



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

By Nathan Meunier

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Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism By 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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Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism By Nathan Meunier Bibliography

- Sales Rank: #394351 in Books
- Published on: 2013-07-05
- Original language: English
- Number of items: 1
- Dimensions: 8.00" h x .58" w x 5.25" l,
- Binding: Paperback
- 256 pages

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Editorial Review

Review

"A solid top-level view of the industry [that] gives crucial insight into what it takes to be a freelancer...[the book] covers a good selection of topics, from surviving tough income tax rates to dealing with public relations folks; it also doles out advice on crafting and delivering a good pitch, making the entirety essential reading." - *Official Xbox Magazine*

"An earnest look into the geek-glamorous lifestyle of the paid videogames publication word-spewer, and how to sneak in uninvited. This book is as useful as it is just outright brutal, and that's what makes it a page-turner." -*Destructoid*

From the Author

Up Up Down Down Left WRITE is the first book in an ongoing series of game journo guides aimed at teaching aspiring writers how to break into the gaming industry and learn the skills they need to thrive. It's a labor of love. What's rewarding, is that I'm already hearing from writers who have found this book to be an invaluable resource that helped them score their first assignment at major video game publications like Kotaku, Polygon, and more.

About the Author

Nathan Meunier is an award-winning journalist and freelance writer who covers video games, technology, and geek culture. With over a decade of professional writing experience, Nathan's work has appeared in more than 30 print and online publications, including Nintendo Power, PC Gamer, GameSpot, Official Xbox Magazine, Mac|Life, IGN, GamePro, The Escapist, EGM, GamesRadar, PlayStation: The Official Magazine, GameSpy, Macworld, The Magazine, and many more. When he's not slinging buckets of nerdy words for magazines and websites, Nathan pens freelance writing advice columns for aspiring game journalists at his website www.nathanmeunier.com. He also has several other writing advice books in the works that are geared towards folks interested in carving out a career writing about video games, including Interview Fu: The Game Journo Guide to Conducting Killer Interviews.

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