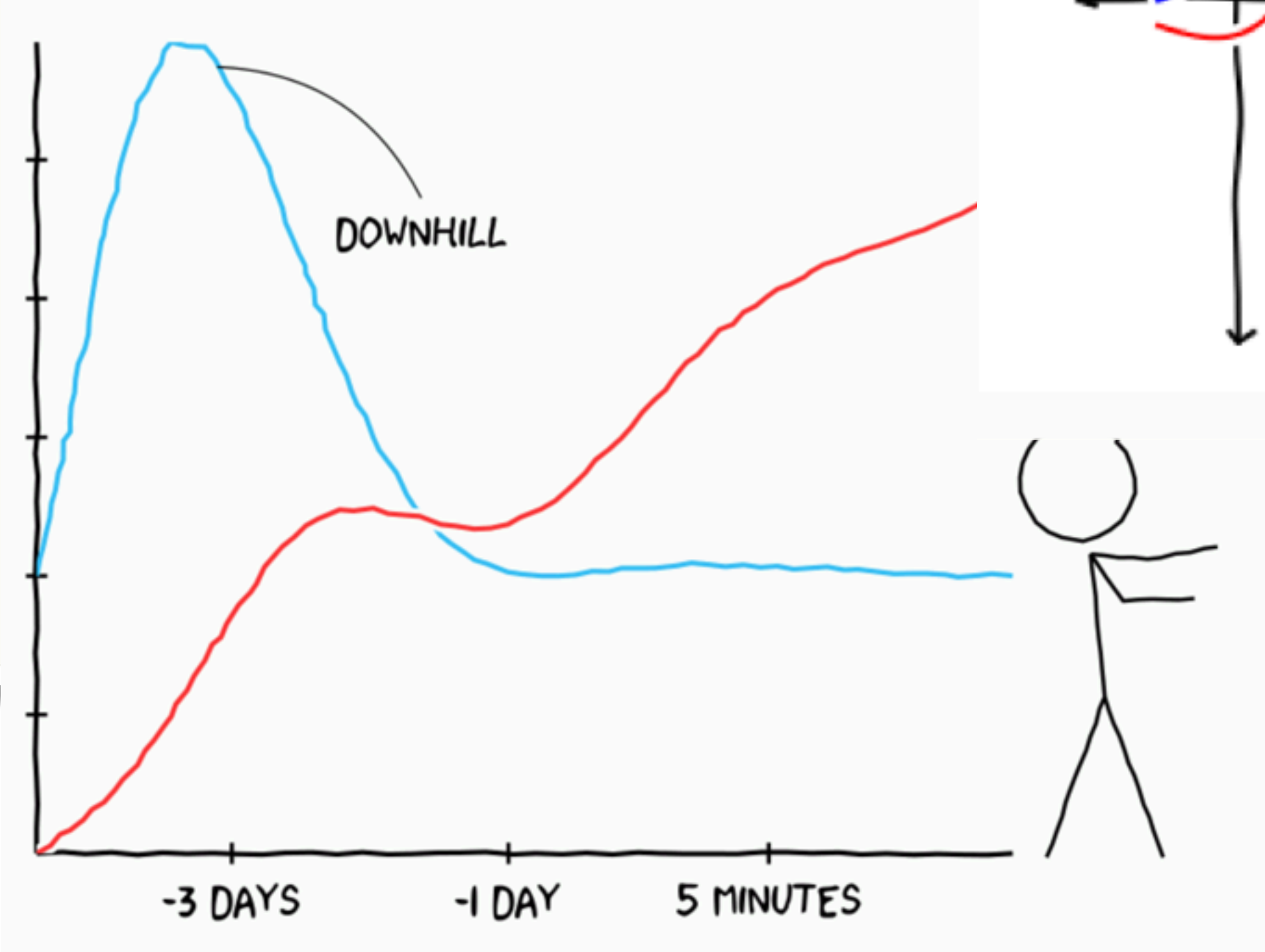
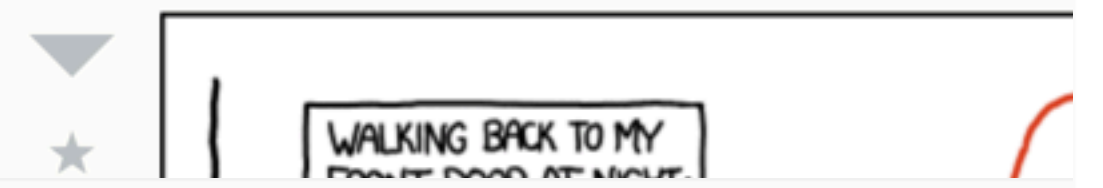
ime getting the details attempt does not look [umorsans.html](#)):



- Home
- Questions**
- Tags
- Users
- Unanswered

Create xkcd style diagram in TeX

▲ The unique style of the diagrams at [xkcd](#) has an info are actually drawn by hand but just recently on our p to draw a similar diagram such as this one with Matl



ime getting the details attempt does not look [umorsans.html](#)):

Love this site?

Get the **weekly newsletter!** In it, you'll get:

- The week's top questions and answers

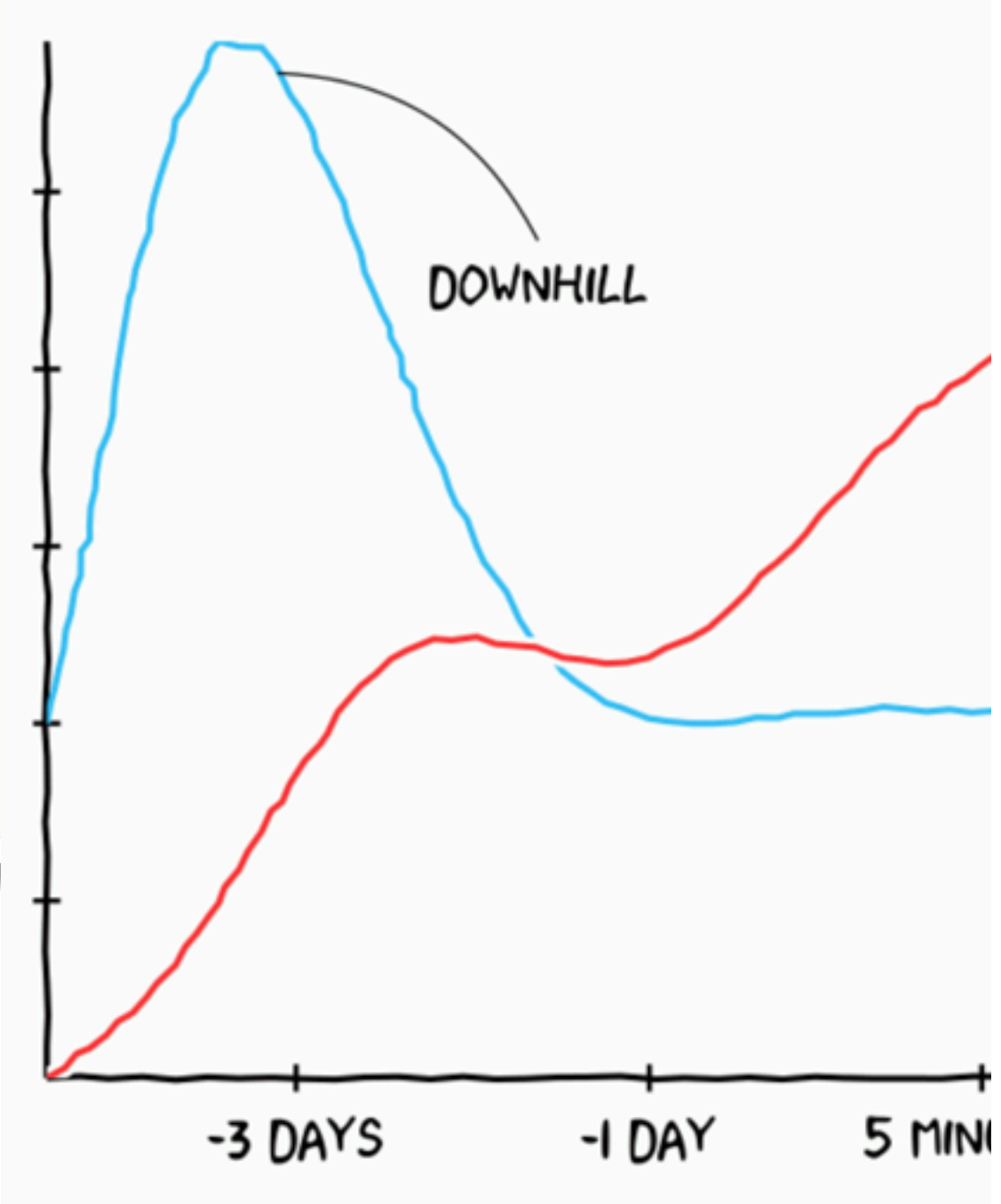


- Home
- Questions
- Tags
- Users
- Unanswered

Create xkcd style diagram in TeX

▲ The unique style of the diagrams at [xkcd](#) has an info are actually drawn by hand but just recently on our p to draw a similar diagram such as this one with Matl

308



STOVE OWNERSHIP



StackExchange Search on TeX - L

{TEX}

Home

Questions

Tags

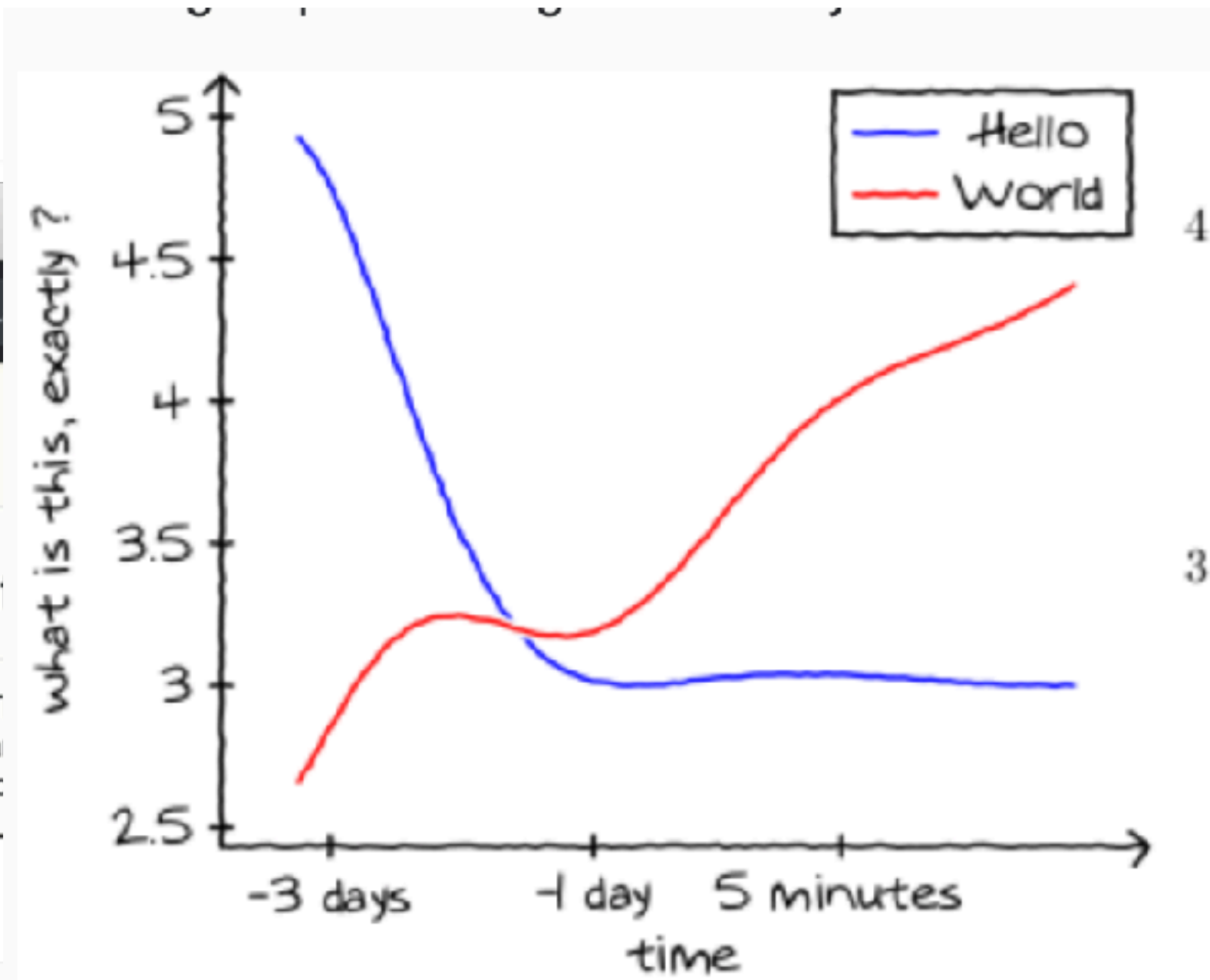
Users

Unanswered

Created

308

★



4.x

101 ● 2

oxidation

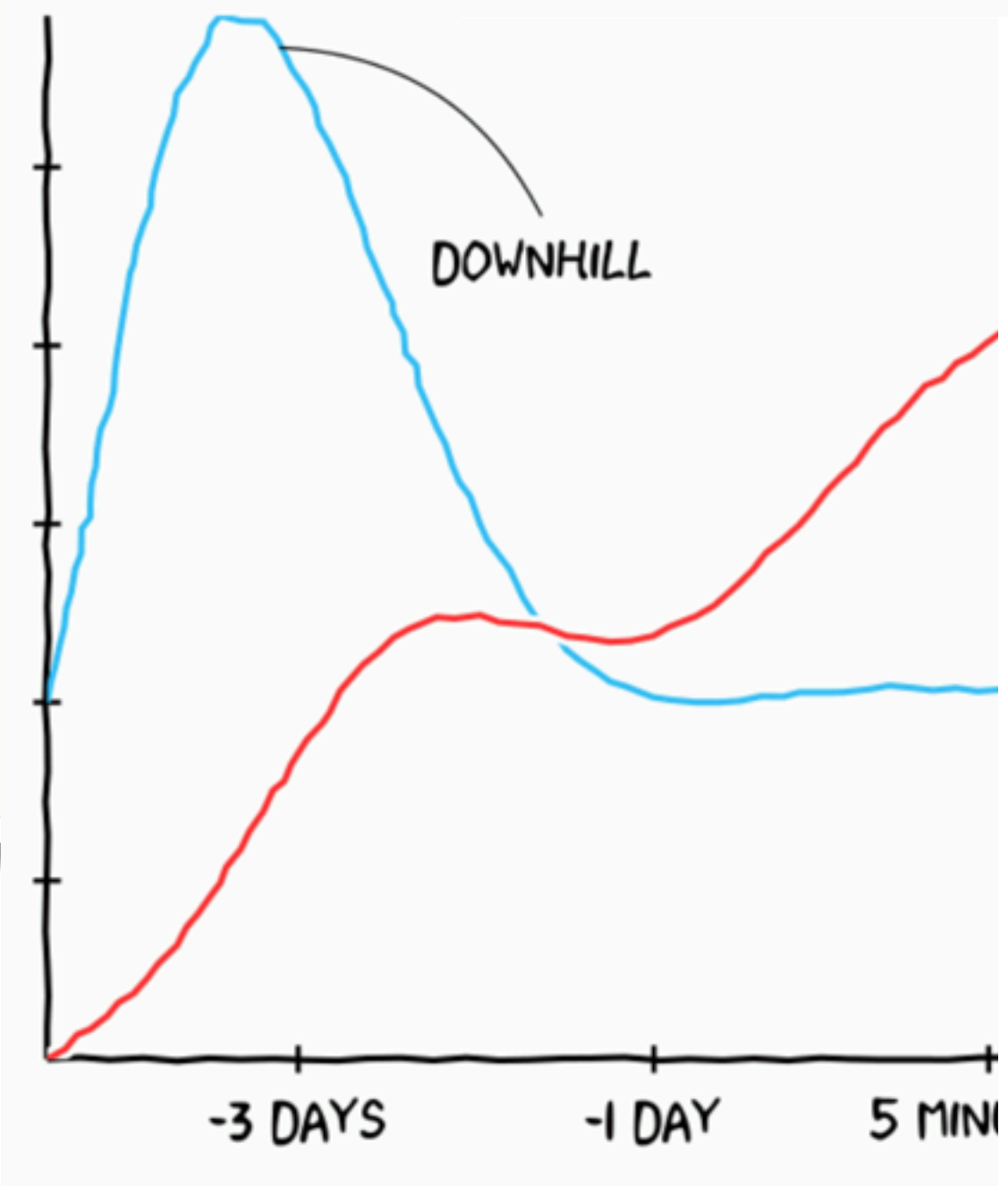
$$2\text{Na} + \text{Cl}_2 \rightarrow 2\text{Na}^+ + 2\text{Cl}^-$$

reduction

$$\oint_{\partial S} \mathbf{E} \cdot d\mathbf{l} = -\frac{\partial \Phi_{B,S}}{\partial t}$$

3. CHECK IT OUT!

RSHIP





- Home
- Questions**
- Tags
- Users
- Unanswered

How do I make my document look like it was written by a Cthulhu-worshipping madman?

Ask Question

▲
528
▼
★
321

I want to type up some spells from the RPG [Call of Cthulhu](#) and give them to my players. I could just type them up in Word or LaTeX, but that seems too...neat. I'd like to make these things look like they were scrawled by a gibbering madman, unhinged by the horrors he has witnessed. Bonus points if you can add any traces of H. P. Lovecraft's Cthulhu Mythos.

Less poetically: Typefaces to make it look scrawled or handwritten, preferably with a quill or calligraphy pen. Ways to make the word spacing less regular (Abuse `microtype` in some way?) and ways to put in drop caps are the kind of things I'm looking for.

Bonus points if you can tell me how to typeset an elder sign.

Alright, editing this to be more specific:

- A font to make it look handwritten or calligraphic. I was under the (mistaken) impression that fonts in LaTeX were restricted to a few packages on CTAN, so I was hoping for a suggestion for a good one. I can find one in a free typeface repository somewhere, though if anyone has suggestions I'd love to hear them.
- Dropcaps.
- Possibly adding a texture or such to make it look like it is written on parchment?
- Changing the size of the writing at various points, preferably randomly
- Changing interword spacing randomly.

asked 7 years, 6 months ago
viewed 116,782 times
active 2 years ago

FEATURED ON META

- Announcing the arrival of Valued Associate #679: Cesar Manara
- Planned maintenance scheduled April 23, 2019 at 00:00UTC (8:00pm US/Eastern)

HOT META POSTS

- 5 package tag marginnote vs. command tag marginpar vs. feature of setting...
- 19 Is TeX.SX a competition arena?

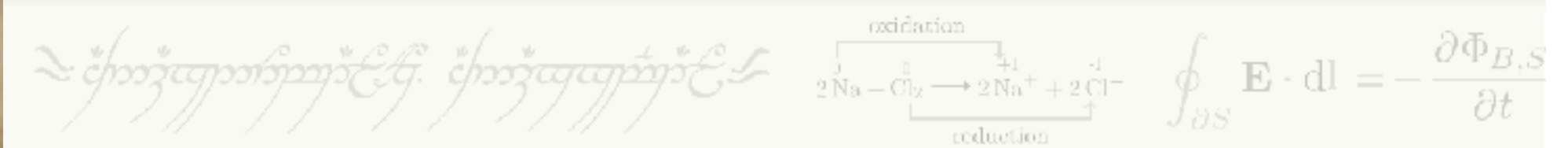
The L^AT_EX Font

Hello, I am crazy. I am a Cthulhu worshipping gibbering
madman, unhinged by the horrors I have witnessed. I am
a Cthulhu worshipping gibbering madman, unhinged by the
horrors I have witnessed. I am a Cthulhu worshipping
gibbering madman, unhinged by the horrors I have
witnessed. I am a Cthulhu worshipping gibbering madman,
unhinged by the horrors I have witnessed. I am a
Cthulhu worshipping gibbering madman, unhinged by the
horrors I have witnessed.



/how-do-i-make-my-document-look-like-it-was-

101 2



How do I make it look like it was written by a Cthulhu-worshipping

Ask Question

...hu and give them to my players. I could just
t. I'd like to make these things look like they
horrors he has witnessed. Bonus points if
os.

asked 7 years, 6 months ago
viewed 116,782 times
active 2 years ago

ndwritten, preferably with a quill or
ular (Abuse `microtype` in some way?) and
g for.

FEATURED ON META

- Announcing the arrival of Valued Associate #679: Cesar Manara
- Planned maintenance scheduled April 23, 2019 at 00:00UTC (8:00pm US/Eastern)

HOT META POSTS

- 5 package tag marginnote vs. command tag marginpar vs. feature of setting...
- 19 Is TeX.SX a competition arena?

as under the (mistaken) impression that
CTAN, so I was hoping for a suggestion for
ory somewhere, though if anyone has

...it is written on parchment?
...preferably randomly

The L^AT_EX Font

ECPI BLOG

Learn about our people, get the latest news, and much more.

All Categories

Tweet Share G+ Share

FIND US ON...



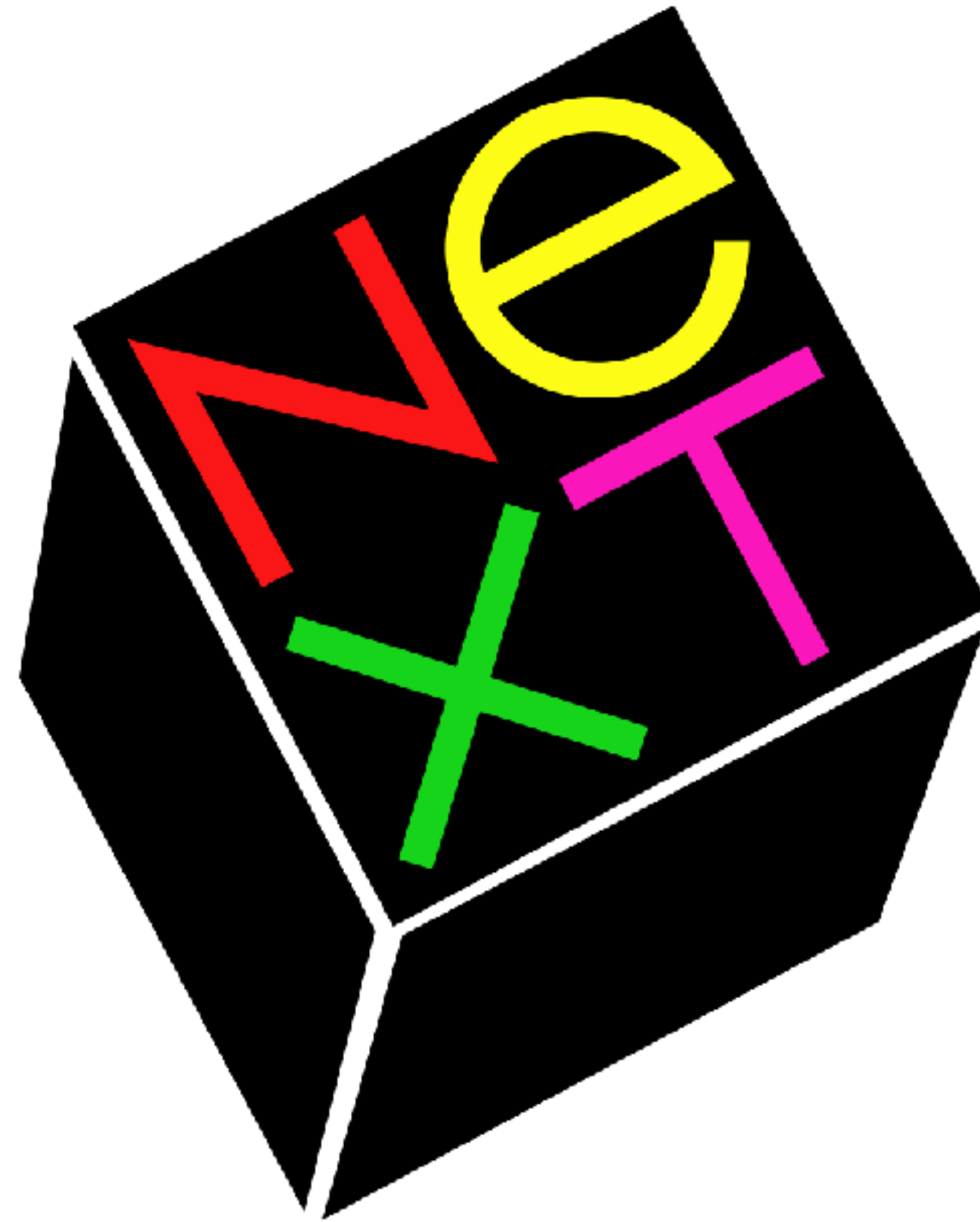
Enter your email address

Subscribe To ECPI Blog

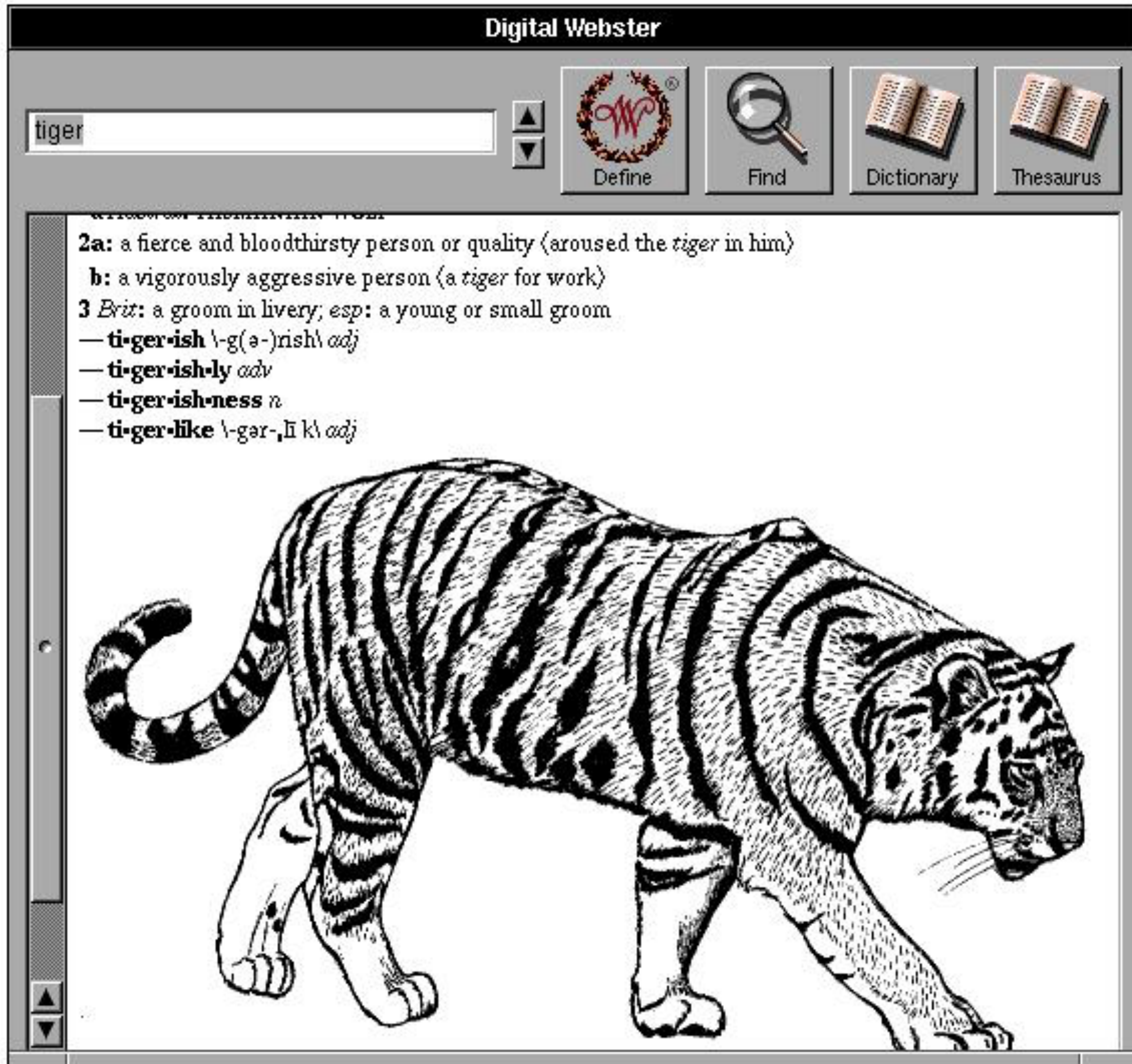
Latest Videos

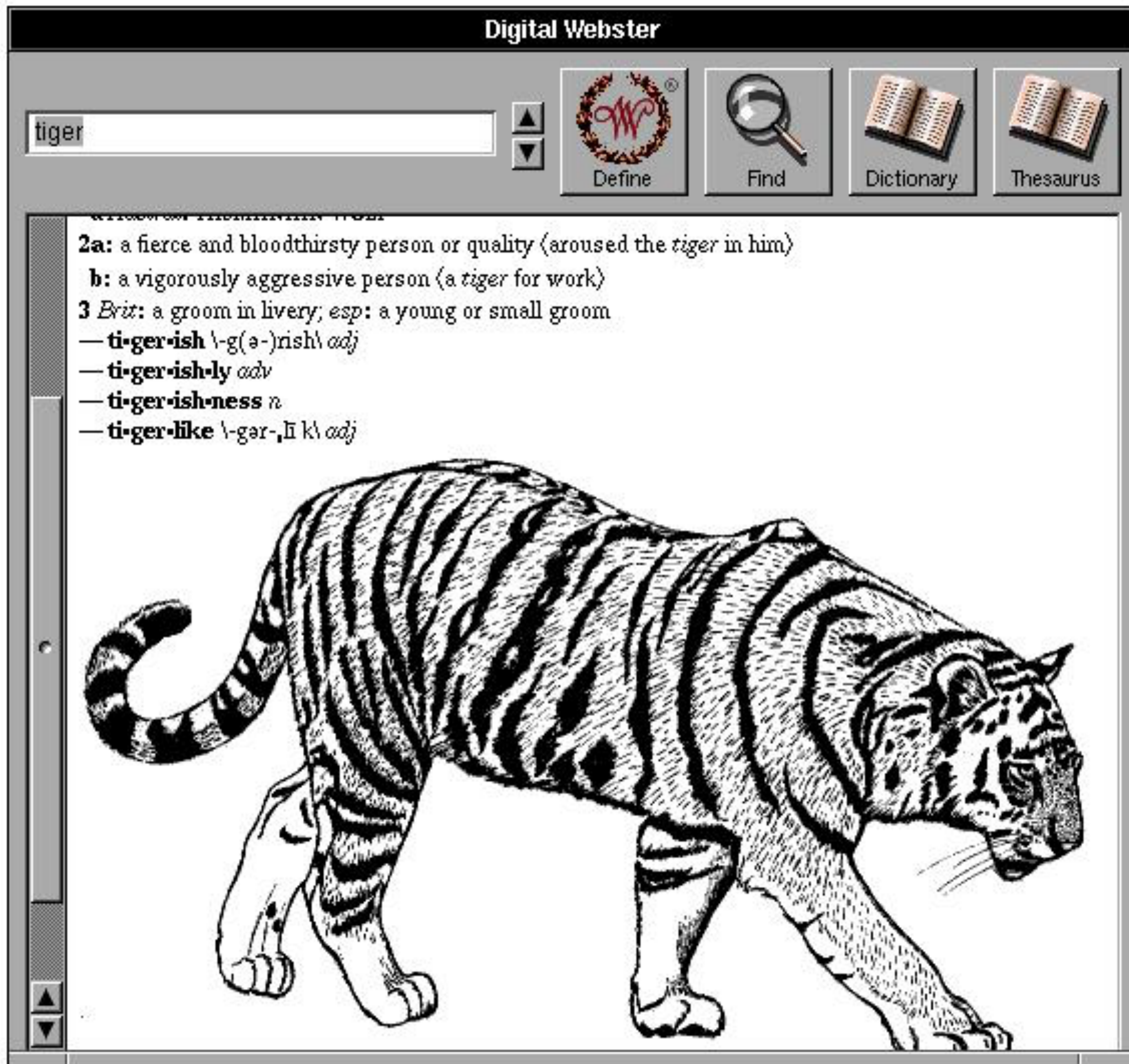


Software development can be a rather long, tedious procedure. And for some professional software developers, the best way to blow off steam is to leave little "Easter eggs" in their software. Generally speaking, an Easter egg is a hidden message, joke, or feature that is not documented, and often not even meant to be found by the casual user. These are 5 of the best, littlest known Easter eggs in computer software.









"Is 'Gullible' in the Dictionary?"

Quirkiness

How do a production-train slack-integration **nicely**:



fat-controller BOT 7:59 PM

Spotted approval request - raising IDS ticket...

Train is waiting at the station, ticket 96381, waiting on approval from one of: @ralph,@colin,@tonyg,@cullepl,@fat-controller,
<https://jazzop27.rtp.raleigh.ibm.com:9443/ccm/resource/itemName/com.ibm.team.workitem.WorkItem/96381>

(prod-trains approval to deploy Sensu check to monitor for Ibaas agent on network nodes. squad: Container Runtime)



tonyg 10:20 PM

approve 96381



fat-controller BOT 10:20 PM

approval recorded in RTC

Ticket 96381 resolved

Mind the doors please! Choo Choo 🚂🚂 @marian



marian 10:20 PM

Thanks

Feedback matters.

MANDATORY



"FUN"

memegenerator.net

Failing
at
Fun

What if you got **paid** to do
something **other** people
would pay to do?





what

where

Video Game Tester

Find Jobs

Advanced Job Search

job title, keywords or company

Video Game Tester jobs

Sort by: relevance - date

Salary Estimate

- \$30,000+ (76)
- \$50,000+ (59)
- \$70,000+ (46)
- \$95,000+ (30)
- \$105,000+ (20)

Job Type

- Full-time (85)
- Contract (7)
- Temporary (6)
- Internship (2)
- Commission (1)
- Part-time (1)

Location

- San Francisco, CA (14)
- Bellevue, WA (11)
- Las Vegas, NV (7)
- Seattle, WA (6)
- Redmond, WA (6)

more »

Company

- Studio Search, LLC (11)
- Activision (8)
- Unity Technologies (7)
- Bungie (6)
- A2Z Development Center, Inc. (5)

more »

Experience Level

Jobs 1 to 10 of 98

Upload your resume - Let employers find you

Red Team Lead

Electronic Arts - ★★★★★ 296 reviews - Redwood City, CA 94065 +1 location

We're EA—the world's largest video game publisher. But maybe you don't know how we're committed to creating games for every platform—from social to mobile to...

4 days ago - save job - more...

QA Tester

Wargaming.net - ★★★★★ 4 reviews - Seattle, WA

An interest in video game tool development (but please note that this is NOT a game testing role). Bring your years of experience in testing highly scalable web...

5 days ago - save job - more...

Design Tester

Bungie - ★★★★★ 2 reviews - Bellevue, WA 98004 (Downtown area)

1+ years in video game QA. Testers at Bungie are grouped into teams, responsible for ensuring that an area of the game is ready to ship....

8 days ago - save job - more...

Fall 2017 Intern - Cartoon Network Games QA

Turner - ★★★★★ 287 reviews - Atlanta, GA 30319

Test out new Flash and Unity games. Strong passion for playing games and discovering issues. The Digital department at Cartoon Network offers a wealth of...

18 hours ago - save job - more...

Lead QA Tester - PC Compatibility

2K Games - ★★★★★ 13 reviews - Las Vegas, NV 89101 (Cultural Corridor area)

Provide coaching, training, and overall guidance to QA Testers and Senior QA Testers. Assists in leading a team in executing test plans on pre-release video...

4 hours ago - save job - more...

Get new jobs for this search by email

My email:

Input field for email address

Also get an email with jobs recommended just for me

Activate

You can cancel email alerts at any time.

Game Tester salaries in United States

\$15.29 per hour

Based on 868 salaries



Game Tester salaries by company in United States



what

where

Video Game Tester

Find Jobs

Advanced Job Search

job title, keywords or company

Video Game Tester jobs

Sort by: relevance - date

Salary Estimate

- \$30,000+ (76)
- \$50,000+ (59)
- \$70,000+ (46)
- \$95,000+ (30)
- \$105,000+ (20)

Job Type

- Full-time (85)
- Contract (7)
- Temporary (6)
- Internship (2)
- Commission (1)
- Part-time (1)

Location

- San Francisco, CA (14)
- Bellevue, WA (11)
- Las Vegas, NV (7)
- Seattle, WA (6)
- Redmond, WA (6)

more »

Company

- Studio Search, LLC (11)
- Activision (8)
- Unity Technologies (7)
- Bungie (6)
- A2Z Development Center, Inc. (5)

more »

Experience Level

Upload your resume - Let employers find you

Jobs 1 to 10 of 98

Red Team Lead

Electronic Arts - ★★★★★ 296 reviews - Redwood City, CA 94065 +1 location

We're EA—the world's largest video game publisher. But maybe you don't know how we're committed to creating games for every platform—from social to mobile to...

4 days ago - save job - more...

QA Tester

Wargaming.net - ★★★★★ 4 reviews - Seattle, WA

An interest in video game tool development (but please note that this is NOT a game testing role). Bring your years of experience in testing highly scalable web...

5 days ago - save job - more...

Design Tester

Bungie - ★★★★★ 2 reviews - Bellevue, WA 98004 (Downtown area)

1+ years in video game QA. Testers at Bungie are grouped into teams, responsible for ensuring that an area of the game is ready to ship....

8 days ago - save job - more...

Fall 2017 Intern - Cartoon Network Games QA

Turner - ★★★★★ 287 reviews - Atlanta, GA 30319

Test out new Flash and Unity games. Strong passion for playing games and discovering issues. The Digital department at Cartoon Network offers a wealth of...

18 hours ago - save job - more...

Lead QA Tester - PC Compatibility

2K Games - ★★★★★ 13 reviews - Las Vegas, NV 89101 (Cultural Corridor area)

Provide coaching, training, and overall guidance to QA Testers and Senior QA Testers. Assists in leading a team in executing test plans on pre-release video...

4 hours ago - save job - more...

Get new jobs for this search by email

My email:

Also get an email with jobs recommended just for me

Activate

You can cancel email alerts at any time.

Game Tester salaries in United States

\$15.29 per hour

Based on 848 salaries



No, not the best job in the world.

31% of us dislike team-
building activities.

How do you know you're having
fun if you're not measuring it?

How to ruin an office party?
Take attendance.



Failing at Fun

Forgetting to fix the other stuff.



A layer of fun



A layer of fun
... on top of a terrible
workspace ...



A layer of fun
... on top of a terrible
workspace ...
is **still** terrible.



-
Fun is **important**.

Recap on achieving fun:

1. Get rid of un-fun things
2. Add fun things

Doing 2. without 1. is going to **fail**.



Questions?

Holly Cummins
IBM **Cloud** Garage
@holly_cummins



Austin
Copenhagen
Dubai
London
Madrid
Melbourne
Munich
New York
Nice
Raleigh
San Francisco
São Paulo
Singapore
Tokyo
Toronto