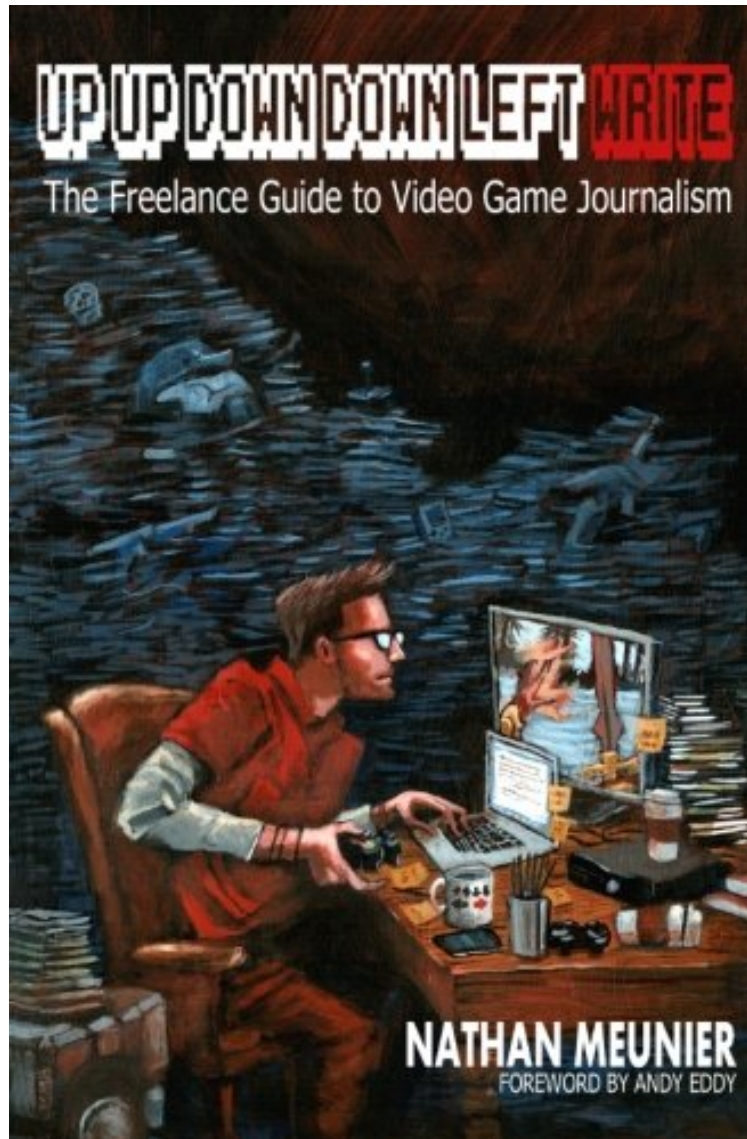


(Free download) Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism

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

*Nathan Meunier*

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**Nathan Meunier : Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism:

1 of 1 people found the following review helpful. certainly did a great job writing this book By RobbieV The concept of

the working life and joys of a man in today's society is the topic Nathan introduces in this guide. *Up Up Down Down Left Write: The Freelance Guide to Video Game Journalism* is essentially a guide trying to help the reader live the life of freelancing appropriately based on Nathan Meunier's own experiences. I've read the Praise for *Up Up Down Down Left Write* section of the book, as well as the Foreword section of the book, both times in vain. I, at the time, felt as though the compliments to the book were all written vaguely but in a read-through, I'm starting to realize that there isn't too many more ways to word their thoughts. Now I just wish I had been associated in the publishing of the book to submit my own statements of praise because Nathan Meunier, the author of *Up Up Down Down Left Write*, certainly did a great job writing this book. It may be the pure nature of this book that makes my opinion appear somewhat biased but I can assure you otherwise. Although I would strongly consider freelancing as one of my top career choices it wouldn't be just any freelance guide to trust, I had previously seen much of Nathan's work, so I knew that whenever his words were to touch paper, it had the possibility of spawning something great. Now to find a book of his, well and alive, taking you through how he does what he does best, compared to his competitors' guides, the choice is obvious. There is some to admit, however. Although his style of writing was very easy to read, a lot more formal than what you would expect, and through this it became a bit too formal. He used quite a bit of slang and on top of that came a lot of referencing and clichés, and there's even a couple of typos I found, so early on I commonly found myself struggling to understand exactly what he was talking about. It is also worth mentioning here that his language is of a Pg-13 standard. With more reading though it does become much easier to get the jive of what he's saying. There is, however, a lot more good than there is weakness, so still justly outweighing the bad, so much so that it becomes rather irrelevant to point them out, but for the sake of the review I felt it was necessary. Aside from the typos at least, I would still have to say that I wouldn't change anything in the book, because if anything, whatever is changed will take away from the text. For those who may not know, Nathan Meunier is a freelance game journalist, in short, someone who writes on the latest of and greatest, a news reporter, or paper editor essentially, but in the gaming world. Game freelancing, is a tricky business and can be very hard to manage, but nevertheless it can be both enjoyable and profitable, and it is this type of conflicting arguments that drive the book. In the entirety of the book this war is alive, the pain and struggles of freelance against the luxuries of freelancing, though being one of the more underlying concepts, it is still one of the most important ones. The book has an informal structure, one that I did not expect to find to find, but sensible due to his way of guiding, everything is divided into 4 parts and many chapters and then even more by subtitles. It almost becomes a directory for freelancing, or a dictionary of tips. And so a full read-through just isn't necessary (unless you're studying freelancing probably.) It is almost as if he is giving lessons by reflecting on his own actions, though he does not clearly justify this in the text. Of all the topics, strategies and tips covered in the book, ranging anywhere from just *Getting Started* to as intense as *Moving Hell*, some I'm even using now, I'd have to award the topic that I relate to the most is to being mentally stuck in my writing. As a writer, the lack of new environment does a toll on me and I now see that many writers can also face this issue and without the proper care can cause serious issues. Though it may not seem as serious to many, I guarantee that the reader will find an abundance of similarly important issues that they face just as a writer, before the gaming even starts. For the remainder of the book things were a little less relatable, considering that I am actually not a game freelancer yet, or any journalist for that matter, his idealism and concept of the lifestyle will be foreign to most. So in my opinion, this book was a fantastic read and guide. Although it has its faults, the book was still great. The overall lessons are apparent, they are there, and most importantly they are effective. For all of us, I think the goal was met for both the writer and the reader, he aspired to turn the questions he received as an experienced journalist and work them into one huge guide of a book to teach beginners and those who may be interested about a different lifestyle as well as how to live it. On my end, I can say I am glad to have read this book and am inspired to begin my way into the freelance world of gaming and I recommend anyone that likes to play games, and likes to write, to come and read this book to be on your way too. I just can't help but wonder now, how could the second most common freelance game guide, *Critical Path*, by Dan Armich, compare to this book. Well both books have some commonalities but both books also have different perspectives for aspiring game reviewers. In my opinion both of these books are inexpensive enough that anyone thinking of making a living in this field should buy them books. 4 of 4 people found the following review helpful. Read, Apply and Stay Patient By Al Hendra I've been a writer even before I read this book. But I didn't have a goal. I didn't know what kind of writer I wanted to be nor what I should do to realise that non-existent goal. This book gives me a goal: I want to be a game journalist. And it tells me how my life will be like once I've become a game journalist and what I should do to be there. And so far I've enjoyed the decision I've made and I have Nathan to thank for this. And that's how I see this book. It takes a while to reach the more practical part -- like what kind of feature to write and how to write a pitch -- and before that you have to waddle through the more annoying parts like taxes. But it's all necessary. I as a reader had to stay patient until I get to the practical parts, because if I jumped to it immediately -- or if Nathan structured his book differently -- I might not touch the annoying-but-useful parts. And then I'd be in a big trouble. So, this is what I want to say to the prospective buyers out there: stay patient, read through every chapter of this book, highlight what you feel is important (which to me is most of them), apply everything you've learned and **STAY PATIENT**. This book isn't a quick guide to success; no matter what the field is, you need time to reach the pinnacle of success. Unless you want to be a One-Hit Wonder:

succeed once, then fade away until nobody can remember your name. And the most important bit: enjoy every step of becoming a game journalist, because this book will be there to help you. 4 of 4 people found the following review helpful. UUDDLW ReviewBy Hayden WisemanNathan Meunier's Up Up Down Down Left WRITE - The Freelance Guide To Video Game Journalism, like the Necronomicon, is a dangerous book. I grew up playing video games and at a certain age I started reading magazine and internet articles about them to further my knowledge of the medium. It blew my mind that playing video games and writing about them was something a person could do for a living. I've dreamed about being able to do that ever since, but there have always been questions about it that I've never been able to ask. I've never had a resource to turn to that satisfied those inquiries. Meunier's book is dangerous because, while it is packed to the brim with details that might scare some people off, it answers all of the questions I've ever had about freelance work (and questions I didn't know I had) and makes me think that I could pursue games journalism and go beyond my hobby. I happened across Up Up Down Down Left WRITE on Twitter, where someone had retweeted a link to the book's Kickstarter page. I was unable to donate at the time, but swore to myself that I would buy the book as soon as I could. I got it on Kindle and was overwhelmed by the amount of topics listed on the table of contents page. I thought I had some idea of what was involved in writing about games, but my assumptions barely scratched the surface. Everything from pitching articles to covering conventions and even paying quarterly taxes is covered in this book. Meunier doesn't write about these subjects in dry-textbook manner, either. Humor and pop culture references are sprinkled throughout and they work to relay information to the reader in a relatable way. The book feels more like a friend who works in the industry is telling you about personal experiences than it does a college professor demanding you absorb information. Meunier leaves no stone un-turned and as such, the reader often gets to see the grimy underside and negative aspects of freelance journalism. I think a lot of us want to believe that it's as simple as playing a game and churning out a review in a single draft, but it's much more work than that. I recommend this book, not just to the people who are interested in trying to write about games for a living, but also to those who get online and post comments on reviews and articles. I think we could all benefit from having an expanded knowledge of the journalists side of the industry and Nathan Meunier's Up Up Down Down Left WRITE is an excellent point of entry.

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 ]

"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 journal 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, Nathans 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](http://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.