



Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism

Nathan Meunier

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Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism Nathan Meunier Freelancing: Your Entry Point into the World of Video Game Journalism

Have you ever dreamed about getting paid to write about video games and the fascinating people who make them? Unless you live on the West Coast and are lucky enough to land a rare staff position at one of the major gaming publications, freelancing is the best way to turn slinging words about your favorite hobby into a viable and lucrative career. The best part? You can do it from anywhere!

Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism covers everything you need to get started along the path to launching and maintaining a successful freelance career in the gaming industry. Pro freelancer Nathan Meunier has written for more than 30 of the top gaming outlets -- from Nintendo Power, GamePro, and Official Xbox Magazine to IGN, GameSpot, Electronic Gaming Monthly, and more. In this advice-packed tome for aspiring freelance game journos and more established writers alike, Nathan delivers detailed insights and how-to tips based on many years of professional writing experience.

Learn How To

- Generate killer article ideas, pitch editors, and score paying work
- Build towards quitting your day job to freelance full-time
- Juggle the business-related side of freelancing
- Cover gaming conventions and press junkets
- Network with editors and writers
- Work with PR to gain coverage opportunities and free review games

And much, much more!

Here's what others are saying about Up Up Down Down Left WRITE

"Writing is the easy part of freelancing - making a living from it is the tricky bit. Nathan's conversational style is the candy coating that helps you more easily digest the crucial and often overlooked realities concerning pay rates, taxes, contracts, and actually paying the rent as a full-time freelancer. And that's in addition to great advice on how to improve your writing, perfect your pitches, build industry relationships, schedule your time, and even handle rejection. This is, hands-down, the second-best book I've read on how to review video games for a living."

- **Dan Amrich**, author of *Critical Path: How To Review Videogames For a Living*

"No cheat codes here -- this is a good, solid guide to playing the 'freelance writing' game just right. If you want to be a freelance writer -- in or out of the game industry -- ignore this at your peril."

- **Chuck Wendig**, author of *The Kick-Ass Writer*, *Confessions of a Freelance Penmonkey*, and more.

[Tags: freelance, freelancing, freelance writing, freelance game journalism, video games, game journalism, how-to, writing advice, make money, writing about games, game careers, pitching articles, writing]

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